

# PRESTIGEKLASSE IMPERIAL MAN-AT-ARMS

Man-at-Arms  
Level



## WILLENSKRAFT

Stufe 3 Continue fighting Will save DC = 15 + Current negative hp

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

Stufe 5 Continue fighting Will save DC = 20 + Current negative hp

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DAUER

Runden

=

Avoid death when hp reaches your negative constitution score. You die after the effect of Undying Loyalty ends.

Raise Dead or similar spell is necessary to recover, but if used during the duration has no material cost.

## MAN-AT-ARMS

Stufe			Bonus Combat Feat
1	<input type="checkbox"/>	{ Armored Stealth Imperial Battle Training	
2	<input type="checkbox"/>	{ Brother In Arms Commanding Aura	
3	<input type="checkbox"/>	Force Of Will	■
4	<input type="checkbox"/>	No Failure Allowed	
5	<input type="checkbox"/>	Undying Loyalty	■

## ARMORED STEALTH

### ARMOR CHECK

PENALTY  
REDUCTION

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- = ÷ 2 (abrunden)

## IMPERIAL BATTLE TRAINING

Gesamte

Kämpfer-  
stufe

Kämpfer-  
stufe

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= + +

## BROTHER IN ARMS

Stufe

2

An Imperial Man-at-Arms is assumed to have any teamwork feat to allow an ally to use the feat.

The Man-at-Arms does not himself gain any benefit from the teamwork feat.

## NO FAILURE ALLOWED

WILLEN

BONUS

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Stufe

4

+ =

Applies against compulsion and mind-affecting effects.