

# CLASSE DE PRESTIGE IMPERIAL MAN-AT-ARMS



Man-at-Arms  
Level

## FORCE DE VOLONTÉ

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

Staggered rather than disabled when hp drops below 0.

| MAN-AT-ARMS |                          |   | Bonus Combat Feat |
|-------------|--------------------------|---|-------------------|
| Niveau      |                          |   |                   |
| 1           | <input type="checkbox"/> | { Armored Stealth<br>Imperial Battle Training |                   |
| 2           | <input type="checkbox"/> | { Brother In Arms<br>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

Man-at-arms  
Level

-  =  ÷ 2 (arrondi à l'inférieur)

## IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Fighter  
Level

Man-at-arms  
Level

=  +  +

## BROTHER IN ARMS

Niveau **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

Niveau **4** WILL SAVE BONUS Man-at-arms Level

+  =

Applies against compulsion and mind-affecting effects.

## UNDYING LOYALTY

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

**DUREE**  trs =

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.