

PRESTIGE CLASS IMPERIAL MAN-AT-ARMS



Man-at-Arms
Level

MAN-AT-ARMS

Livello			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"/>	Forza Di Volontà	■
4	<input type="checkbox"/>	No Failure Allowed	
5	<input type="checkbox"/>	Undying Loyalty	■

ARMORED STEALTH

ARMOR CHECK

PENALTY REDUCTION

Man-at-arms
Level

$$- \text{ [] } = \text{ [] } \div 2 \quad (\text{per difetto})$$

IMPERIAL BATTLE TRAINING

Effective

Fighter
Level

Livello
del Guerriero

Man-at-arms
Level

$$\text{ [] } = \text{ [] } + \text{ [] } + \text{ [] }$$

BROTHER IN ARMS

Livello
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

BONUS SALVEZZA

Livello

4

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$$\text{ [] } + \text{ [] } = \text{ [] }$$

Applies against compulsion and mind-affecting effects.

FORZA DI VOLONTÀ'

$$\text{Livello } 3 \quad \text{Continue fighting} \quad \text{Will save DC} = 15 + \text{Current negative hp}$$

Staggered rather than disabled when hp drops below 0.

UNDYING LOYALTY

$$\text{Livello } 5 \quad \text{Continue fighting} \quad \text{Will save DC} = 20 + \text{Current negative hp}$$

DURATION

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$$\text{ [] rd } = \text{ [] }$$

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.