

Choco Guardian

The choco guardian is a champion for the cause of chocobos. He embodies the spirit of a chocobo, emulating their abilities.

The choco guardian is an archetype of the knight class.

Chocobo Knight's Suit: A choco guardian's chocobo knight's suit is a suit of masterwork armor, colored to a yellow chocobo and tailor-fitted for the choco guardian. At each indicated levels (see below), the choco guardian must turn in his chocobo knight's suit to a blacksmith to be upgraded.

At 1st level, the choco guardian's chocobo knight's suit is considered a scale mail. At 3rd level, the choco guardian's chocobo knight's suit is upgraded to a half plate. And finally, at 5th level, the choco guardian's chocobo knight's suit is upgraded to a full plate. A chocobo knight's suit can be enchanted as normal and all enhancements are transferred while upgrading.

Chocobo Training (Ex): At 2nd level, a choco guardian has trained himself to move faster on the battlefield. While wearing his chocobo knight's suit, he gains a +10 movement speed starting at 2nd level plus an additional 10 movement speed every four knight levels after 2nd.

This ability replaces stand firm.

Armor Training (Ex): Works as normal except any chocobo spells cast ignore spell failure.

This ability modifies armor training.

Choco Defense (Sp): At 6th level, a choco guardian can cast one of the following spells: *Choco Barrier*, *Choco Cure*, or *Choco Guard*. He can cast these spells a number of times per day equal to his Charisma modifier, using his knight level as his caster level.

This ability replaces a knight talent gained at 6th level.

Choco Offense (Sp): At 8th level, a choco guardian can cast one of the following spells: *Choco Dark*, *Choco Flame*, *Choco Ice*, *Choco Light*, *Choco Stone*, *Choco Thunder*, *Choco Water*, or *Choco Wind*. He can cast these spells a number of times per day equal to his Charisma modifier, using his knight level as his caster level.

This ability replaces a knight talent gained at 8th level.

Greater Choco Defense (Sp): At 12th level, a choco guardian can cast one of the following spells: *Choco Barrier*, *Choco Esuna*, *Choco Life*, or *Choco Recharge*. He can cast these spells a number of times per day equal to his Charisma modifier, using his knight level as his caster level.

This ability replaces an advanced knight talent gained at 12th level.

Greater Choco Offense (Sp): At 18th level, a choco guardian can cast one of the following spells: *Choco Meteor*, *Choco Trishot*, or *Choco Omnishot*. He can cast these spells a number of times per day equal to his Charisma modifier, using his knight level as his caster level.

This ability replaces an advanced knight talent gained at 18th level.