

Chocobo Knight

Representing the ultimate in mounted warfare, the chocobo knight is the quintessential knight in shining armor. The charge of the chocobo knight is among the most devastating offensive weapons any culture can hope to field. Combined with the ferociousness of his chocobo mount, the chocobo knight is a sight to be seen.

Role: Chocobo knights tend to marshal forces on the battlefield, using their mounted talents and challenges to control the flow of the fight. Outside of battle, chocobo knights can be found advancing their cause through diplomacy and, if needed, subterfuge. The chocobo knight is no stranger to courtly intrigue and can hold his own in even the most delicate of social situations.

Alignment: Any.

Hit Dice: d10.

Starting Wealth: $5d6 \times 10$ gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The chocobo knight's class skills (and the key ability for each skill are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+0	+0	Chocobo Mount, In or Out of the Saddle, Challenge (1/day), Commander's Aura, Limit Breaks
2 nd	+2	+3	+0	+0	Mounted Talent, Steadfast Mount, Banner
3 rd	+3	+3	+1	+1	Knight's Charge, Commander's Shout
4 th	+4	+4	+1	+1	Mounted Talent, Expert Trainer, Challenge (2/day)
5 th	+5	+4	+1	+1	Mounted Mettle, Battlefield Agility
6 th	+6/+1	+5	+2	+2	Mounted Talent, Master Feeder
7 th	+7/+2	+5	+2	+2	Challenge (3/day), Improved Chocobo Mount, Iron Chocobo
8 th	+8/+3	+6	+2	+2	Mounted Talent, Relentless Steed, Chivalry's Call
9 th	+9/+4	+6	+3	+3	Mounted Expertise, Rider's Bond
10 th	+10/+5	+7	+3	+3	Mounted Talent, Burst of Speed, Challenge (4/day)
11 th	+11/+6/+1	+7	+3	+3	Greater Charge, Dual Aura
12 th	+12/+7/+2	+8	+4	+4	Advanced Mounted Talent, Superior Mounted Combat
13 th	+13/+8/+3	+8	+4	+4	Challenge (5/day), Chocobo's Parry
14 th	+14/+9/+4	+9	+4	+4	Advanced Mounted Talent, Defensive Charging
15 th	+15/+10/+5	+9	+5	+5	Protect the Meek, Superior Chocobo Mount, Victor's Rally
16 th	+16/+11/+6/+1	+10	+5	+5	Advanced Mounted Talent, Unavoidable Onslaught, Challenge (6/day)
17 th	+17/+12/+7/+2	+10	+5	+5	Erratic Charge, General's Awe
18 th	+18/+13/+8/+3	+11	+6	+6	Advanced Mounted Talent, Spiritual Bond
19 th	+19/+14/+9/+4	+11	+6	+6	Indomitable Steed, Challenge (7/day)

20 th	+20/+15/+10/+5	+12	+6	+6	Advanced Mounted Talent, Supreme Charge
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Class Features

All of the following are class features of the chocobo knight.

Weapon and Armor Proficiency: Chocobo knights are proficient with all simple, martial weapons, and knight swords and with all armor (light, medium, and heavy) and shields (including tower shields).

Limit Breaks (Su): At 1st level, the chocobo knight receives the Limit Breaks (Fight as One and Supreme Overrun).

Fight as One (Su): This Limit Break allows the chocobo knight and his mount to fight as if they were one mind and one body. They both receive a +2 morale bonus on Attack rolls, Saving Throws, and Skill checks + an additional +2 bonus per four chocobo knight levels after 1st. The mount can full-attack after a charge. This lasts for a duration of 1 round + 1 round per four chocobo knight levels after 1st. This limit break requires only a swift action.

Supreme Overrun (Su): This Limit Break allows the chocobo knight and his mount to charge 60 feet in a line, running over his enemies. Enemies within the area of effect take 1d6 points of damage per chocobo knight level, a Reflex save (DC 10 + half of the chocobo knight's level + his Strength modifier) can half this damage.

Commander's Aura (Ex): At 1st level, a chocobo knight can project a commander's aura as a move action, this aura extends 60 feet from the chocobo knight and can be ended as a free action. A chocobo knight can maintain his commander's aura for a number of rounds each day equal to 4 + the chocobo knight's Charisma modifier; this duration may be divided in whichever fashion the chocobo knight pleases. At each level after 1st, he can maintain his commander's aura for an additional 2 round per day. Whenever a chocobo knight projects his commander's aura, he can select one of the following aura abilities, providing bonuses to all allies inside the aura. A chocobo knight can spend a swift action to switch the bonus provided by this ability. At 7th level, he can instead use an immediate action to switch the bonus provided by this ability.

- **Armored Adage:** All allies gain DR 2/-. At 5th level and every four chocobo knight levels afterwards, this damage reduction increases by 2.
- **Buffering Encouragement:** All allies gain temporary hit points equal to the chocobo knight's level + his Charisma modifier which last until the aura ends. These temporary hit points refresh at the beginning of each of the ally's turns as long as this aura is maintained.
- **Defensive Strategum:** All allies gain a +1 morale bonus to their armor class. At 5th level and every four chocobo knight levels afterwards, this morale bonus to their armor class increases by +1.
- **Destructive Counsel:** All allies gain a +2 morale bonus to their weapon damage rolls. At 5th level and every four chocobo knight levels afterwards, this morale bonus to weapon damage rolls increases by +2.
- **Healing Lesson:** All allies gain fast healing 2. At 4th level and every three chocobo knight levels afterwards, this fast healing increases by 2.
- **Resilient Recommendation:** All allies gain 3 points of elemental resistance against one element type (earth, fire, ice, lightning, water, or wind) chosen when the commander's aura is projected. At 4th level and every three chocobo knight levels afterwards, this elemental resistance is increased by 3.
- **Tactical Advice:** All allies gain a +1 morale bonus to all combat maneuver checks they make. At 5th level and every four chocobo knight levels afterwards, this morale bonus to combat maneuver checks increases by +1.
- **Valiant March:** All allies gain a +10 foot morale bonus to all movement speeds they possess. At 4th level and every three chocobo knight levels afterwards, this morale bonus to movement speed increases by +10 feet.

- **Warding Warning:** All allies gain a +1 morale bonus to all saving throws. At 5th level and every four chocobo knight levels thereafter, this morale bonus to saving throws increases by +1.

A commander's aura is a verbal, visual, and mind-affecting morale effect; creatures which cannot see or hear the chocobo knight cannot benefit from it. At 5th level and every four chocobo knight levels afterwards, the area of the commander's aura extends by 10 feet, to a maximum of 100 feet at 17th level.

Chocobo Mount (Ex): A chocobo knight gains the service of a loyal and trusty yellow chocobo to carry him into battle. This chocobo functions as a beastmaster's animal companion, using the chocobo knight's level as his effective beastmaster level. A chocobo knight's mount does not gain the shared rage special ability. If a chocobo knight enhances his chocobo mount with chocobo food, all permanent food buffs carry over in advancements. But if the chocobo knight's chocobo mount dies, all permanent food buffs are lost if he summons a new one.

Chocobo, Yellow

Starting Statistics

Size: Large; **Speed:** 60 ft.; **AC:** +2 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str 18, Dex 14, Con 16, Int 2, Wis 12, Cha 6; **Special Qualities:** darkvision 60', scent, Choco Cure (1/day).

4th-Level Advancement

Ability Scores Str +2, Dex +2, Con +2. **Special Attacks:** Choco Guard, Choco Dark, Choco Flame, Choco Ice, Choco Light, Choco Stone, Choco Thunder, Choco Water, or Choco Wind. (2/day), chosen when the chocobo knight gains 4th level.

8th-Level Advancement

AC +2 natural armor; **Ability Scores** Str +2, Dex +2, Con +2, Cha +2. **Special Attacks:** Choco Guard, Choco Dark, Choco Flame, Choco Ice, Choco Light, Choco Stone, Choco Thunder, Choco Water, or Choco Wind. (2/day), chosen when the chocobo knight gains 8th level. If ability picked is the same at the 4th level, it instead increases the number of usages by 3.

12th-Level Advancement

Ability Scores Str +2, Dex +2, Con +2. **Special Qualities:** Choco Meteor, Choco Barrier, Choco Esuna, Choco Life, or Choco Recharge. (1/day), chosen when the chocobo knight gains 12th level.

16th-Level Advancement

AC +2 natural armor; **Ability Scores** Str +2, Dex +2, Con +2, Cha +2. **Special Qualities:** Choco Meteor, Choco Barrier, Choco Esuna, Choco Life, or Choco Recharge. (1/day), chosen when the chocobo knight gains 12th level. If ability picked is the same at the 12th level, it instead increases the number of usages by 3.

20th-Level Advancement

Ability Scores Str +2, Dex +2, Con +2. **Special Attacks:** Choco Halo, Choco Trishot, or Choco Omnishot. (1/day), chosen when the chocobo knight gains 20th level.

Table: Chocobo Mount Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
1st	2	+2	+3	+3	+0	2	1	+0	+0	1	Link, Endurance
2nd	3	+3	+3	+3	+1	3	2	+0	+0	1	—
3rd	3	+3	+3	+3	+1	3	2	+2	+1	2	Evasion

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
4th	4	+4	+4	+4	+1	4	2	+2	+1	2	Ability score increase
5th	5	+5	+4	+4	+1	5	3	+2	+1	2	—
6th	6	+6	+5	+5	+2	6	3	+4	+2	3	Devotion
7th	6	+6	+5	+5	+2	6	3	+4	+2	3	—
8th	7	+7	+5	+5	+2	7	4	+4	+2	3	Ability score increase
9th	8	+8	+6	+6	+2	8	4	+6	+3	4	Multiattack
10th	9	+9	+6	+6	+3	9	5	+6	+3	4	—
11th	9	+9	+6	+6	+3	9	5	+6	+3	4	—
12th	10	+10	+7	+7	+3	10	5	+8	+4	5	Ability score increase
13th	11	+11	+7	+7	+3	11	6	+8	+4	5	—
14th	12	+12	+8	+8	+4	12	6	+8	+4	5	—
15th	12	+12	+8	+8	+4	12	6	+10	+5	6	Improved Evasion
16th	13	+13	+8	+8	+4	13	7	+10	+5	6	Ability score increase
17th	14	+14	+9	+9	+4	14	7	+10	+5	6	—
18th	15	+15	+9	+9	+5	15	8	+12	+6	7	Blood Bond
19th	15	+15	+9	+9	+5	15	8	+12	+6	7	—
20th	16	+16	+10	+10	+5	16	8	+12	+6	+7	Ability score increase

A chocobo knight does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat.

A chocobo knight's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a chocobo knight's mount die, the chocobo knight may find another chocobo to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, improved evasion, or blood bond special abilities until the next time the chocobo knight gains a level.

Class Level: The character's chocobo knight level. The chocobo knight's class levels stack with levels of any other classes that are entitled to a companion for the purpose of determining the companion's statistics.

HD: This is the total number of ten-sided (d10) Hit Dice the animal companion possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the animal companion's base attack bonus. Chocobos do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the chocobo's base saving throw bonuses. A chocobo has good Fortitude and Reflex saves.

Skills: This lists the total skill ranks for the chocobo. Chocobos can assign skill ranks to any skill listed below. If a chocobo increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. A chocobo cannot have more ranks in a skill than it has Hit Dice.

Chocobos can have ranks in any of the following skills:

Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Fly* (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), Survival (Wis), and Swim* (Str).

All of the skills marked with an (*) are class skills for chocobos. Chocobos with an Intelligence of 3 or higher can put ranks into any skill.

Feats: This is the total number of feats possessed by a chocobo. Chocobos should select their feats from those listed below. Chocobos can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency).

Chocobos can select from the following feats:

Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Chocobos with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

- *Natural Armor Bonus:* The number noted here is an improvement to the chocobo's existing natural armor bonus.
- *Str/Dex Bonus:* Add this value to the chocobo's Strength and Dexterity scores.
- *Bonus Tricks:* The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the chocobo knight might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the chocobo. The chocobo knight selects these bonus tricks, and once selected, they can't be changed.
- *Link (Ex):* A chocobo knight can handle his companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The chocobo knight gains a +4 competence bonus on all Handle Animal checks made regarding his chocobo.
- *Evasion (Ex):* If the chocobo is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.
- *Devotion (Ex):* The chocobo gains a +4 morale bonus on Will saves against enfeebling spells and effects.
- *Ability Score Increase (Ex):* The chocobo adds +1 to any one of its ability scores.
- *Multiattack:* The chocobo gains Multiattack as a bonus feat even though it does not have three or more natural attacks. The chocobo instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

- **Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, the chocobo takes no damage if it makes a successful saving throw and half damage if the saving throw fails.
- **Blood Bond (Ex):** After a chocobo knight has achieved 18th level, the bond between him and his chocobo grows so strong that the chocobo gains a +2 bonus on all attack rolls, checks and saves if it witnesses the chocobo knight being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Challenge (Ex): Once per day, a chocobo knight can challenge a foe to combat. As a swift action, the chocobo knight chooses one target within sight to challenge. The chocobo knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the chocobo knight's level. The chocobo knight can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Challenging a foe requires much of the chocobo knight's concentration. The chocobo knight takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

In or Out of the Saddle (Ex): At 1st level, a chocobo knight gains Mounted Combat as a bonus feat.

Steadfast Mount (Ex): At 2nd level, after the chocobo knight has spent 1 hour practicing with his mount, the mount gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the chocobo knight is mounted on it or adjacent to it. This bonus increases by +1 for every four levels after 2nd.

Banner (Ex): At 2nd level, the chocobo knight's banner becomes a symbol of inspiration to his allies and companions. The banner must be at least Small or larger and must be carried or displayed by the chocobo knight or his mount to function.

- **Fleet Standard (Ex):** An ally who benefits from this standard increases her land speed by 5 feet and gains a +1 dodge bonus to AC during any round in which she moved at least 10 feet. This increase to land speed is an enhancement bonus. At 7th level and every five chocobo knight levels thereafter, the bonus to speed increases by 5 feet. At 14th level, an ally benefiting from this banner also gains a +2 morale bonus on Reflex saving throws against effects that target an area, such as fireball or breath weapons. When the chocobo knight waves this standard, each ally within 60 feet can move up to her speed as an immediate action.
- **Inspiring Standard (Ex):** As long as the chocobo knight's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear. For every five chocobo knight levels thereafter, this bonus increase by +1. At 14th level, an ally benefiting from this banner also gains a number of temporary hit points equal to the chocobo knight's level + his Charisma modifier. When the chocobo knight waves this standard, a number of allies equal to the chocobo knight Charisma modifier (minimum 1) within 60 feet can immediately make a new saving throw to end a status effect inflicting them.
- **Jinx Standard (Ex):** These grim fetishes are common among some chocobo knights. An ally who benefits from this standard gains a +1 bonus on caster level checks to bypass spell resistance and a +1 bonus to the DC of her hexes (or similar class features) and necromancy or enfeebling spell she casts. At 7th level and every five chocobo knight levels thereafter, the bonus on caster level checks increases by 1. At 14th level, an ally benefiting from the banner gains a +2 morale bonus on saving throws against spells or effects that deal hit point damage. When the chocobo knight waves this standard as a standard action, a number of allies equal to the chocobo knight's Charisma modifier (minimum 1) within 60 feet can attempt an Intimidate check to demoralize a foe as an immediate action.
- **Knave Standard (Ex):** An ally who benefits from this standard gains a +2 dodge bonus to AC against attacks of opportunity provoked by movement and a +1 morale bonus on attack rolls that benefit from

flanking. At 7th level and every five chocobo knight levels thereafter, the bonus to AC increases by 1. At 14th level, an ally benefiting from the banner gains sneak attack +1d6; this stacks with other sources of sneak attack. When the chocobo knight waves this standard, a number of allies equal to the chocobo knight's Charisma modifier (minimum 1) within 60 feet can each attempt a feint against a foe she threatens as an immediate action.

- **Stalwart Standard (Ex):** An ally who benefits from this standard gains a +2 morale bonus to CMD and a +1 morale bonus on attack rolls to creatures threatening an ally. At 7th level and every five chocobo knight levels thereafter, the bonus to CMD increases by +1. At 14th level, an ally benefiting from the banner is treated as one size category larger for the purposes of determining which creatures can affect him with combat maneuvers. When the chocobo knight waves this standard, each ally within 60 feet can move up to 10 feet without provoking attacks of opportunities and ignoring difficult terrain as an immediate action.

Mounted Talents (Ex): As a talented chocobo knight gains experience, he learns a number of talents that expand his role as a mounted combatant. Starting at 2nd, a talented chocobo knight gains a mounted talent. He gains an additional mounted talent at 4th level and every two chocobo knight levels thereafter. A chocobo knight cannot select an individual talent more than once unless the talent specifies otherwise.

Barreling Overrun (Ex): When using the overrun combat maneuver while mounted, the chocobo knight may overrun any number of opponents in his movement path so long as he moves in a straight line. If he fails a combat maneuver check at any point, the maneuver ends as normal. **Prerequisite:** A chocobo knight must be at least 6th level and have Improved Overrun feat to take this talent.

Compact Steed (Ex): While riding his mount, as a free action, a chocobo knight's mount can cause itself to be treated as though it was one size smaller than it actually is for the purpose of its space (this does not alter the mount's AC, CMB/D, or attack bonus); this cannot reduce the size of the mount to less than the size of the chocobo knight. At the start of his next turn, the chocobo knight can choose to continue or end this effect as a free action. If at any time the chocobo knight begins his turn dismounted from his mount, this effect automatically ends.

Fast Dismount (Ex): The chocobo knight generally rides to battle, but then fights on foot as an infantryman. He is a master of quickly mounting and dismounting, and rushing the front line of foes. The chocobo knight adds half his chocobo knight level (minimum +1) to Ride checks made to fast mount or dismount, and if his bonus to this check is +19 or more, he automatically succeeds in all such checks and may make them even if he does not have a move action remaining. Additionally, if the chocobo knight has a class feature or feat that applies to mounted charges, he may gain its benefits when making a charge while unmounted.

Fast Rider(Ex): The speed of a chocobo knight's mount is increased by 10 feet and it gains the Endurance feat whenever he is riding it. At 14th level, the mount's speed increases by an additional 10 feet.

Harry (Ex): The chocobo knight and his mount gain Step Up as a bonus feat. This talent may be taken a 2nd time by a chocobo knight of at least 12th level, granting him and his mount Following Step as a bonus feat. This talent may be taken a 3rd time by a chocobo knight of at least 18th level, granting him and his mount Step Up and Strike as a bonus feat. **Prerequisite:** A chocobo knight must be at least 6th level to take this talent.

Improved Rally (Ex): When the chococo knight uses his rally ability, he may also remove one condition from all allies. The chocobo knight selects one of the following conditions when he uses this ability – fatigued, shaken, or exhausted. The selected condition is simply removed. **Prerequisite:** A chocobo knight must have rally talent to take this talent.

Mark of Agility (Ex): Whenever a chocobo knight issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the chocobo knight possesses.

Mark of Archery (Ex): Whenever a chocobo knight issues a challenge, he receives a +1 morale bonus on all ranged weapon damage rolls made against the target of his challenge as long as no other creature is threatening the target. This bonus increases by +1 for every four levels the chocobo knight possesses.

Mark of Defense (Ex): Whenever a chocobo knight issues a challenge, he receives a +1 morale bonus to his CMD against combat maneuvers made by the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the chocobo knight possesses.

Mark of Maneuverability (Ex): A chocobo knight can make a free bull rush or trip combat maneuver anytime he takes the full-attack action against the target of his challenge. This free combat maneuver does not provoke an attack of opportunity.

Mark of Precision (Ex): Whenever a chocobo knight issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge, if the target makes an attack against a target other than the chocobo knight. The bonus increases by +1 for every four levels the chocobo knight possesses.

Mark of Resilience (Ex): Whenever a chocobo knight issues a challenge, he receives damage reduction 1/— against attacks made by the target of his challenge. This DR increases by +1 for every four levels the chocobo knight possesses.

Mark of Resistance (Ex): Whenever a chocobo knight issues a challenge, he receives a +1 morale bonus on all his saving throws as long as he is threatening the target of his challenge. This bonus increases by +1 for every four levels the chocobo knight possesses.

Measured Gait (Ex): As long as the chocobo knight's mount is being ridden by the chocobo knight, it can ignore difficult terrain while charging. At 10th level, the chocobo knight's mount no longer needs to be charging to ignore difficult terrain.

Mounted Acrobatics (Ex): The chocobo knight becomes even more adept at hopping on and off his steed, and even dropping alongside its flanks mid-gallop. He gains Trick Riding as a bonus feat, even if he does not meet the prerequisites. The chocobo knight can employ this feat even when wearing medium or heavy armor. **Prerequisite:** A chocobo knight must be at least 8th level to take this talent.

Mounted Archer (Ex): The chocobo knight becomes skilled at firing ranged weapons while mounted. A chocobo knight only takes a –2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to –4 while his mount is running. If the chocobo knight also has the Mounted Archery feat, these penalties are halved (–1 penalty on attack rolls with ranged weapons while his mount takes a double move, –2 while his mount is running). **Prerequisite:** A chocobo knight must be at least 6th level to take this talent.

Mounted Legion (Ex): When the chocobo knight makes long overland journeys with a group who are all riding mounts, the distance the group can travel each day increases by 30%.

Mounted Mastery (Ex): The chocobo knight ignores the armor check penalty when using the Ride skill, regardless of whether or not the creature he is riding is his mount. Whenever he makes a charge attack while mounted, he receives a +4 dodge bonus to his AC to avoid attacks set against his charge. When making such an attack, he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or

Unseat. He must qualify for the feat selected. **Prerequisite:** A chocobo knight must be at least 8th level to take this talent.

Rally (Ex): As a standard action, the chocobo knight can call out to his allies with such conviction that they gain the resilience to ignore their minor wounds and are inspired to fight with greater skill at turning potentially major wounds into lesser injuries. The rally grants all allies within a 30-foot radius who are able to hear the chocobo knight a number of temporary hit points equal to 1d6 plus 1d6 for every two chocobo knight levels attained. These temporary hit points last for 1 minute or until become lost, whichever comes first. A chocobo knight may rally once per day. A chocobo knight with the banner talent may rally all allies within 60 feet if his banner is clearly visible. This talent may be taken more than once, with the chocobo knight gaining one additional use per day each time it is taken.

Risky Lunge (Ex): While riding his mount, a chocobo knight and his mount can choose to only move 5 feet before making his attack with a charge action. If he does so, the chocobo knight and his mount take a -2 penalty to AC until the start of his next turn.

Tactician (Ex): The chocobo knight receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the chocobo knight can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the chocobo knight possesses. Allies do not need to meet the prerequisites of these bonus feats. The chocobo knight can use this ability once per day, plus one additional time per day for every five chocobo knight levels after this talent was gained. This talent may be taken more than once. Each time, it grants another bonus teamwork feat the chocobo knight may use with the tactician ability.

Terrain Training (Ex): The chocobo knight may select a terrain type from the geomancer's Favored Terrains table. While under that favored terrain, the chocobo knight and his mount ignore difficult terrain. Every four levels after this talent was gained, the chocobo knight may select a new terrain type that this ability can affect. **Prerequisite:** A chocobo knight must be at least 4th level to take this talent.

Knight's Charge (Ex): At 3rd level, a chocobo knight learns to make more accurate charge attacks while mounted. The chocobo knight receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the chocobo knight does not suffer any penalty to his AC after making a charge attack while mounted.

Commander's Shout (Ex): At 3rd level, a chocobo knight can let out a mighty shout, allowing an ally affected by his commander's aura to take additional actions. As an immediate action, a chocobo knight can spend 4 rounds of his commander's aura to grant an ally an additional move action on that ally's turn. A creature can only benefit from this ability once per day even if a different chocobo knight uses it on them. A creature must be able to hear the chocobo knight to gain any benefit from this ability.

Expert Trainer (Ex): At 4th level, a chocobo knight learns to train chocobos with speed and unsurpassed expertise. The chocobo knight receives a bonus equal to his chocobo knight level whenever he uses Handle Animal on a chocobo that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

Mounted Mettle (Ex): At 5th level, a chocobo knight and his mount gain a +1 bonus on attack and damage rolls when he is mounted or adjacent to his mount. This bonus increases by +1 for every five levels after 5th.

Battlefield Agility (Ex): Also at 5th level, a chocobo knight learns to be more aware of the threats that surround him in combat, and shares this awareness with his loyal steed. Both the chocobo knight and his mount gain

Mobility as a bonus feat even if they don't meet the prerequisites. If the chocobo knight already has this feat, he may pick another Combat feat for which he must meet the prerequisites for.

Master Feeder (Ex): At 6th level, a chocobo knight trains his chocobo mount to eat chocobo food efficiently. The chocobo knight reduces the time to permanently enhance his chocobo with chocobo food by 1 day for any weekly amount chocobo food or 3 days for any monthly amount chocobo food. This time is further reduce by 1 day/3 days for every six chocobo knight levels thereafter.

Improved Chocobo Mount (Ex): At 7th level, a chocobo knight's chocobo mount is trained extensively, enhancing its supernatural abilities and allowing it to use them more often. All of the chocobo mount's supernatural abilities have twice as many daily uses and gain one extra die added to all variable numerical effects.

Iron Chocobo (Ex): At 7th level, as long as a chocobo knight is riding his mount, his mount gains DR 2/-. At 11th level and every four chocobo knight levels afterwards, this DR increases by 1. This damage reduction stacks with similar damage reduction.

Relentless Steed (Ex): At 8th level, a chocobo knight's mount does not reduce its speed when wearing medium or heavy barding or carrying a heavy load. The chocobo knight may also reroll a Ride skill check or a saving throw made by the mount once per day, but must use the second roll even if it is worse.

Chivalry's Call (Ex): At 8th level, a chocobo knight can appeal to the honor of his comrade, freeing them from outside control. As a swift action, a chocobo knight may expend 3 rounds of his Commander's Aura to allow an ally within the range of his Aura to make another saving throw against a mind affecting effect, using the chocobo knight's total bonus to Will saving throws or their own bonus, whichever is higher.

Mounted Expertise (Ex): A chocobo knight of 9th level or higher is highly skilled at fighting while riding his mount. Before making any rolls when using the attack action or the full attack action while mounted on his mount in melee, a chocobo knight may shift points between his attack rolls and his Armor Class. A penalty subtracted from an attack roll applies as a dodge bonus to his AC; a penalty subtracted from Armor Class applies as a bonus on all attack rolls for that round. The points adjusted with the mounted expertise ability may not exceed the chocobo knight's base attack bonus. All changes to attack rolls and AC persist until the chocobo knight's next action.

Rider's Bond (Ex): At 9th level, as long as the chocobo knight's mount is above 0 hit points and the chocobo knight is within 60 feet of it, the chocobo knight gains the benefits of the Diehard and Deathless Initiate feats, regardless of if he qualifies for them.

At 17th level, whenever the chocobo knight would normally be dead due to hit point damage, as long as his mount is still alive and within 60 feet, the chocobo knight can act as though he was still alive, as well as being able to be healed. If the chocobo knight is healed above the threshold he would need to be alive before leaving the area of this ability, he continue to be alive, although if he is still below 0 hit points, he falls unconscious as normal.

Burst of Speed (Ex): At 10th level and higher, a chocobo knight can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Dual Aura (Ex): At 11th level, whenever a chocobo knight projects a commander's aura, he can choose to provide two abilities with his aura without expending additional rounds, rather than just one.

Greater Charge (Ex): At 11th level, a chocobo knight learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the chocobo knight can make a free bull rush, disarm, sunder, or trip attempt if his charge attack is successful. This does not provoke an attack of opportunity.

Superior Mounted Combat (Ex): After achieving 12th level, a chocobo knight may attempt a Ride check (as a reaction) twice per round to negate a successful hit on his mount. At 18th level, the chocobo knight may make these attempts three times per round.

Advanced Mounted Talents (Ex): At 12th level and every two chocobo knight levels thereafter, a chocobo knight can choose one of the following advanced mounted talents in place of a mounted talent.

Act as One (Ex): The chocobo knight can spend a standard action to move his mount up to its speed and he can make a melee attack. All allies within 30 feet can also move up to their speed and make a melee attack as an immediate action. This movement and attack can be made as a charge if the movement qualifies. All attacks are made at a +2 bonus (this stacks with the bonus from a charge) and all participants receive a +2 dodge bonus to their AC for 1 round. A chocobo knight can use this ability once per combat.

Awesome Pennon (Ex): The chocobo knight's banner has become a powerful rallying point to his allies, and a bane to his foes. Whenever his banner is visible, allies of the chocobo knight within 60 feet gain a +1 morale bonus on attack rolls, immunity to fear effects, and a +3 morale bonus on saving throws against mind-affecting effects. **Prerequisites:** A chocobo knight must have the banner class feature and greater banner talent to take this advanced talent.

Banner of Solace (Ex): The chocobo knight's banner becomes an even more potent symbol of protection and inspiration to those around him. Once per day, while his banner is displayed, the chocobo knight can wave it through the air as a full-round action, granting all allies within 60 feet temporary hit points equal to his chocobo knight level, and a +2 morale bonus on their next damage rolls. For every four chocobo knight levels after taking this advanced talent, this bonus increases by +1 (to a maximum of +3). The temporary hit points last for 10 minutes or until depleted, whichever occurs first. **Prerequisite:** A chocobo knight must have the banner class feature to take this advanced talent.

Combat Feat: A chocobo knight gains a combat-related feat as a bonus feat. He must meet the prerequisites to obtain this feat. This talent may be taken more than once.

Defensive Challenge (Ex): Whenever the chocobo knight issues a challenge, his target must pay particular attention to him and his ability to intercept attacks. As long as the target is within the threatened area of the chocobo knight, it takes a -2 penalty on attack rolls against anyone other than the chocobo knight.

Demanding Challenge (Ex): Whenever a chocobo knight declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the chocobo knight, it takes a -2 penalty to its AC from attacks made by anyone other than the chocobo knight. **Prerequisite:** A chocobo knight must have the Challenge class feature to select this talent.

Greater Banner (Ex): The chocobo knight's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the chocobo knight can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are

unaffected by this ability. An ally cannot benefit from this ability more than once per day. **Prerequisite:** A chocobo knight must have the banner class feature to take this advanced talent.

Greater Rally (Ex): When the chocobo knight uses his rally ability, he may also remove one condition from all allies in addition to a condition from improved rally. The chocobo knight selects one of the following conditions when he uses this ability – dazed, nauseated, or staggered. The selected condition is simply removed. **Prerequisites:** A chocobo knight must have the rally and improved rally talents to take this advanced talent.

Hearten (Su): When a chocobo knight with the hearten talent uses his rally ability, he adds his Charisma modifier to the number of temporary hit points gained by each ally. **Prerequisite:** A chocobo knight must have the rally talent to select this talent.

Knight's Challenge (Ex): The chocobo knight can make a knight's challenge once per day. This functions like a normal challenge, but the chocobo knight adds his Charisma bonus on all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his knight's challenge.

Leaping Lance (Ex): The chocobo knight and his mount suffer no armor check penalty on Acrobatics checks while mounted. When charging, a chocobo knight may jump from his mount toward his target. If he jumps 10 feet, his charge modifiers on attack rolls and to AC are doubled and he is still considered mounted for lance damage, Mounted Combat feats, and so on.

Master Tactician (Ex): The chocobo knight receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The chocobo knight can grant this feat to his allies using the tactician ability. Whenever the chocobo knight uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats. **Prerequisite:** A chocobo knight must have the tactician talent to take this advanced talent.

Mounted Dervish (Ex): The chocobo knight becomes a fearsome, mobile foe on the battlefield. He gains Mounted Skirmisher as a bonus feat, even if he does not meet the prerequisites. In addition, whenever the chocobo knight is mounted and takes the charge action, he adds 10 feet to his mount's speed.

Over My Dead Body (Ex): The chocobo knight can move to intercept foes desiring to put down allies who cannot defend themselves. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) to be adjacent to a foe threatening a helpless ally. The chocobo knight can make a single melee attack against the foe, and if successful, the foe cannot attack the helpless ally until the end of the chocobo knight's next turn. This movement provokes attacks of opportunity as normal. On his next turn, the chocobo knight is staggered. The chocobo knight may use this ability once per combat.

Powerful Steed (Ex): While riding his mount, a chocobo knight's steed is treated as one size larger for the purpose of how much damage its natural attacks deal. This does not stack with any other virtual size increases, such as the impact weapon enhancement.

Staggering Assault (Ex): The chocobo knight can drive opponents back without giving ground. As a full-round action, the chocobo knight can make a single attack at his highest attack bonus. If the attack hits, the attack does damage as normal, and the chocobo knight may attempt a bull rush against the target. The chocobo knight gains a bonus on the bull rush combat maneuver check equal to half the amount of damage dealt on the initial attack.

Strategic Supremacy (Ex): The chocobo knight gains the ability not only to improve his allies' abilities, but also to disrupt the teamwork of his enemies. Whenever he uses the tactician ability, the chocobo knight can choose to cancel out the effects of one teamwork feat employed by any of his opponents within 30 feet instead

of granting the use of a teamwork feat to his allies. **Prerequisite:** A chocobo knight must have the tactician talent to take this advanced talent.

Supreme Rally (Ex): When the chocobo knight uses his rally ability, he completely removes all of the following conditions – dazed, exhausted, fatigued, nauseated, shaken, sickened, or staggered. **Prerequisite:** A chocobo knight must have the rally, improved rally, and greater rally talents to take this advanced talent.

Tactical Advantage (Ex): Whenever the chocobo knight uses his tactician ability to grant the use of a teamwork feat to his allies, he can move up to his speed as a free action either before or after granting the feat. This movement provokes attacks of opportunity normally. **Prerequisite:** A chocobo knight must have the tactician talent to take this advanced talent.

Chocobo's Parry (Ex): At 13th level, a chocobo knight has mastered using his steed to deflect attacks. As an immediate action, a chocobo knight may expend 2 rounds of their commander's aura to attempt a Ride check to turn his mount to absorb the blow for him. The DC of this check is equal to the result of the attack roll made against him. If successful, the attack hits the mount instead, dealing half of its normal damage. A chocobo knight must decide to use this ability after the attack has been rolled, but before the result has been revealed.

Defensive Charging (Ex): At 14th level, whenever a mounted chocobo knight charges a foe, his movement does not provoke attacks of opportunity, for either him or his mount.

Protect the Meek (Ex): At 15th level, the chocobo knight can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The chocobo knight must end his movement adjacent to an enemy. On his next turn, the chocobo knight is staggered and cannot use this ability again for 1 round.

Superior Chocobo Mount (Ex): Also at 15th level, a chocobo knight's chocobo mount is even better trained than before, further enhancing and increasing how often it can use its supernatural abilities. All of the chocobo mount's supernatural abilities have three times as many daily uses rather than double, and gain an additional die on all variable numerical effects.

Victor's Rally (Ex): At 15th level, the sight of chocobo knight's triumph can inspire his allies to greatness. When a chocobo knight reduces a creature to 0 or fewer hit points, the chocobo knight can select an ally (other than themselves or his mount) within the radius of his commander's aura, allowing that ally to either immediately make an attack with a weapon they're wielding or move up to their movement speed (this movement does not provoke attacks of opportunity). Reducing a creature with fewer HD than half the chocobo knight's level does not activate this effect, and an ally can only be affected by this class feature once every five minutes.

Unavoidable Onslaught (Ex): At 16th level, a chocobo knight's mounted charge is not blocked by friendly creatures.

Erratic Charge (Ex): At 17th level, a chocobo knight learns to ride through the thick of combat, striking and then moving away with blinding speed. Whenever the chocobo knight is mounted and takes the charge action, he can first move 10 feet and make a melee attack. This first attack is not a charge, but a regular melee attack, and the movement counts toward the total allowed movement for the round. After making this attack, the chocobo knight must still move in a straight line to reach the target of his charge, and he takes a –5 penalty on the attack roll for the attack at the end of his charge.

General's Awe (Ex): At 17th level, whenever a chocobo knight is riding his mount, he can spend 4 rounds of his commander's aura as a free action while making an attack. If the attack is successful, the attacked creature

must make a successful Will saving throw (DC 10 + half of the chocobo knight's level + his Charisma modifier) or be stunned for 1 round.

In addition, for a number of rounds equal to the chocobo knight's Charisma modifier, at the beginning of each of the creature's turns, it must make an additional successful Will saving throw or be unable to make an attack targeting the chocobo knight or his mount. Once a creature has been affected by this ability, it cannot be affected by it again for 24 hours. This second effect is a mind-affecting effect.

Spiritual Bond (Su): At 18th level, the chocobo knight can grant his mount temporary hit points equal to his chocobo knight level once per day. While these temporary hit points last, when his mount is within 30 feet of him, he can choose to take the damage taken by his mount. The chocobo knight cannot take damage using this feature, if under the secondary effect of Rider's Bond.

Indomitable Steed (Ex): At 19th level, a chocobo knight and his steed gain DR 5/— when mounted.

Supreme Charge (Ex): At 20th level, whenever the chocobo knight makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the chocobo knight confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to dazed for 1d4 rounds. The DC is equal to 10 + the chocobo knight's base attack bonus.