

Defiant Testudo

The kojim black belt eschews armor, preferring to learn to use his own natural defenses.

The defiant testudo is an archetype of the black belt class, available only to kojim black belts.

Armor Proficiency: A defiant testudo does not gain any proficiency with any armor or shields.

This ability modifies the black belt's starting armor proficiencies.

Defensive Stance (Ex): Starting at 1st level, a defiant testudo can enter a defensive stance, a position of readiness and trance-like determination. A defiant testudo can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can maintain the stance for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from spells like dwarf's endurance, do not increase the total number of rounds that the defiant testudo can maintain a defensive stance per day. The defiant testudo can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a defensive stance, the defiant testudo gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, he gains a +2 dodge bonus to Armor Class. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the defensive stance ends, and are not replenished if the defiant testudo enters a defensive stance again within 1 minute of his previous defensive stance. While in a defensive stance, a defiant testudo cannot move more than half of his movement speed or his stance ends.

A defiant testudo can end his defensive stance as a free action, and is fatigued for 1 minute after a defensive stance ends. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters but can be cured as normal. A defiant testudo can't enter a new defensive stance while fatigued or exhausted, but can otherwise enter a defensive stance multiple times per day. If a defiant testudo falls unconscious, his defensive stance immediately ends. Defensive stance does not stack with rage.

This ability replaces martial flexibility.

Hardened Shell (Ex): At 2nd, 6th, 10th, and 14th levels, the defiant testudo's natural armor bonus increases by +1.

At 18th level, he gains DR 5/-. This damage reduction stacks with the DR gained from class features.

This ability replaces aggression.

Shell Block (Ex): Starting at 3rd level, when a ranged attack is made against the defiant testudo or a target adjacent to him, he can deflect the weapon (or ammunition) out of the air with his shell, deflecting the attack so the target takes no damage. As an attack of opportunity, the defiant testudo makes a melee attack roll at his highest base attack bonus. If the result is greater than the attack roll total of the ranged attack, the attack is deflected. He must be aware of the attack and not flat-footed. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects cannot be deflected.

This ability replaces maneuver training.

Knight Talents (Ex): Starting at 4th level, a defiant testudo may take a knight talent that modifies defensive stance instead of a martial arts talent at each level he would normally gain a talent.

Shell Buffet (Ex): At 6th level, as a move action, a defiant testudo may make a combat maneuver check to use his shell to impede an adjacent enemy. If successful, the target suffers a -4 penalty on its attack rolls against the defiant testudo and a -4 penalty to AC on attacks made by the defiant testudo until the beginning of his next turn. At 13th level, a defiant testudo may use this ability as a swift action.

This ability modifies aggressive assault.

Mind Shell (Ex): At 9th level, the defiant testudo gains defense against mental attacks. While in defensive stance, against all mind-affecting spells and spell-like abilities, the defiant testudo gains Spell Resistance equal to his black belt level + 10. While withdrawn into his shell, he gains Spell Resistance versus mind affecting spells and spell-like abilities equal to his black belt level + 15.

This ability replaces burst of aggression.

Improved Defensive Stance (Ex): At 11th level, a defiant testudo's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, Will saves, dodge bonus to AC while in a defensive stance increases to +3. Also, the amount of temporary hit points gained when entering a defensive stance increases to 3 per Hit Die. In addition, while in a defensive stance, he may move up to his normal movement without losing the benefit of the stance.

This ability replaces opportunist.

Shell Defense (Ex): At 13th level, the defiant testudo is capable of turning an otherwise lethal blow and continue the fight. A number of times per day equal to the defiant testudo's Dexterity modifier (minimum 1), when an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon would reduce the defiant testudo to 0 or fewer hit points, he can make a Fortitude save (DC = the attacker's attack roll) to deflect the attack to his shell, ignoring the damage from that attack.

This ability replaces aggressive onslaught.

Tireless Stance (Ex): At 18th level and higher, a defiant testudo no longer becomes fatigued at the end of his defensive stance. If he enters a defensive stance again within 1 minute of ending his defensive stance, he doesn't gain any temporary hit points from his defensive stance.

This ability replaces a martial arts talent gained at 18th level.

Superior Defensive Stance (Ex): At 20th level, a defiant testudo's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, Will saves, dodge bonus to AC while in a defensive stance increases to +4. In addition, the amount of temporary hit points gained when entering a defensive stance increases to 4 per Hit Die.

This ability replaces improved awesome blow.