

## Mikoshi Leader

Many namazu worship an enigmatic Astral known as the *Big One*, the mythical ancestor of all namazu. A typical celebration of the *Big One* involves carrying shrines known as *mikoshi* through the streets in a celebration of Namazu heritage and cooperation.

The mikoshi leader is an archetype of the chocobo knight class, available only to namazu chocobo knights.

**Limited Prowess:** A mikoshi leader's base attack bonus decreases by one step (from FULL BAB to 3/4 BAB). Also decreases mikoshi leader's hit dice from d10 to d8.

**Class Skills:** The mikoshi leader adds Performance to his list of class skills and removes Handle Animal from his list of class skills.

**Limit Breaks (Su):** At 1st level, the mikoshi leader receives the Limit Break (Seven Hundred and Seventy Seven Whiskers).

*Seven Hundred and Seventy Seven Whiskers (Su):* This Limit Break empowers the mikoshi leader's namazu minions with the fervor of celebration. For a duration of 1 round + 1 round per four chocobo knight levels after 1st, the damage dealt by the mikoshi's swarm attack increases by an additional die, plus one additional die for every four chocobo knight levels the mikoshi leader has after 1st. Additionally, the mikoshi heals an amount equal to half the damage dealt with its swarm attacks for the duration of the effect. This limit break requires only a swift action.

This ability replaces the Limit Break (Fight as One).

**Celebration Leader:** The mikoshi leader is proficient with all simple weapons, plus the longsword, rapier, sap, shortsword, shortbow, and whip. Mikoshi leaders are proficient with light armor but not any shields.

Because the somatic material components required for bard songs are relatively simple, mikoshi leaders can perform songs while wearing light armor without incurring normal song failure chance. However, like mages, a mikoshi leader wearing medium or heavy armor or using a shield incurs a chance of song failure.

This ability replaces the chocobo knight's normal weapon and armor proficiencies.

**Cheerleader:** A mikoshi leader performs songs from his songbook, which are drawn from the bard song list. Unlike mages, mikoshi leaders keep a written account of his songs in his songbook. A mikoshi leader begins play with 3 1st level bard songs of his choice. The mikoshi leader also selects a number of additional 1st-level songs equal to his Charisma modifier to add to his songbook. Each time a character attains a new chocobo knight level, he gains two songs of his choice to add to his songbook. The two free songs must be of song levels he can perform. But like mages, the mikoshi leader can also purchase songs for his songbook.

To learn or perform a song, a mikoshi leader must have a Charisma score equal to at least 10 + the song level (Cha 11 for 1st-level songs, Cha 12 for 2nd-level songs, and so forth). The Difficulty Class for a saving throw against a mikoshi leader's song is 10 + the song's level + the mikoshi leader's Charisma modifier. In addition, a mikoshi leader gains additional MP for having a high attribute (Charisma—see Table: Bonus MP per Day (by Spell Level) on the MP System page).

Performing a song also requires the mikoshi leader to make a Perform skill check of DC 10 + twice the song's level in addition to spending MP. Failure in making the skill check still expends the MP cost of the song. All songs have a duration of one round + the mikoshi leader's Charisma modifier and are dismissible with a standard action that does not provoke attacks of opportunity. The mikoshi leader may do other things while the song duration is in effect, including other songs to a maximum allowed by their Additional Song ability and

only 1 song per round. Most songs have a radius of 30 feet, centered on the mikoshi leader, unless otherwise stated.

Level	Base MP	Spell Level
1 <sup>st</sup>	1	1 <sup>st</sup>
2 <sup>nd</sup>	2	1 <sup>st</sup>
3 <sup>rd</sup>	3	1 <sup>st</sup>
4 <sup>th</sup>	4	2 <sup>nd</sup>
5 <sup>th</sup>	6	2 <sup>nd</sup>
6 <sup>th</sup>	8	2 <sup>nd</sup>
7 <sup>th</sup>	10	3 <sup>rd</sup>
8 <sup>th</sup>	14	3 <sup>rd</sup>
9 <sup>th</sup>	17	3 <sup>rd</sup>
10 <sup>th</sup>	20	4 <sup>th</sup>
11 <sup>th</sup>	25	4 <sup>th</sup>
12 <sup>th</sup>	29	4 <sup>th</sup>
13 <sup>th</sup>	33	5 <sup>th</sup>
14 <sup>th</sup>	40	5 <sup>th</sup>
15 <sup>th</sup>	46	5 <sup>th</sup>
16 <sup>th</sup>	50	6 <sup>th</sup>
17 <sup>th</sup>	59	6 <sup>th</sup>
18 <sup>th</sup>	66	6 <sup>th</sup>
19 <sup>th</sup>	74	6 <sup>th</sup>
20 <sup>th</sup>	79	6 <sup>th</sup>

This ability replaces mounted talents, advanced mounted talents, expert trainer, expert feeder, rider's bond, and burst of speed.

**Mikoshi Mount (Ex):** At 1st level, the mikoshi leader gains the service of a group of loyal namazu followers who carry around a sacred namazu shrine known as a mikoshi. These legion of minions, and the shrine they carry, is treated in all ways as a single creature with the troop subtype, known as a mikoshi.

A mikoshi's hit dice, saves, abilities, skills and feats advance as the chocobo knight advances in levels. If a character receives a companion from more than one source, his effective chocobo knight levels stack for the purposes of determining the statistics and abilities of the companion.

#### Starting Statistics

**Size:** Large; **Speed:** 20 ft; **AC:** +2 armor;

**Melee:** Troop (1d6+3); **Reach:** 10 ft.;

**Ability Scores:** Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 14. **Special Qualities:** troop qualities, Turbo Boost (1/day)

#### 4th level Advancement

**Ability Scores:** Str +2, Dex +2, Con +2, Cha +2; **Special Qualities:** *inspire courage* +1

#### 8th-level Advancement

**Ability Scores** Str +2, Dex +2, Con +2

#### 12th-level Advancement

**AC** +2 armor; **Ability Scores** Str +2, Dex +2, Con +2, Cha +2; **Special Qualities:** *inspire courage* +2

### 16th-level Advancement

**Ability Scores** Str +2, Dex +2, Con +2.

### 20th-level Advancement

**AC** +2 armor; **Ability Scores** Str +2, Dex +2, Con +2; **Special Qualities** *inspire courage* +3

Class Level	Hit Dice	BAB	Fort	Ref	Will	Skills	Feats	Armor	Str/Dex Bonus	Special
1 <sup>st</sup>	2	1	+3	+3	+0	2	1	+0	+0	Endurance, troop subtype
2 <sup>nd</sup>	3	2	+3	+3	+1	3	2	+0	+0	—
3 <sup>rd</sup>	3	2	+3	+3	+1	3	2	+2	+1	—
4 <sup>th</sup>	4	3	+4	+4	+1	4	2	+2	+1	<i>Inspire courage</i> +1, Ability score increase
5 <sup>th</sup>	5	3	+4	+4	+1	5	3	+2	+1	—
6 <sup>th</sup>	6	4	+5	+5	+2	6	3	+4	+2	Troop damage increase (2d6)
7 <sup>th</sup>	6	4	+5	+5	+2	6	3	+4	+2	—
8 <sup>th</sup>	7	5	+5	+5	+2	7	4	+4	+2	Troop damage die increase (d8) , Ability score increase
9 <sup>th</sup>	8	6	+6	+6	+2	8	4	+6	+3	—
10 <sup>th</sup>	9	6	+6	+6	+3	9	5	+6	+3	—
11 <sup>th</sup>	9	6	+6	+6	+3	9	5	+6	+3	—
12 <sup>th</sup>	10	7	+7	+7	+3	10	5	+8	+4	<i>Inspire courage</i> +2, Ability score increase
13 <sup>th</sup>	11	8	+7	+7	+3	11	6	+8	+4	Troop damage increase (3d6)
14 <sup>th</sup>	12	9	+8	+8	+4	12	6	+8	+4	—
15 <sup>th</sup>	12	9	+8	+8	+4	12	6	+10	+5	—
16 <sup>th</sup>	13	9	+8	+8	+4	13	7	+10	+5	Troop damage die increase (d10), Ability score increase
17 <sup>th</sup>	14	10	+9	+9	+4	14	7	+10	+5	—
18 <sup>th</sup>	15	11	+9	+9	+5	15	8	+12	+6	—
19 <sup>th</sup>	15	11	+9	+9	+5	15	8	+12	+6	—
20 <sup>th</sup>	16	12	+10	10	+5	16	8	+12	+6	<i>Inspire courage</i> +3, Troop damage increase (4d6), Ability score increase

*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 mikoshi mount possesses, each of which gains a Constitution modifier, as normal.

*BAB:* This is the mikoshi's base attack bonus. Mikoshis do not gain additional attacks using their natural weapons for a high base attack bonus.

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

*Skills:* This lists the total skill ranks for the mikoshi. Mikoshi can assign skill ranks to any skill listed below. As the mikoshi has an Intelligence higher than 3, it can purchase ranks in any skill. A mikoshi cannot have more ranks in a skill than it has Hit Dice.

*Feats:* This is the total number of feats possessed by a mikoshi. Mikoshi are able to select any feat that they physically qualify for.

*Armor Bonus:* The number noted here is the mikoshi's base total armor bonus. The namazu carrying the mikoshi cannot wear armor of any kind, as the armor is simply too heavy to wear while carrying the shrine. A mikoshi leader may choose to enchant the mikoshi as though it were armor, however.

*Turbo Boost:* Once per day, the mikoshi can cast the spell [\*wind runner\*](#) as a spell-like ability, using its hit dice as its caster level.

*Inspire Courage (Su):* At 4th level, the mikoshi gains the *inspire courage*, as in the bard ability *bardic performance*. The mikoshi treats its hit dice -3 as its bard level for determining the number of rounds it can perform. Starting a bardic performance is a standard action, but can be maintained as a free action. At 12th and 20th level, the bonus to attack rolls and Will saves increases by one.

This ability replaces chocobo mount.

**Wasshoi! (Su):** At 1st level, the mikoshi leader learns to inspire his allies to fight with all their strength. As a swift action, the mikoshi leader can double the bonuses provided by his Commander's Aura ability for one round. The mikoshi leader can use this ability once per day at first level, plus one additional time per day for every three chocobo knight levels beyond 1st, to a maximum of seven times per day at 19th level.

This ability replaces challenge.

**Inspiration (Ex):** At 3rd level, the mikoshi leader raises spirits through celebration. This inspiration affects all allies within a 30-foot radius centered on the mikoshi, and bestows 1d6 temporary hit points, plus 1d6 additional points for every two chocobo knight levels beyond 3rd (2d6 at 5th, 3d6 at 7th, and so on). These temporary hit points last until the battle ends, or until they are removed through damage. A mikoshi leader may inspire a number of times per day equal to 3 + his Charisma modifier. This is a move action and does not provoke an attack of opportunity. A mikoshi leader may choose to include himself or his mikoshi in this effect. This is a language-dependant ability.

This ability replaces knight's charge.

**Ceremonial Armor (Ex):** At 7th level, the mikoshi leader becomes proficient in medium armor, and does not incur song failure when wearing medium armor.

This ability replaces improved chocobo mount.

**Guest of Honor (Ex):** At 8th level, a mikoshi leader's mikoshi can carry an additional creature of Medium size or smaller without affecting its total carrying capacity. The mikoshi leader may also reroll a Ride check or a saving throw made by the mikoshi mount or the guest once per day, but must use the second roll even if it's worse.

This ability replaces relentless steed.

**Entourage (Ex):** At 11th level, the namazu carrying the mikoshi become more independent. The mikoshi leader treats the mikoshi holders as followers gained from the [Leadership](#) feat, using the his chocobo knight level as his effective Leadership score.

This ability replaces greater charge

**Superior Banner (Ex):** At 12th level, the mikoshi leader can select a second banner to hand from the mikoshi, gaining all of its benefits.

This ability replaces superior mounted combat.

**Push of the Crowd (Ex):** At 15th level, all enemies treat the squares occupied by the mikoshi as difficult terrain, as well as suffering a -2 to attack rolls while occupying a square the mikoshi is in.

This ability replaces protect the meek.

**Cloudwood Mikoshi (Su):** At 15th level, the mikoshi leader's mikoshi gains a fly speed equal to its move speed with maneuverability (perfect).

This ability replaces superior chocobo mount.

**Grand Festival (Su):** At 20th level, the DC from all songs performed by the mikoshi leader are increased by 2. Additionally, the effects of the Wasshoi! special ability last for a number of rounds equal to his Charisma modifier, instead of for one round.

This ability replaces supreme charge.