

Nimble Guardian

Some mithra monks dedicate their graceful prowess to the defense of others, especially those dedicated to a similar ethos or who prove themselves as stalwart allies of the monk's cause.

The nimble guardian is an archetype of the monk class, available only to mithra monks.

Defensive Aid (Ex): At 2nd level, a number of times per day equal to her Wisdom bonus, a nimble guardian can interpose herself between one adjacent ally and an attack or damage dealt in an area of effect. If an adjacent ally is the target of the attack or is required to make a Reflex saving throw against a damaging effect, as an immediate action the nimble guardian can grant that ally a +4 circumstance bonus to AC or on the saving throw against the effect. The nimble guardian must use this ability before the attack roll or saving throw is made. The nimble guardian can't use this ability if she wears any armor, carries a shield, or carries a medium or heavy load.

This ability replaces evasion.

Nimble Reflexes (Ex): At 6th level, a nimble guardian gains a +2 bonus on all Reflex saving throws. A nimble guardian increases this bonus by 1 every four levels thereafter.

This ability replaces a ki power gained at 6th level.

Guardian Feline (Su): At 8th level, a nimble guardian can transform herself into a feline creature by spending 2 ki points. The effect lasts for 1 hour or until the nimble guardian changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The chosen form must be some form of feline (cheetah, lion, etc.). This ability allows the nimble guardian to assume the form of a Tiny or Large feline creature of the animal type. If the feline form she assumes has any of the following abilities, she gains the listed ability: climb 60 feet, swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

- **Tiny animal:** If the form the nimble guardian takes is that of a Tiny feline animal, she gains a +4 size bonus to her Dexterity, a -2 penalty to her Strength, and a +1 natural armor bonus.
- **Large animal:** If the form the nimble guardian takes is that of a Large feline animal, she gains a +4 size bonus to her Strength, a -2 penalty to her Dexterity, and a +4 natural armor bonus.

This ability replaces boost.

Evasion (Ex): At 9th level, a nimble guardian gains evasion.

This ability replaces improved evasion.

Defensive Mastery (Ex): At 11th level, a nimble guardian gains 3 additional uses of her defensive aid ability per day. Furthermore, if an ally that gained the benefit of a use of defensive aid succeeds her Reflex saving throw, and the effect still deals damage on a successful saving throw, the nimble guardian can spend 1 ki point to negate that damage. Doing so is not an action.

This ability replaces counterattack.