

Tactician

While many chocobo knights focus on the fundamentals of melee and ranged combat, there are those who are trained to view the bigger picture on the battlefield. These chocobo knights use their training and tactical acumen to overcome challenges that would overwhelm mere brute strength and skill at arms.

The tactician is an archetype of the chocobo knight class.

Tactician (Ex): At 1st level, a tactician receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the tactician 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 tactician possesses. Allies do not need to meet the prerequisites of these bonus feats. The tactician can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five chocobo knight levels thereafter.

This ability replaces challenge.

Tactical Awareness (Ex): At 2nd level, a tactician gains a +1 bonus on initiative checks. This bonus increases by +1 for every four chocobo knight levels after 2nd level (to a maximum of +5 at 18th level).

This ability replaces steadfast mount.

Greater Tactician (Ex): At 9th level, the tactician receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The tactician can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

This ability replaces rider's bond.

Cooperative Combatant (Ex): At 11th level, when a tactician uses the aid another special attack, he may affect one additional ally per point of Charisma modifier. For each ally that a tactician aids, he can pick whether to grant that ally the +2 bonus on its next attack against the opponent or the +2 bonus to AC against the opponent's next attack on that ally, and can grant different allies different bonuses.

This ability replaces dual aura.

Battle Insight (Ex): At 15th level, as a swift action, a tactician can grant his Charisma modifier as an insight bonus on the attack rolls made by a single ally within line of sight that can both see and hear the tactician. That ally gains the bonus until the end of the tactician's next turn. The tactician can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces protect the meek.

Master Tactician (Ex): At 17th level, the tactician receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The tactician can grant this feat to his allies using the tactician ability. Whenever the tactician 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.

This ability replaces erratic charge.

Tactical Genius (Ex): At 20th level, the tactician is a maestro of the battlefield, commanding and moving troops like so many game pieces. The tactician gains a bonus teamwork feat, can grant up to three bonus feats with tactician, and increases the range of tactician by 90 feet.

This ability replaces supreme charge.