

## Azure Magister

Where other spellswords imbue their weapons with destructive magic or magically enhance their own combat capabilities, others prefer to lay the enemy low with debilitating spells before taking them to task with magically-empowered weapons. An eclectic blend of frontline fighter and offensive support, the Azure Magister controls the battlefield from the thickest of it, freely swapping between melee and spellcasting to confound and thwart his enemies while supporting his allies.

**Hit Die:** d8.

### Requirements

To qualify to become an azure magister, a character must fulfill all the following criteria.

**Feats:** Combat Casting.

**Spells:** Able to cast 3rd-level blue magic spells.

### Class Skills

The azure magister's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 4 + Int modifier.

Table: The Azure Magister					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+0	+1	+0	+1	Power Weapon Training I, Azure Warrior, Limit Break
2 <sup>nd</sup>	+1	+1	+1	+1	Spell Power +1, Combat Support Casting, +1 level to existing spell-casting class
3 <sup>rd</sup>	+2	+2	+1	+2	Azure Magery, +1 level to existing spell-casting class
4 <sup>th</sup>	+3	+2	+1	+2	Spell Power +2, Power Weapon Training II
5 <sup>th</sup>	+3	+3	+2	+3	Strike the Weakness, +1 level to existing spell-casting class
6 <sup>th</sup>	+4	+3	+2	+3	Azure Magery, Spell Power +3, +1 level to existing spell-casting class
7 <sup>th</sup>	+5	+4	+2	+4	Advantageous Opportunity, Power Weapon Training III
8 <sup>th</sup>	+6	+4	+3	+4	Spell Power +4, +1 level to existing spell-casting class
9 <sup>th</sup>	+6	+5	+3	+5	Azure Magery, Power Weapon Mastery, +1 level to existing spell-casting class
10 <sup>th</sup>	+7	+5	+3	+5	Spell Power +5, Improved Advantageous Opportunity, Enfeebled Culmination

### Class Features

All of the following are class features of the azure magister prestige class.

**Weapon and Armor Proficiency:** Azure magisters gains proficiency with all melee power weapons.

**MP per Day / Spells Known:** At each level except 1st, 4th, 7th and 10th, an azure magister gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level and an increased effective level of spellcasting. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming an

azure magister, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

**Limit Break (Su):** At 1st level, the azure magister receives the Limit Break (Spell Flurry).

*Spell Flurry (Su):* This Limit Break allows the azure magister interweave melee attacks and spells. For a duration of 1 round + 1 round per two azure magister levels after 1st, once per round, any time the azure magister makes a melee attack, he can cast a 1st-level spell as a free action (every two azure magister levels after 1st, he can cast 1 spell level higher as a free action, to a max of 5th spell level at 9th level). This limit break requires only a swift action.

**Power Weapon Training I (Ex):** At 1st level, an azure magister gain Weapon Focus with all melee power weapons.

**Azure Warrior (Ex):** At 1st level, an azure magister counts half his azure magister levels (minimum 1) as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

At 5th level, he instead counts half his combined azure magister and blue mage levels. At 8th level, he instead counts his azure magister and blue mage levels combined at -3.

**Spell Power (Ex):** Starting at 2nd level, an azure magister can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If the azure magister has injured an opponent with a melee attack, he gains a +1 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +2 at 4th level, to +3 at 6th level, to +4 at 8th level, and to +5 at 10th level. If the azure magister has Spell Power from levels in another class, those levels stack with levels in azure magister and use whichever progression is more beneficial to the azure magister.

**Combat Support Casting (Ex):** At 2nd level, whenever an azure magister makes a melee attack, until the end of his next turn, he does not provoke an attack of opportunity when casting a 1st level blue magic spell that deals no damage. This takes effect regardless of whether the attack succeeds, but does not stack when making multiple attacks. At 4th level and every two azure magister levels thereafter, this ability extends to the next spell level of enhancing and enfeebling spells, to a maximum of 5th level spells at 10th level.

**Azure Magery (Ex):** At 3rd, 6th, and 9th level, an azure magister increases his power with his spells. At each such opportunity, he can choose from the list of the following (with a maximum of 2 per):

- **Improved Spell Mastery:** This increases the DC for all of the azure magister's spells by 1. This stacks with Elemental Focus and Spell Focus feats.
- **Improved Spell Penetration:** This increases the azure magister's caster level checks by 2 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.
- **MP Absorb:** Whenever the azure magister is damaged by or fails a saving throw against a spell cast by an enemy, he gains MP equal to half the spell level, rounded down. This ability can only be taken once.

**Power Weapon Training II (Ex):** At 4th level, an azure magister gains [Improved Power Weapons Wielder](#) as a bonus feat without needing to meet its prerequisites.

**Strike the Weakness (Ex):** At 5th level, whenever an azure magister casts a blue magic spell, he gains a morale bonus equal to the MP spent on that spell on his next attack roll against any of that spell's targets. This bonus does not stack, and expires at the end of the azure magister's next turn.

**Advantageous Opportunity (Su):** At 7th level, when an azure magister casts a blue magic spell and any number of targets fail any of their saving throws against it, he can expend an attack of opportunity to use his

analysis ability as a swift action. This ability can be used a number of times per day equal to 3 + his Intelligence modifier.

**Power Weapon Training III (Ex):** At 7th level, an azure magister gains [Advanced Power Weapons Wielder](#) as a bonus feat without needing to meet its prerequisites.

**Power Weapon Mastery (Ex):** At 9th level, an azure magister gains a +2 bonus to critical threat range with melee power weapons, which is applied after all other feats and class features that modify this range.

**Improved Advantageous Opportunity (Su):** At 10th level, when an azure magister uses Advantageous Opportunity, he may use 2 different Analysis abilities as a swift action.

**Enfeebled Culmination (Ex):** At 10th level, as a standard action, an azure magister may make a single attack with a melee power weapon against a creature. This attack deals an additional 10d6 points of damage. This extra damage is not multiplied on a critical hit.