

Blue Mage

The blue mages, warrior-mages who master the techniques of monsters, comprise an organization called the Azure Academy. Their motto is "fight fire with fire." When not performing undercover missions, or adventuring in an area where doing so would endanger them unnecessarily, they prefer to wear blue—they claim that this is the color of monsters' souls. Blue mages are invariably those who have had close calls with monsters and learned from them, intuitively figuring out how to predict, evade, and finally replicate monsters' attacks. The Azure Academy observes particularly observant adventurers and attempts to recruit the cream of the crop. After training for at least a month at the Academy's headquarters, a new recruit is ready to go out and begin amassing his own arsenal of monster techniques.

Role: Blue mages has a unique set of skills and spells to provide tactical support over the battleground. Often trying to learn new spells from unique creatures, they aren't afraid to get their hands dirty to acquire new knowledge.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The blue mage's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks Per Level: 6 + Int modifier.

Table 3-9: The Blue Mage							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+0	+0	+2	Blue Magery, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+0	+0	+3	Scan, Azure Talent	2	1 st
3 rd	+2	+1	+1	+3	Armored Mage (Light), Analysis (Lucubrate)	3	2 nd
4 th	+3	+1	+1	+4	Azure Physical Training, Azure Talent	5	2 nd
5 th	+3	+1	+1	+4	Clear Mind I, Blue Magery, Azure Learning	8	3 rd
6 th	+4	+2	+2	+5	Invoke, Azure Talent, Refined Knowledge	11	3 rd
7 th	+5	+2	+2	+5	I Know That Trick, Analysis (Mettle)	15	4 th
8 th	+6/+1	+2	+2	+6	Azure Physical Training, Azure Talent	20	4 th
9 th	+6/+1	+3	+3	+6	Blue Magery, Azure Counter	26	5 th
10 th	+7/+2	+3	+3	+7	Clear Mind II, Libra, Azure Talent	32	5 th
11 th	+8/+3	+3	+3	+7	Simulation, Analysis (Foreknowledge)	39	6 th
12 th	+9/+4	+4	+4	+8	Improved Invoke, Azure Physical Training, Advanced Azure Talent	47	6 th
13 th	+9/+4	+4	+4	+8	Blue Magery, Easy Learning	56	7 th
14 th	+10/+5	+4	+4	+9	Advanced Azure Talent	65	7 th
15 th	+11/+6/+1	+5	+5	+9	Clear Mind III, Analysis (Flummox), Doublecast (1/day)	75	8 th
16 th	+12/+7/+2	+5	+5	+10	Azure Physical Training, Advanced Azure Talent	86	8 th
17 th	+12/+7/+2	+5	+5	+10	Azure Lore (3/day), Blue Magery	98	9 th

18 th	+13/+8/+3	+6	+6	+11	1 MP Spell (3/day), Advanced Azure Talent	110	9 th
19 th	+14/+9/+4	+6	+6	+11	Analysis (Puissance), Cerulean Focus	122	9 th
20 th	+15/+10/+5	+6	+6	+12	Clear Mind IV, Assimilation, Azure Physical Training, Advanced Azure Talent	135	9 th

Class Features

All of the following are class features of the blue mage.

Weapon and Armor Proficiency: Blue mages are proficient with all simple weapons including longswords, sword canes, all power weapons (melee and ranged), and scimitars. Blue mages are proficient with light armor and light shields but can cause his spells with somatic components to fail.

Limit Break (Su): At 1st level, the blue mage receives the Limit Breaks (Dual Azure Mastery and Scan Master).

Dual Azure Mastery (Su): This Limit Break allows the blue mage, for a duration of 1 round + 1 round per four blue mage levels after 1st, to cast two blue magic spells a round. MP must be paid for both spells. This limit break requires only a swift action.

Scan Master (Su): This Limit Break coats the eyes of the blue mage with displays and integral information about all beasts she looks upon. For a duration of 1 round + 1 round per four blue mage levels after 1st, the blue mage can identify the elemental weaknesses, elemental resistances, elemental absorption, and elemental immunities of her foes, she also reduces their effectiveness by 1 stage (Absorb > Immunity > Resistance 20 > No Resistance > Weakness) for the duration with her attacks and blue mage spells. This limit break requires only a swift action.

Creature Magic: A blue mage has the power to gain new spells from creatures that have supernatural abilities by learning from them. The blue mage must witness the creature use its abilities for the blue mage to learn by making an appropriate Knowledge (see below) skill check or learn by being struck by the ability (she learns the spell automatically if she is struck by the spell, even if she makes a save), she cannot learn by observing blue mage spells via the use of wondrous items. The initial skill check is DC 15 + 2 per spell level of the ability. A blue mage begins play with 2 1st level blue mage spells of her choice. Each time a character attains a new blue mage level, she gains one spell of her choice to add to her list of spells (the free spell must be of a spell level she can cast). In addition, if a blue mage is created beyond the 1st level, she gains an additional spell of her highest spell level she has access to for each blue mage level after the 1st. Unlike the other mages, a blue mage cannot purchase or find scrolls to add spells to her spells known list, but she can learn new blue mage spells from another blue mage.

- Arcana (dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Engineering or Technology (constructs)
- Local (humanoids, monstrous humanoids)
- Nature (animals, fey, plants, vermin)
- Planes (outsiders)
- Religion (undead)

Once learned, the ability becomes a spell in the blue mage's known spells list. See the monster's description to find out the spell level of a creature's supernatural abilities. The blue mage can learn spells above her spell level, but cannot cast those spells until she has attained the level to be able to cast them. The only limitation to this is the blue mage cannot learn Limit Breaks through the use of this ability. Any supernatural abilities learned through this ability that doesn't have a duration will have a duration of 1 round per blue mage level. When a

blue mage casts a spell that is always centered on herself, and is either a burst, spread, or has a radius, she may exclude herself from its effects.

To learn or cast a spell, the blue mage must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a blue mage's spell is 10 + the spell level + the blue mage's Intelligence modifier. In addition, a blue mage gains additional MP for having a high attribute (Intelligence).

Blue Magery (Ex): At 1st level and every four blue mage levels thereafter, a blue mage increases her power with her spells of 1st level or higher. This ability applies only to spells that she casts as a blue mage, not to those she might have by virtue of levels in another class. At each such opportunity, she can choose from the list of the following (with a maximum of 2 per):

- *Analysis Mastery:* This grants a +2 bonus to Knowledge checks for Analysis abilities. The first time the blue mage chooses this ability, Analysis requires only a move action to use. The second time the blue mage chooses this ability, Analysis requires only a swift action to use. (Cannot be obtained until 5th level.)
- *Creature Knowledge Mastery:* This provides a +2 insight bonus on all saving throws from creatures that have been *Scanned*. In addition, the blue mage may reroll any failed Knowledge check once per round.
- *Natural Prowess:* This increases the blue mage's ability to hit with his natural weapons granted by Azure Physical Training by +2. In addition, the blue mage's damage with his natural weapons improves by one step. (Cannot be obtained until 5th level.)
- *Obscure Spell Mastery:* This increases the DC for all of the blue mage's spells by 1 as well as increases the difficulty in identifying her spells via Spellcraft skill by 2.

Spell Proficiency (Ex): Blue mages are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Cantrips: Blue mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Blue mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Scan (Su): At 2nd level, as a swift action, the blue mage can scan a creature within 60 feet to find out if it has a supernatural ability she can learn from. The blue mage must make a DC 20 Knowledge (of the appropriate type) skill check to know what abilities can be learned.

Azure Talents (Ex or Su): As a blue mage gains experience, she learns a number of talents that assist her in manipulating spells and other forms of magic. At 2nd level and every two levels thereafter, a blue mage gains one azure talent. A blue mage cannot select an individual talent more than once. Talents marked with an asterisk add effects to a blue mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Arcane Fighter (Ex): The blue mage's levels stack with any fighter levels she possesses for the purposes of meeting the prerequisites for feats that specifically select her spells, such as Weapon Specialization (ray). The blue mage treats her spells as weapons for the purposes of taking feats like Improved Critical, or using feats like Arcane Strike.

Arcane Pool (Su): The blue mage gains an arcane pool, as if she was a red mage of the same level as her blue mage level. The blue mage does not naturally gain any ruby arcana, but may select extra ruby arcana feat. The blue mage treats her blue mage level as her red mage level for all ruby arcana, and must meet their prerequisites. The blue mage does not gain any other red mage class feature (such as spell combat, spellstrike,

or spell recall), and cannot select ruby arcana that affect or depend on these abilities. **Prerequisite:** Must not possess an Arcane Pool to select this talent.

Broad Analysis (Ex): When using an analysis ability that targets one creature only, the blue mage may spend an additional use of that ability to apply it to all creatures of that race for the duration of the analysis ability. **Prerequisite:** Analysis class feature

Concentrate (Ex): The blue mage can reroll any concentration check she has just made with a +4 bonus. She must use this ability after the roll is made, but before the roll's outcome is determined. The blue mage must take the second roll, even if it is worse. The blue mage can use this ability once per day.

Detect Traps (Su): The blue mage can now reveal mundane traps within the area of the Scan ability. The blue mage must also make a single Spellcraft check to reveal any magical traps in the area, and reveals any magical traps whose DC is reached (DC 15 + double the trap's spell level). The blue mage can use this ability a number of times per day equal to 3 + her Intelligence modifier. **Prerequisites:** Scan class feature, improved scan azure talent

Empowered Magic (Su): The blue mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

Familiar (Ex): The blue mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the blue mage's skills and senses and can aid her in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

Field of Study: Adroitness (Su): The blue mage with this talent adds this ability to her list of Analysis abilities. The blue mage learns how to better manipulate magic so to be more effective against creatures of that race, and informs her allies on how to do so, granting her allies a +1 bonus on caster level checks to overcome spell resistance made against them. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to +3. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4. **Prerequisite:** Analysis class feature

Field of Study: Torpefy (Su): The blue mage with this talent adds this ability to her list of Analysis abilities. The blue mage's knowledge of monsters allows her to bend the supernatural energies of a creature and weaken them against attacks. This ability can only be used against a single creature. On a successful Knowledge check, the creature must make a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) or take a -1 penalty to saving throws. If the blue mage succeeds on her Knowledge check by 5 or more, then this penalty increases to -2. If the blue mage succeeds on her Knowledge check by 10 or more, then this penalty increases to -3. If the blue mage succeeds on her Knowledge check by 20 or more, then this penalty increases to -4. **Prerequisite:** Analysis class feature

Focused Analysis (Ex): When using an analysis ability that targets creatures of the same race, the blue mage may reduce the number of targets affected. For each target reduced in this way, the bonuses granted increase by 1 (to a maximum increase of 4 if 4 targets were left unaffected). **Prerequisite:** Analysis class feature

Improved Scan (Su): A blue mage with this talent can scan multiple creatures using her Scan ability equal to her Intelligence modifier. **Prerequisite:** Scan class feature

Mage Accuracy (Ex):* When the blue mage casts a spell with an area, as a free action, she may exclude a single target that would normally be affected. The blue mage must be able to see the target to exclude it. She may do this a number of times per day equal to 3 + her Intelligence modifier.

Mage Training: The blue mage may select an item creation or metamagic feat. The blue mage must still meet all prerequisites for a bonus feat, including caster level minimums. This talent may be taken more than once. Each time, a different feat must be selected.

Silent Magic (Su): The blue mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

Spell Guard (Su):* Whenever the blue mage casts a spell with a casting time of 1 standard action, she may instead cast it as a full round action. The blue mage channels some of the energy of the spell into a defensive shield around her, giving her a deflection bonus to her AC equal to the level of the spell being cast. This bonus lasts until the beginning of the blue mage's next turn.

Spell Restraint (Ex):* Whenever the blue mage casts a spell with an area described as a radius, she may decide to make the radius smaller. She may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

Still Magic (Su): The blue mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

Surecast (Su): The blue mage exercises caution when in danger, casting her spells with more care. While in a threatened square, she may choose to spend a full-round action to cast a spell, with a casting time of standard action or less. Doing so allows her to cast the spell without needing to cast defensively. **Prerequisite:** The blue mage must have the Combat Casting feat to select this talent.

Analysis (Ex or Su): Also at 3rd level, usable per day equal to 3 + the blue mage's Intelligence modifier, a blue mage can draw upon her intuitive ability to read a creature's essence, granting her and her allies benefits against the creatures they face. Using *analysis* abilities require a standard action which doesn't provoke attacks of opportunity. A blue mage unlocks new *analysis* abilities as her level increases. The blue mage's analysis can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the blue mage must be aware of the creature's presence, although she need not have a line of sight to it. The effects of analysis last for 1 round per blue mage level, unless stated otherwise. To affect her allies, they must be within 30 feet of the blue mage. Using *analysis* requires an appropriate Knowledge skill check DC 10 + the CR of the creature. *Analysis* can only be used once against any given creature per encounter.

Lucubrate (Ex): The blue mage learns the general combat behaviors of creatures of that race, granting her allies a +1 competence bonus on attack rolls made against them. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to +3. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4.

Mettle (Ex): Starting at 7th level, the blue mage can use her analysis to help her allies fight off the dangerous abilities of other creatures. Allies within 30 feet of the blue mage gain a +1 competence bonus on saving throws against the affected creature's abilities. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to +3. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4.

Foreknowledge (Su): Starting at 11th level, a blue mage can teach her allies how to avoid attacks from the target creature. Unlike other analysis abilities, this ability can be used only against a single creature. On a successful Knowledge check, she grants them a +1 dodge bonus to AC against that creature. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to +2 AC. If the blue mage succeeds

on her Knowledge check by 10 or more, then this bonus increases to +3 AC. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to +4 AC.

Flummox (Su): By raking the essence of the target creature, a blue mage of 15th level or higher can dazzle a target creature for 1 round. Like the *Foreknowledge* ability, flummox can be used only against a single creature. On a successful Knowledge check, the creature must make a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) or be dazed for 1 round. If the blue mage succeeds on her Knowledge check by 5 or more, the creature must make a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) or be affected by the Immobilize status for 1 round. If the blue mage succeeds on his Knowledge check by 10 or more, the creature must make a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) or be affected by the Disable status for 1 round. If the blue mage succeeds on his Knowledge check by 20 or more, the creature must make a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) or be stunned for 1 round.

Puissance (Ex): Starting at 19th level, a blue mage can direct her allies to attack vital spots of her enemies. On a successful Knowledge check, she grants them a bonus to damage rolls made against the target creatures equal to 1d6 points of damage. If the blue mage succeeds on her Knowledge check by 5 or more, then this bonus increases to 2d6. If the blue mage succeeds on her Knowledge check by 10 or more, then this bonus increases to 3d6. If the blue mage succeeds on her Knowledge check by 20 or more, then this bonus increases to 4d6. Creatures that are immune to critical hits, are also immune to this ability.

Armored Mage (Ex): At 3rd level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A blue mage's limited focus and specialized training, however, allows her to avoid spell failure so long as she sticks to light armor and light shields. This training does not extend to medium armor or heavy shields. This ability does not apply to spells gained from a different spell-casting class.

Azure Physical Training (Ex): At 4th level and every four levels thereafter, a blue mage gains abilities that emulate physical attacks of creatures. The blue mage can use these abilities at will.

Slam (Ex): The blue mage emulates a slam of a construct. The slam deals 1d4 (1d3 for small size, 1d6 for large size) points of damage + Strength modifier.

Bite (Ex): At 8th level, the blue mage emulates the bite of a wolf. The bite deals 1d6 (1d4 for small size, 1d8 for large size) points of damage + Strength modifier. If the blue mage hits with the bite attack, she can attempt to trip combat maneuver as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the blue mage.

Grab (Ex): At 12th level, the blue mage emulates the grab of a bear. If the blue mage hits with a slam or bite attack, she can attempt to start a grapple combat maneuver as a free action without provoking an attack of opportunity. This grab ability works only opponents that are at least her size category or smaller. The blue mage can then crush an opponent, dealing 1d6 (1d4 for small size, 1d8 for large size) points of damage + Strength modifier, after making a successful grapple combat maneuver per round.

Powerful Charge (Ex): At 16th level, the blue mage emulates the charge of a rhinoceros. The blue mage deals 1d8 (1d6 for small size, 1d10 for large size) points of damage + Strength modifier when she makes a charge.

Pounce (Ex): At 20th level, the blue mage emulates the pounce of a lion. When the blue mage makes a charge, it can follow up with a full attack.

Clear Mind (Ex): At 5th level, a blue mage can regain her MP quicker. The blue mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, she could be riding in the back of a carriage and benefit from this ability. The blue mage does not gain this recovery if she is asleep or unconscious. The blue mage regains 1 MP per hour. This increases by 1 for every five blue mage levels after 5th.

Azure Learning (Ex): At 5th level, the blue mage receives a +1 bonus on all Knowledge checks. This bonus increases by +1 every five levels thereafter, to a maximum of a +4 bonus at 20th level.

Invoke (Su): At 6th level, the blue mage can invoke a creature to use its spell-like or supernatural ability. The blue mage must know what the creature possesses for abilities by using the *scan* ability. If a creature has more than one ability, the blue mage can decide which one she wants the creature to use. The creature gets a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) to negate this ability, if it fails, on its next turn, it will use its ability. This ability has a range of 60 feet and requires a move action which doesn't provoke attacks of opportunity.

At 12th level, the blue mage's ability to invoke a creature to use its abilities improves. The blue mage can use this ability as a swift action.

Refined Knowledge (Ex): At 6th level, the blue mage can tap into her expanded knowledge about her enemies. Whenever the blue mage rolls a Knowledge skill check to identify a creature, she may roll twice and takes the better result. If the blue mage has Knowledge skill unlock at 20 ranks, she, instead, rolls thrice and takes the better result.

I Know That Trick (Ex): At 7th level, the blue mage gains a +1 bonus to her saving throws against any ability that she has learn as a blue magic spell. This bonus increases by +1 for every three additional blue mage levels beyond 7th level (+2 at 10th level, +3 at 13th, +4 at 16th, and +5 at 19th).

Azure Counter (Su): Starting at 9th level, a blue mage can attempt to counter a monster's special attack. If the blue mage knows the blue magic spell and has a readied action, she may make a caster level check against a DC of 11 + the monster's CR. If she succeeds, the monster loses its action.

Libra (Su): At 10th level, the blue mage can analyze a creature to find how much (current) hit points, (current) magic points, damage reduction, any resistances, and any weaknesses it possesses. A creature can resist the effects by making a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier). This ability has a range of 60 feet and requires a move action which doesn't provoke attacks of opportunity.

Simulation (Su): At 11th level, the blue mage can copy any special qualities from creatures she has used the *Libra* ability on. As a standard action, usable per day equal to the blue mage's Intelligence modifier, the blue mage may copy only one special quality from a creature at a time. The only special quality ability that cannot be copied is the creature type. Copying a creature's special qualities overrides her own. For example, if a blue mage copies the damage reduction, it replaces her own damage reduction if she had any. This ability lasts for a number of rounds equal to 3 + the blue mage's Intelligence modifier.

Advanced Azure Talents (Ex or Su): At 12th, and every two levels thereafter, a blue mage learns further talents to assist her in manipulating spells and other forms of magic. She may choose one of the following advanced azure talents in place of an azure talent. Talents marked with an asterisk add effects to a blue mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Greater Weakening Gaze (Su): As *improved weakening gaze*, but creatures must also succeed on a Will save (DC 10 + half of the blue mage's level + her Intelligence modifier) or be affected by the Imperil status

effect for a random element. This lasts for a number of rounds equal to the blue mage's Intelligence modifier.

Prerequisites: Libra class feature, weakening gaze and improved weakening gaze azure talents

Improved Azure Counter (Su): A blue mage attempting to counter a special attack with the Azure Counter ability no longer needs to ready an action, but must still use an immediate action. **Prerequisite:** Azure Counter class feature

Improved Weakening Gaze (Su): As *weakening gaze*, but creatures are instead affected as if by a targeted *Greater Dispel*. **Prerequisites:** Libra class feature, weakening gaze azure talent

Intel (Ex): Whenever the blue mage uses the Libra ability, he may add one of these two effects: Libra affects all creatures in a 60-foot-radius centered on the blue mage or the effects of Libra remain for a number of rounds equal to the blue mage's Intelligence modifier. This talent may be taken twice. If taken a second time, the blue mage gains both abilities. **Prerequisite:** Libra class feature

Mage Focus (Su):* When the blue mage casts a spell with an area, as a free action, she may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. She may do this a number of times per day equal to 3 + her Intelligence modifier.

Maximized Magic (Su): The blue mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

Quick Check (Ex): This talent allows the blue mage to use Libra as a swift action. **Prerequisite:** Libra class feature

Quickened Magic (Su): The blue mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

Spell Diligence (Su):* As a swift action, the blue mage may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The blue mage adds her level to any concentration check made to cast a spell when using spell diligence. The blue mage may use this ability a number of times per day equal to 3 + her Intelligence modifier.

Weakening Gaze (Su): A blue mage with this talent can, by increasing the action required for Libra to a standard action, affect creatures targeted by this ability as if by *Dispel* in addition to its usual effects.

Prerequisite: Libra class feature

Easy Learning (Ex): At 13th level, the blue mage can take 10 on all Knowledge checks.

Doublecast (Su): At 15th level, a blue mage can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The blue mage can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a -4 penalty on saves made against each spell. A blue mage receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells. The blue mage may use this ability once per day at 15th level and one additional time per day at 20th level.

Azure Lore (Su): At 17th level, three times per day, as a swift action, a blue mage may apply any single metamagic feat that she knows to a 6th-level blue magic spell or lower that she is about to cast. This does not alter the level of the spell or the MP cost.

1 MP Spell (Su): At 18th level, three times per day, as a free action, a blue mage can reduce the cost of her next spell to 1 MP. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

Cerulean Focus (Su): At 19th level, the blue mage increases the DC for every blue magic spell she casts by 1. She also adds this bonus to caster level checks made using her azure counter ability.

Assimilation (Su): At 20th level, the blue mage may absorb any special qualities from creatures she has used the *libra* ability on. As a standard action, usable per day equal to the blue mage's Intelligence modifier, the blue mage may absorb only one special quality from a creature at a time. A creature affected by this ability must make a Fortitude save (DC 10 + half of the blue mage's level + her Intelligence modifier) or temporarily loses its special quality ability. The only special quality ability that cannot be absorbed is the creature type. Absorbing a creature's special qualities overrides her own. This ability lasts for a number of rounds equal to 3 + the blue mage's Intelligence modifier. In addition, the blue mage learns the special quality ability and may be reused at any given time with a successful appropriate Knowledge skill check of DC 15 + the CR of the creature that uses up an assimilation ability usage.