

Cerulean Lancer

The ronso tribes are known for learning the monster's ways of fighting. While most take to fighting with natural weapons, some ronsos wield lances to hunt down the monsters themselves and jump on them before they can react.

The cerulean lancer is an archetype of the blue mage class, available only to ronso blue mages.

Weapon Proficiency: Cerulean lancers gain weapon proficiency with all spears, lances, and polearms.

This ability replaces the blue mage's standard weapon proficiencies.

Cerulean Magic: All spells and blue mage abilities that function off Intelligence now function off of Wisdom instead.

Limit Break (Su): At 1st level, the cerulean lancer receives the Limit Break (Azure Lancet).

Azure Lancet (Su): This Limit Break allows the cerulean lancer to absorb the energy of a creature that he can see within 30 feet. He deals 2d6 points of non-elemental damage to the target and heals the damage dealt and restoring 1 MP. This deals an additional 2d6 points of damage and restores 2 more MP for every four blue mage levels after 1st. The target must make a Fortitude save (DC 10 + half of the blue mage's level + his Intelligence modifier) to reduce the damage by half. Additionally, if the target has an ability that the cerulean lancer can learn, he may make appropriate Knowledge skill check to learn the ability as if he has seen it cast. If the target has more than one ability available to learn, he attempts to learn the ability that is listed first.

This ability replaces the Limit Break (Azure Summoning).

Jump (Ex): At 1st level, a cerulean lancer trains for years in the ability to leap astounding and nearly supernatural distances, emulating the dragon's ability to fly. The cerulean lancer adds his blue mage levels to all Acrobatic skill checks for jumping. A cerulean lancer's ability to jump with his Acrobatic checks is treated as though he got a running start and has the Run feat, regardless of whether or not he gets a running start. In addition, the cerulean lancer may jump as part of a charge action allowing him to ignore difficult terrain for the distance he jumps. A cerulean lancer's maximum jump distance is 2x his base speed, as if charging, instead of being limited by his normal base speed (30-foot land speed, 60-foot jump maximum).

Beginning at 4th level, the DC multiplier for a high jump is reduced by 1, making it a multiplier of 3 rather than 4. This reduction improves by 1 every seven levels; multiplier of 2 at 11th level, and multiplier of 1 at 18th level. A cerulean lancer using this ability does not provoke an attack of opportunity unless he passes through a square that is threatened by a flying creature that he is not attacking directly or jumping while adjacent to an enemy creature. If a cerulean lancer is hit in this manner, he falls to the ground prone in the square in front of the creature.

This ability replaces spell proficiency.

Polearm Training (Ex): Also at 1st level, a cerulean lancer's combat prowess when wielding a spear, lance, or polearm is unquestionable. He gains a +1 to attack and damage rolls when wielding such as a weapon. This improves by +1 for every four blue mage levels after 1st.

This ability replaces blue magery.

Acrobatic Talents (Ex or Su): Starting at 2nd level, a cerulean lancer may gain an acrobatic talent or azure talent. He gains one additional talent for every two blue mage levels attained after 2nd. Unless otherwise noted, a cerulean lancer cannot select an individual talent more than once.

This ability modifies and may replace azure talents.

Deadly Lancer (Ex): At 4th level, the cerulean lancer has learned the technique of the falling from the sky upon his opponents to inflict more damage. As a move action before a melee attack with a spear, polearm, or lance or as part of a charge, the cerulean lancer may make an Acrobatics check to jump with a DC equal to his target's CMD. The DC increases by +2 for each size category larger than the cerulean lancer. If the cerulean lancer beats the DC, depending on his Acrobatics roll, he moves forward to make the jump and gains a +1 dodge bonus to AC for one round, a +1 circumstance bonus on that attack roll, and deals an extra 1d6 points of damage. For every five the cerulean lancer beats the DC, he gains an additional +1 bonus to his AC and the attack roll, and deals an additional 1d6 damage. This bonus and the amount of extra dice cannot exceed beyond the blue mage's level. This additional damage is not multiplied on a critical hit or any class feature that multiplies damage.

This ability replaces azure physical training.