

Masked Performer

Taking on the traditions of the people from the New World and adding a bit of flair of their own, a masked performer uses the spells they have learned from monsters to put on a performance for the adoring public.

The masked performer is an archetype of the blue mage class.

Class Skills: A masked performer adds Perform to her list of class skills.

Weapon and Armor Proficiencies: A masked performer is proficient with simple weapons and all power weapons. Like any other spellcaster, a masked performer wearing light, medium, or heavy armor or using a shield incurs a chance of spell failure.

This ability replaces the normal blue mage weapon and armor proficiencies.

Limit Break (Su): At 1st level, the masked performer receives the Limit Break (Costume Change).

Costume Change (Su): This Limit Break allows the masked performer to take on the persona of a creature for a time. As a swift action when activating this limit break, the masked performer picks one creature with a CR equal to or lower than her blue mage level that can use a blue magic spell she knows and can cast. She then increases all her attributes to match that of the selected creature (attributes that are lower than the masked performer's attributes remain unchanged), the masked performer also gains all the movements, abilities, special qualities and spells of that creature while in this new costume. The costume stays for a duration of 1 round + 1 round per four blue mage levels after 1st, after which the costume vanishes.

This ability replaces the Limit Break (Azure Summoning).

Blue Magery (Su): A masked performer can choose this blue magery, replacing natural prowess.

- *Spell Prowess:* This increases any damage spell from the blue mage spell list the blue mage casts by 1 extra die of the appropriate type.

This ability modifies blue magery.

Skilled Performer (Ex): At 3rd level, the masked performer adds half her blue mage level to all Perform checks. In addition, when she is required to do a concentration check, she can instead use a Perform check.

This ability replaces armored mage.

Spell Flourish (Su): At 4th level, and every four levels thereafter, a masked performer can select one Spell Flourish. Each Spell Flourish adds an effect to the masked performer's spells. Whenever the masked performer casts a spell, the target (or a single target within the affected area) also receives the additional effect from one of the Spell Flourishes possessed by the masked performer. This choice is made when the spell is cast. The masked performer must increase the casting time to a full round action and pass a Perform check (DC 10 + target's CR). Failing this check only prevents the Spell Flourish from applying, the spell still functions as normal. All status effects have a Fortitude or Will save (chosen when applying to a spell) (DC 10 + half of the blue mage's level + his Intelligence modifier) to negate and last until the start of the masked performer's next turn.

At 4th level, a masked performer can select from the following Spell Flourishes:

- Blind
- Shaken

- Sickened

At 8th level, a masked performer adds the following Spell Flourishes to the list of those that can be selected:

- Dazed
- Imperiled
- Staggered

At 12th level, a masked performer adds the following Spell Flourishes to the list of those that can be selected:

- Cursed
- Nauseated
- Slowed

At 16th level, a masked performer adds the following Spell Flourishes to the list of those that can be selected:

- Silenced
- Disabled
- Deafened

At 20th level, a masked performer adds the following Spell Flourishes to the list of those that can be selected:

- Stun
- Paralyzed
- Confused

This ability replaces azure physical training.

Aetherial Mimicry (Su): At 11th level, the masked performer can copy aspects of her allies. As a move action, she can target an ally within 30 feet to take on one aspect depending on the properties of the target. In the case of multiple conditions being met, she must select only 1 of the bonuses. She can use this ability up to 3 times per day and lasts a number of rounds equal to her Intelligence modifier.

- Total HP greater than the masked performer's own HP total: The masked performer gains Damage Reduction 10/-.
- Base Attack Bonus greater than the masked performer's own BAB: The masked performer gains a +5 enhancement bonus to attack and damage made with weapons.
- Total MP greater than the masked performer's own MP total: The masked performer increases the critical threat range of spells to 19-20/x3.
- Highest skill greater than the masked performer's own skill: The masked performer adds half her blue mage level to skill checks.

This ability replaces simulation.

True Blue (Su): At 20th level, the duration of a Spell Flourish increases to 2 rounds. In addition, the masked performer can apply a Spell Flourish without increasing the casting time to 1 full round action or she can apply 2 Spell Flourishes by keeping it as a full round action.

This ability replaces assimilation.