

Morpher

A morpher has no shape that she calls her own. Instead, she occupies whatever body is most expedient for her at the time. While others base their identities largely on their external forms, a morpher actually comes closer to her true self through her morphs. Of necessity, her sense of self is based not on her outward form, but on her soul, which is truly the only constant about her. It is the inner strength of that soul that enables her to take on any shape and remain herself within.

The morpher is an archetype of the blue mage class.

Limit Break (Su): At 1st level, the morpher receives the Limit Break (Perfect Morph).

Perfect Morph (Su): This Limit Break perfects the morpher's morph ability. All physical stats (Strength, Dexterity, and Constitution) and physical qualities (Armor Class, Saving Throws, Attack/Damage, and Initiative) receives a +1 bonus and an additional +1 bonus per four blue mage levels after 1st. This Limit Break lasts for a duration of 1 round + 1 round per four blue mage levels after 1st. In addition, the morpher gains 2 temporary hit points per blue mage level for the duration of the Limit Break. This limit break requires only a swift action.

This ability replaces the Limit Break (Dual Azure Mastery).

Morph (Su): At 1st level, a morpher can assume a form of a creature based on the blue magic spells she has in her repertoire (except Avatars) once per day. The effect lasts for 1 hour per blue mage level, or until she changes back. Changing form (to creature or back) is a standard action and doesn't provoke an attack of opportunity. While morphing, the morpher gains Shapechanger as a subtype.

If the form the morpher assumes has any of the following abilities, she gains the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

While morphing, the morpher gains the following abilities:

- **Small creature:** If the form the morpher takes is that of a Small creature, she gains a +2 size bonus to her Dexterity and a +1 natural armor bonus.
- **Medium creature:** If the form the morpher takes is that of a Medium creature, she gains a +2 size bonus to her Strength and a +2 natural armor bonus.

While in a morph, a morpher cannot cast spells (besides the assumed form's blue magic spells) because the morph ability interferes with her spellcasting.

A morpher can use this ability an additional time per day at 3rd level and every two blue mage levels thereafter, for a total of ten times at 19th level. At 20th level, a morpher can use morph at will. As a morpher gains in levels, this ability allows the morpher to take on the form of larger and smaller creatures. Each form expends one daily usage of this ability.

At 5th level, a morpher can use morph to change into a Large or Tiny creature. If the form the morpher assumes has any of the following abilities, she gains the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

While morphing, the morpher gains the following abilities:

- **Tiny creature:** If the form the morpher takes is that of a Tiny creature, she gains a +4 size bonus to her Dexterity, a -2 penalty to her Strength, and a +1 natural armor bonus.

- **Large creature:** If the form the morpher takes is that of a Large creature, she gains a +4 size bonus to her Strength, a -2 penalty to her Dexterity, and a +4 natural armor bonus.

At 10th level, a morpher can use morph to change into a Huge or Diminutive creature. If the form the morpher assumes has any of the following abilities, she gains the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

While morphing, the morpher gains the following abilities:

- **Diminutive creature:** If the form the morpher takes is that of a Diminutive creature, she gains a +6 size bonus to her Dexterity, a -4 penalty to her Strength, and a +1 natural armor bonus.
- **Small creature:** If the form the morpher takes is that of a Small creature, she gains a +4 size bonus to her Dexterity, and a +2 natural armor bonus.
- **Medium creature:** If the form the morpher takes is that of a Medium creature, she gains a +4 size bonus to her Strength, and a +4 natural armor bonus.
- **Huge creature:** If the form the morpher takes is that of a Huge creature, she gains a +6 size bonus to her Strength, a -4 penalty to her Dexterity, and a +6 natural armor bonus.

At 15th level, if the form the morpher assumes has any of the following abilities, she gains the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, she gains resistance 20 to those elements. If the creature has vulnerability to an element, she gains that vulnerability.

While morphing, the morpher gains the following abilities:

- **Tiny creature:** If the form the morpher takes is that of a Tiny creature, she gains a -2 penalty to her Strength, a +8 size bonus to her Dexterity, and a +3 natural armor bonus.
- **Large creature:** If the form the morpher takes is that of a Large creature, she gains a +6 size bonus to her Strength, a -2 penalty on her Dexterity, a +2 size bonus to her Constitution, and a +6 natural armor bonus.

At 20th level, while in a morph, a morpher's bonuses to ability scores increase by 2, the natural armor bonus increases by 1, and the ability score penalties decrease by 2 (minimum penalty of 0). Choose one natural attack type the creature's form has (if any), such as bite or claws. The critical multiplier for this attack type increases by 1 (maximum $\times 4$).

This ability replaces blue magery, simulation, doublecast, cerulean focus, and assimilation.

Shifter's Speech (Ex): At 3rd level, a morpher maintains her ability to speak normally regardless of the form she takes. In addition, she can communicate with other creatures of the same kind while in her morph, as long as such creatures are normally capable of communicating with each other using natural methods.

This ability replaces armored mage (light).

Battleshaping (Su): At 4th level, as a swift action, the blue mage can grow a single natural weapon. The natural weapon lasts for a number of rounds equal to her Intelligence modifier and has a +1 enhancement bonus on attack and damage rolls for every four blue mage levels she possesses. She can grow a claw, a bite, or a gore attack. These attacks deal the normal damage for a creature of her size. At 11th level, she can shape two natural

weapons. She may not grow additional limbs or a tail with this ability. The blue mage can use this ability a number of times per day equal to 3 + her Intelligence modifier.

This ability replaces azure physical training.

Fast Morph (Ex): Starting at 5th level, a morpher can use her morph ability as a move action, rather than as a standard action.

This ability replaces azure learning.

Morphic Healing (Ex): Beginning at 6th level, a morpher becomes able to change her form where wounds disappear, creating smooth skin where once were wounds. While in a morph, the morpher gains fast healing 2, and if she spends a full-round action and succeeds on a Concentration check (DC equal to the total damage she has sustained), she heals 10 points of damage.

This ability replaces invoke.

Morphic Reach (Ex): A morpher of 9th level or higher can suddenly stretch her limbs, neck, or other appendages outward, giving her 5 more feet of reach than the creature emulated. Unlike most creatures, morphers don't appear to have a longer reach until they actually use it.

This ability replaces azure counter.

Morphic Body (Ex): At 12th level and higher, a morpher can use her precise knowledge and control over her form to make herself stronger and heartier. She gains a +4 bonus to Strength and Constitution whenever she morphs into a creature.

This ability replaces improved invoke.

Flash Morph (Su): At 13th level, a morpher can use her morph ability as a swift action, rather than as a move action.

This ability replaces easy learning.

Morphic Immunities (Ex): At 18th level, a morpher is adept at distributing her form's vital organs around her body to keep them safe from harm. She is immune to stunning and critical hits while in a morph.

This ability replaces 1 MP spell.