

# The AZURE MAGE

## BASE CLASS



**PATHEFINDER**  
ROLEPLAYING GAME COMPATIBLE



Little Red  
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# The Azure Mage

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# Azure Mage

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

## CLASS OVERVIEW

Azure mages are masters of magical mimicry. They draw the essence of creatures from their bodies and, through hard-learned magical spells, distill that essence and use it to empower themselves. The essence of a creature has a short half-life once drawn out and is proportional to the power of the creature they have copied, so their power is at its maximum when facing strong enemies in the heat of the moment.

The art is an aristocratic one that is as much science as it is praxis. Studying not only magic but being exposed to a large number of exotic animal specimens is not a path often walked by the poor and as such, only those who walk in the rarefied heights of the upper class have the privilege of dedicating themselves to the study.

## INSPIRATIONS

Kirby (Nintendo), Blue Mages (Final Fantasy), Rogue (X-Men), Darwin (X-Men), Parasite (DC Comics)

## CLASS MECHANICS

**Hit Dice:** D8.

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The azure mage's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Knowledge (all) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier.

## CLASS SPECIFICS

### ROLE

Azure mages are masters of adaptability and must be clever about the targets they mimic. They are primarily Wisdom-based characters who benefit from a mild investment in martial abilities. A good azure mage will want to put a rank or two into Knowledge skills to allow them to identify creatures, though their monster lore class feature provides them with a bit of an edge on that even if they don't take the ranks.

**ALIGNMENT:** Any

## RELATIONSHIP TO OTHER CLASSES

Azure mages stereotypically hold themselves in high regard for their "refined art" and other magic users like to poke fun at them. A common slang term for them is "mimic mage" and bards often make jokes about the name "azure mage" being derived from the blue blood in their veins. Still, just as many subvert this stereotype as embrace it.



TABLE 1-1: THE AZURE MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Mimic, monster lore, spellcasting
2nd	+1	+0	+0	+3	Bonus feat
3rd	+2	+1	+1	+3	-
4th	+3	+1	+1	+4	Advanced mimicry, examine
5th	+3	+1	+1	+4	Azure way
6th	+4	+2	+2	+5	Advanced examine
7th	+5	+2	+2	+5	Bonus feat
8th	+6/+1	+2	+2	+6	Recall mimicry (1/day)
9th	+6/+1	+3	+3	+6	-
10th	+7/+2	+3	+3	+7	Mimic mastery, recall mimicry (2/day)
11th	+8/+3	+3	+3	+7	-
12th	+9/+4	+4	+4	+8	Bonus feat, mimic mastery, recall mimicry (3/day)
13th	+9/+4	+4	+4	+8	Azure way
14th	+10/+5	+4	+4	+9	Mimic mastery, recall mimicry (4/day)
15th	+11/+6/+1	+5	+5	+9	-
16th	+12/+7/+2	+5	+5	+10	Mimic mastery, recall mimicry (5/day)
17th	+12/+7/+2	+5	+5	+10	Bonus feat
18th	+13/+8/+3	+6	+6	+11	Mimic mastery, recall mimicry (6/day)
19th	+14/+9/+4	+6	+6	+11	-
20th	+15/+10/+5	+6	+6	+12	Azure way, recall mimicry (7/day), sovereign blue

## Class Features

The following are the class features of the azure mage.

### Weapon and Armor Proficiency

The azure mage is proficient with all simple weapons and light armor, as well as all shields (except tower shields). An azure mage can cast spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an azure mage wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclassed azure mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

### Mimic (Su)

At 1st level, when an azure mage kills an enemy creature they may assume its form by drawing out its essence as a free action. This grants them the ability of that form from the list found in the “form” section later in this class’s entry. They gain the benefits of this form for 1 round plus a number of rounds equal to the azure mage’s Wisdom modifier. The kind of form the azure mage can assume is based on the creature they have mimicked. The azure mage undergoes physical characteristics to make them look thematically like the creature they mimicked, though they are clearly themselves.

## DEEPER RULES: MIMIC

- The benefits of the form are assumed as a free action immediately upon the reduction of an enemy creature to zero hit points or less.
- An azure mage who contributes directly to the death of a creature, but is not the immediate cause of their death, can still assume the creature's form. This might include something like setting a trap that kills the creature, using aid another on an ally who is making the final killing blow on the enemy, etc.
- The azure mage has to have intentionally killed the creature and be aware that they did so.
- The azure mage must have been within 120 feet of the creature and be able to perceive their demise.
- Creatures may qualify for multiple forms (a dragon that can cast spells might grant the ability to give them the "spellcaster" form and the "dragon" form). If this is the case, the azure mage selects one single one of those forms and assumes it (not multiple).
- The GM is the final arbiter of whether a given creature can grant a certain form. It is okay (and even encouraged) to ask if a creature could grant a certain form.
- A creature only grants the abilities that they actually have (if they pretend to be a dragon but are an elf, they can't grant a dragon's form).
- The azure mage must be aware that they have that ability (they can't assume a "soldier form" if they don't know the old man they just killed was actually a skilled warrior). They can gain this knowledge either by observation ("Would you look at that - that lady can fight!") but a successful relevant Knowledge check is often enough to provide this insight.
- The azure mage should assume the form that most closely matches the creature. If they were a legendary defender in full plate with a tower shield and technically have halfway decent martial skill, it's more reasonable to assume a "guardian form" than a "soldier form".
- The appearance of the azure mage while in a form isn't going to fool anyone and provides no Disguise bonus. It's like a knight wearing elk-themed armor because their kingdom's coat of arms is an elk. No one will mistake them as an elk, but they are clearly affiliated with it.

- An azure mage gains no benefit from creatures who do not present a reasonable challenge. The GM is the arbiter of what constitutes a reasonable challenge.
- The azure mage may remove a form as an immediate (or swift) action.
- An azure mage has access to all forms at 1st level so long as there is an appropriate creature to mimic.
- An azure mage cannot mimic a creature whose HD is higher than twice their level or more. Likewise they cannot mimic a creature whose mythic rank is higher than their own.

## Monster Lore (Ex)

The azure mage adds their Wisdom modifier on Knowledge skill checks in addition to their Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

## Spellcasting

An azure mage casts arcane spells drawn from the sorcerer/wizard spell list. An azure mage must choose and prepare their spells ahead of time.

To learn, prepare, or cast a spell, the azure mage must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an azure mage's spell is 10 + the spell level + the azure mage's Wisdom modifier.

An azure mage can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 1-2: Azure Mage Spells Per Day. In addition, they receive bonus spells per day if they have a high Wisdom score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

An azure mage may know any number of spells. They must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour studying their spellbook. While studying, the azure mage decides which spells to prepare.

An azure mage begins play with a spellbook containing all 0-level azure mage spells plus three 1st-level spells of their choice. The azure mage also selects a number of additional 1st-level spells equal to their Wisdom

TABLE 1-2: AZURE MAGE SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

modifier to add to the spellbook. At each new azure mage level, they gain one or more new spells, as indicated on Table 1-3: Azure Mage Spells Known. (Unlike spells per day, the number of spells an azure mage knows is not affected by their Wisdom score.)

### Bonus Feat

At 2nd level and every 5 levels thereafter, the azure mage gains a bonus feat in addition to those gained from normal advancement. These feats must be a metamagic feat or be taken from the following list: Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Improved Initiative, Improved Monster Lore, and Skill Focus (any class skill).

TABLE 1-3: AZURE MAGE SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

### Advanced Mimicry

At 4th level, when the azure mage uses the mimic class feature (not the examine class feature) the benefits of the form last for 1 minute.

### Examine (Ex)

At 4th level, an azure mage can extract the essence of an enemy creature they can see at a range of 60 feet by studying their magical essence at a distance before using a finicky spell to try to extract a bit of their essence. Like the mimic class feature, this grants them the benefit of a form. This takes a standard action to do and a creature receives a Will save (DC 10 + 1/2 azure mage level + Wisdom modifier) to resist being mimicked in this fashion. A successful save means the action is wasted.

## SIDEBAR: THE MANY FACETS OF A SAPPHIRE

As the path an azure mage walks touches on many different aspects of adventuring life azure mages often find themselves specializing into one aspect of their discipline. Some focus on their unique spellcasting, mimicking a certain monster, mixing their supernatural abilities with combat, the science of mimicry, monster slaying, etc. Even a master mage won't have mastered every facet of their art and thus many teachers are required to train a competent azure mage.

### Azure Way (Ex)

At 5th, 13th, and 20th level, an azure mage has developed their own focus and has been able to refine their talents in such a way that they can benefit from the fruits of their academic labor. In a manner of speaking they focus on one aspect of an azure mage's discipline and refine it to a higher level. Pick one of the following benefits (once the choice has been made it cannot be changed):

#### AZURE ARCHMAGE

The azure mage increases the DC of their spells 1. At 13th level this increases the DC of their spells by 2 and at 19th it increases the DC of their spells by 3.

#### FAVORED FORM

The azure mage select one form they have assumed 3 or more times. They may always assume this form as a standard action as if they had just slain a creature relevant to the form.

#### FUSION MAGE

An azure mage with this ability can assume two forms at once and sustain both. To do this, they must assume one form before the other. An azure mage with this ability can also take a full round action to use their examine class feature on two creatures at once. They gain the benefits of both and track the duration of each separately. If two forms provide the same or similar bonuses (such as the material form and guardian forms both providing forms of DR) they do not stack; the azure mage selects which of the benefits they want.

## MONSTER HUNTER

An azure mage with this ability adds their Wisdom modifier to attack and damage rolls against all enemy creatures who share a type with a creature they assumed the form of within the last 24 hours. If applying this to a humanoid or outsider, they must share a subtype with a creature the azure mage has assumed the form of rather than a type.

## THE INDIGO WAY

When the azure mage assumes the form of a creature they also take on their literal appearance, mannerisms, voice, etc. This grants them a +20 bonus on Disguise checks to appear as that specific creature while in their form.

## THE CERULEAN WAY

The azure mage can mimic their willing allies, not just their enemies.

## THE PATH OF THORNS

Any time the azure mage successfully uses their examine class feature on a creature takes 1 negative level as they rip the essence out violently. The first time in a 24 hour period that the azure mage causes damage in this fashion they gain 1 temporary hit point per HD of the creature. This has no effect on undead, creatures that are healed by negative energy, or creatures without a Constitution score.

## THE WAY OF THE WARDS

The azure mage becomes proficient in medium armor. An azure mage can now cast spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane



spellcaster, an azure mage wearing heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclassed azure mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

## Advanced Examine

At 6th level, when the azure mage uses the examine class feature the benefits of the form last for 1 minute.

## Recall Mimicry

At 8th level, once per day the azure mage can assume a form they assumed within the last hour as a free action for 1 minute. This can be done 1 additional time per day at 10th level and every even level thereafter. After recalling a mimic this class feature cannot be used again for 1 minute.

An azure mage cannot recall a form they used this class feature on again. (Example: If the azure mage assumed the form of a dragon and later recalled it, they could not use this class feature to recall the same dragon form again but could assume the form of a dragon if they fought another dragon later.)

## Mimic Mastery

At 10th level, when the azure mage assumes a form its benefit lasts for 10 minutes.

At 12th level, when the azure mage assumes a form its benefit lasts for 10 minutes per Wisdom modifier to a maximum of 1 hour.

At 14th level, when the azure mage assumes a form its benefit lasts for 1 hour.

At 16th level, when the azure mage assumes a form its benefit lasts for 1 hour per Wisdom modifier.

At 18th level, when the azure mage assumes a form its benefit lasts for 24 hours.

The benefits of this class feature do not apply to the recall mimicry class feature.

## Sovereign Blue

At 20th level, when the azure mage assumes a form, the benefit lasts until they dismiss the effect or they assume a new form.

# Azure Mage Forms

## Aberration Form

**Qualifying Creatures:** Aberrations

**Benefit:** The azure mage becomes immune to becoming confused or suffering fear effects. Additionally, when a critical hit or sneak attack is scored on the azure mage, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally (as per *light fortification* armor). This bonus improves to 50% if both the azure mage's level and the creature's HD are equal to or greater than 8 and to 75% if they are both 12 or higher.

## Aligned Form

**Qualifying Creatures:** Creatures that strongly associate with a specific alignment, angels, demons, paladins, clerics, etc.

**Benefit:** The azure mage counts as the alignment type of the creature whose form they assumed for the purpose of effects (though this does not actually change their alignment). Select the most prominent aspect of the creature's alignment (Good, Evil, Lawful, or Chaotic). Their attacks all count as being of that alignment for the purpose of overcoming DR and they gain DR 1/4th their class level overcome by the alignment that opposes it. If the alignment is neutral they do not gain DR.

## Animal Form

**Qualifying Creatures:** Animals, magical beasts

**Benefit:** The azure mage gains either climb 30 feet, fly 30 feet (average maneuverability), or swim 30 feet as well as darkvision 60 feet, low-light vision, and scent. Finally, they get one of the following primary natural attacks (damage given is for medium creatures): 2 claws (1d4), 1 bite (1d6), or equivalent.

## Breath Weapon Form

**Qualifying Creatures:** Creature with a breath weapon.

**Benefit:** The azure mage gains a copy of the creature's breath weapon. The DC of the azure mage's breath weapon is 10 + 1/2 azure mage class level + Wisdom modifier, and deals 1d6 damage per 2 azure mage class levels (minimum 1d6), with the damage type matching the damage type of the creature's breath weapon. If the breath weapon doesn't deal damage and instead inflicts



a condition, the condition(s) last the same duration as the base creature's. The affected area of the breath weapon is based on the shape it takes.

- **Line:** 30 ft + 10 feet per 4 class levels
- **Cone:** Cone 15 ft + 10 feet per 5 class levels

## Dragon Form

**Qualifying Creatures:** Dragons and dragon-like creatures

**Benefit:** The azure mage gains energy resistance to the energy type the dragon has equal to  $10 + 1/2$  azure mage level (minimum 10). They also speak draconic if they did not already, gain a 5 ft fly speed with average maneuverability, and a 1d6 tail attack (for medium creatures) as a secondary natural attack.

## Elemental Form

**Note:** This has a wide variety of applications and is dependent on the element mimicked. When the azure mage assumes this form they select a relevant element: fire, water, earth, or wind. Other elements may be possible, though this is up to the distinction of the GM (who picks its damage type).

**Qualifying Creatures:** Elementals, creatures tied to a specific element.

**Benefit:** While in this form the azure mage can make a ranged attack that allows them to hurl an orb of bouncing energy of the element they mimicked. This is fire damage for the fire element, acid damage for the earth element, cold damage for the water element, and electricity damage for the wind element. The azure mage can use their Wisdom modifier in place of their Dexterity modifier for the attack roll for this attack and if successful the attack causes 1d6 damage per 2 azure mage levels plus their Wisdom modifier (to a maximum of  $1/2$  the creature's HD). Additionally, while in this form they gain energy resistance to their element's damage type equal to  $10 + 1/2$  the azure mage's level (to a maximum of  $10 + 1/2$  the creature's HD).

## Expert Form

**Qualifying Creatures:** Tradesmen, merchants, performers, rogues, scholars, loremasters, teachers, educated creatures

**Benefit:** The azure mage gains the skill and mastery of a professional who is skilled at a job. They gain a competence bonus on a given skill equal to  $1/3$ rd their level (minimum +1), to a maximum of the ranks the creature had in that skill.

## Fey Form

**Qualifying Creatures:** Fey and creatures strongly associated with the fey.

**Benefit:** The azure mage gains a bonus on Bluff and Sense Motive checks equal to  $1/5$ th the azure mage's level (minimum +1), to a maximum of  $1/5$ th the creature's HD. They also gain DR/cold iron equal to  $1/2$ th the azure mage's level (minimum DR 1), to a maximum of  $1/2$ th the creature's HD.



## Flying Form

**Qualifying Creatures:** Creatures with a natural fly speed.

**Benefit:** The azure mage gains a pair of magical wings, granting them a fly speed equal to double their base land speed with average maneuverability. The azure mage may make caster levels checks in place of Fly checks.

## Guardian Form

**Qualifying Creatures:** Guards, knights, creatures wearing heavy armor, creatures wielding shields, creatures with very high ACs, creatures focused on defense or resistances.

**Benefit:** The azure mage gains DR 1/- and this improves by 1 for every 5 HD the creature has (to a maximum of  $1+1/5$ th the azure mage's level). They gain an equal natural armor bonus to their AC that stacks with other natural armor bonuses.

## Healer Form

**Qualifying Creatures:** Ability to cast healing spells, creatures with fast healing or regeneration.

**Benefit:** The azure mage can take a standard action to grant an ally within 30 feet of them 1d6 temporary hit points. If the creature the azure mage is copying has regeneration or fast healing, the azure mage gets that ability as well up to a maximum fast healing or regeneration of  $1/4$ th the azure mage's level per round.

## Intangible Form

**Qualifying Creatures:** Ghosts, incorporeal creatures, creatures from the ethereal plane, creatures with a natural miss chance

**Benefit:** The azure mage gains a 25% miss chance against attacks that target them but has a 25% chance to miss on any given physical attack. Things that can hit incorporeal creatures (such as *ghost touch* weapons) bypass this miss chance. The azure mage also gains the benefit of a *ghost touch* on all their weapons while in this form.

## Material Form

**Qualifying Creatures:** Constructs, robots, animated objects, gargoyles, creature's whose key trait is being made of a specific solid material

**Benefit:** The azure mage is now made of the same kind of material as the creature they mimicked. This causes them to deal damage as if they were wielding a weapon made of that kind of material and gain DR that only applies against attacks made from weapons with that kind of material. The value of this DR is equal to  $1/5$ th the azure mage's level (minimum DR 1), to a maximum of  $1/5$ th the creature's HD.

If the density of the material is greater (or less than) than that of the azure mage's normal body this increases (or decreases) their weight proportionally but imposes no penalty on movement or to their Dexterity (and does not count as weight carried). The azure mage also inherits qualities of that material: gold is a great conductor of electricity, rubber bounces, ice melts, etc. The impacts of this are too numerous to count and the GM is the final arbiter of the impacts it has. (Remember: a form can be dismissed as an immediate action.)

## Ooze Form

**Qualifying Creatures:** Oozes

**Benefit:** The azure mage becomes immune to critical hits and precision damage, takes half damage from acid effects, and can move through areas at least half its size with no penalty for squeezing (as per the *squeeze* spell). The azure mage can move through a space at least one-quarter its width using the penalties for squeezing through a space at least half its width.

## Outsider Form

**Qualifying Creatures:** Angels, demons, and other creatures with the outsider creature type.

**Benefit:** The azure mage counts as an outsider for the purposes of effects (though they retain their original creature type). While in this form the outsider can exist comfortably on the native plane the creature they killed was from. This does not grant them any sort of special protections other than from environmental effects on that plane (or similar to that plane; the azure mage could bathe in a volcano after killing an outsider from the fire plane but would still be harmed by a

*fireball* spell). Additionally, outsiders they hit with a melee attack from the azure mage have a 10% chance to be subject to a *dismissal* spell (they can still attempt a save against the effect). Finally, when teleporting to the plane the creature is native to, the azure mage reduces any off-target dice rolls by 50% for spells like *plane shift*.

## Plant Form

**Qualifying Creatures:** Plant creature.

**Benefit:** The azure mage gains a bonus on saves to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning equal to half its azure mage level. Gain any DR possessed by the creature to a maximum of 1/4th their azure mage level (minimum DR 1). The azure mage gains the ability to communicate with plant life as if they were under the effects of a *speak with plants* spell.

## Size Form

**Qualifying Creatures:** Giants, creatures known for their great or minimal size

**Benefit:** The azure mage (and all their equipment) assumes the size category of the creature they have mimicked. They do not adjust their ability scores (as one would with an *enlarge person* spell), though they do adjust their reach, area, AC, CMD/CMD, Fly skill, weapon damage, and Stealth skill.

## Soldier Form

**Qualifying Creatures:** Soldier, warriors, those skilled in martial combat, those wielding manufactured weapons, etc.

**Benefit:** The azure mage gains a +1/4th level competence bonus to their attack and damage rolls (minimum +1), up to the HD of the creature. If the creature is wielding a weapon, the azure mage may make a temporary copy of said weapon, though any enhancement bonuses it has are limited to 1/4th the azure mage's level (minimum +1).

## Spellcaster Form

**Qualifying Creatures:** Wizards, sorcerers, bards, clerics, creatures with a plethora of spell-like abilities, and other spellcasters.

**Benefit:** The azure mage gains 10 + 1/2 their level in Spell Resistance and can use *detect magic* and *magic missile* at will as spell-like abilities.

Furthermore if they witness an enemy cast a spell they can make a Spellcraft check to identify it. If successful the azure mage can cast a copy of that spell once by spontaneously expanding a spell slot of a level 1 higher than the spell's effective level (if they cast a 3rd level spell slot, the azure mage must expend a 4th level slot). This does not need to be of a school or style of magic the azure mage can normally cast (an azure mage can cast a divine *cure light wounds* spell for example). The spell is cast in the same way the original caster did (a divine spell does not incur arcane armor penalties, for example), including any applied metamagic feats. The azure mage does not need to meet prerequisites like spell focuses or having a metamagic feat to cast the copied spell but does still need to meet all spell component requirements (such as material components).



TABLE 1-4: ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Elf	Add +1/4 to on saves against spells.	Pathfinder Core Rulebook
Halfling	Add +1/4 to the bonus on Knowledge checks made to identify creature's larger than the azure mage.	Pathfinder Core Rulebook
Human	Add one spell known from the azure mage spell list. This spell must be at least one level below the highest spell level the azure mage can cast.	Pathfinder Core Rulebook
Changeling	+1/10th an azure way.	Pathfinder Advanced Race Guide
Kitsune	When casting azure mage transmutation spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.	Pathfinder Advanced Race Guide
Fakeling	+1/10th an azure way.	Little Red Goblin Games Racial Guide 2.5 Halfbreeds and Hybrids
Mimicmen	Mimicked forms last +1/4th an additional round	Little Red Goblin Games Racial Guide 5
Warped	+1/6th class level for the purpose of determining the effect of one form.	Tome of Twisted Things

## Undead Form

**Qualifying Creatures:** Undead

**Benefit:** The azure mage gains a bonus on saves to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), death effects, disease, paralysis, poison, sleep effects, and stunning equal to half its azure mage level. The azure mage is treated as undead for the purposes of positive and negative energy. Mindless undead see the azure mage as another undead until they make an aggressive action on another undead in their sight.

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