

The Spell Breaker

Elven warrior trained to disrupt and contort magical energies. These Blood Elven warriors, fresh from the destruction of their homeland, have turned a new eye towards the dying land of Lordaeron. Can it possibly remain their home?

Hit Die: d8.

Requirements

Race: High Elf or Blood Elf.

Base attack bonus: +4.

Skills: Spellcraft 8 ranks, Knowledge (Arcana) 8 ranks.

Feats: Great Fortitude, Iron Will, Lightning Reflexes, Magic Energy Control, Spellbreaker.

Class Skills

The spellbreaker's class skills (and the key abilities for each skill are: Bluff (Cha), Craft (Int), Decipher Script (Int), Knowledge (Arcana) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Spot (Wis), Ride (Dex).

Skill Points at each level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Spellbreakers are proficient with all Simple weapons, Martial weapons, Light, Medium, and Heavy Armor; and Shields.

Dispel Magic (Sp): This is a spell-like ability that functions like the spell of the same name. The spellbreaker may use this ability a number of times per day equal to his character levels divided by two. He casts *dispel magic* as a sorcerer equal to his character level divided by two.



Feedback: At 1st level, the spell breaker gains the Feedback feat. The spell breaker may use this feat even if he doesn't meet the prerequisites for this feat, though the Feedback feat may not be used as a prerequisite for other feats until all of its own prerequisites are satisfied.

Magical Classification: At 2nd level, Because of the incredible magical addiction that they ignore, spell breakers have the innate sense of knowing whether a spell is arcane or divine. Also, this acts like *detect magic* for only Arcane spells. This is more like an intense stabbing pain in the heart, than a sense.



Lesser Spell Immunity (Su): At 2nd level, the spell breaker gains a +2 bonus to any saving throw vs. Arcane Spells. This bonuses increase by 2 at 4th and 8th levels.

Arcane Sobriety (Ex): At 3rd level, In order to not succumb to the dangers of Arcane magic, Spell Breakers must always attempt a saving throw versus Arcane magic, even if it is a beneficial spell. They can not cast Arcane spells of any kind (even racial spells), or wear items that created through or enchanted by Arcane magic.

Spell Resistance: At third level, the spell breaker gains spell resistance equal to 16 this value increases by 2 and every 3 levels thereafter, this ability does not stack with other sources of spell resistance, the spell breaker uses whichever seems to fit him. This ability protects only against arcane spell unlike normal spell resistance.



Steal Spell: At 4th level, the spell breaker gains the Steal Spell metamagic feat. The spell breaker may use this feat even if he doesn't meet the prerequisites for this feat, though the Steal Spell feat may not be used as a prerequisite for other feats until all of its own prerequisites are satisfied.



Control Magic: At fourth level, the spell breaker gains the Control Magic metamagic feat. The spell breaker may use this feat even if he doesn't meet the prerequisites for this feat, though the Control Magic feat may not be used as a prerequisite for other feats until all of its own prerequisites are satisfied.

Transfer Magic: At sixth level, the spell breaker gains the Transfer Magic metamagic feat. The spell breaker may use this feat even if he doesn't meet the prerequisites for this feat, though the Transfer Magic feat may not be used as a prerequisite for other feats until all of its own prerequisites are satisfied.

Greater Dispel Magic (Sp): This is a spell-like ability that functions like the spell of the same name. The spellbreaker may use this ability a number of times per day equal to his character levels divided by two. He casts *greater dispel magic* as a sorcerer equal to his character level divided by two.

Table: The Spell Breaker (Sbk)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	<i>Dispel magic</i> , Feedback
2nd	+2	+0	+0	+3	Magical Classification, Lesser Spell Immunity +2
3rd	+3	+1	+1	+3	Arcane Sobriety, Spell Resistance 16
4th	+4	+1	+1	+4	Steal Spell, Lesser Spell Immunity +4
5th	+5	+1	+1	+4	Control Magic
6th	+6	+2	+2	+5	Spell Resistance 18, Transfer Magic
7th	+7	+2	+2	+5	<i>Greater Dispel Magic</i> , Slippery Mind
8th	+8	+2	+2	+6	Lesser Spell Immunity +6
9th	+9	+3	+3	+6	Greater Feedback
10th	+10	+3	+3	+7	Spell Resistance 20

Slippery Mind: At 7th level, if a spell breaker is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Greater Feedback: At 9th level, the spell breaker can deal 1d6 per spell level destroyed when using the Feedback feat instead of the normal 1d4 per spell level.

