



Spell Breaker

Description: Elven warrior trained to disrupt and contort magical energies. These 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, Blood Elf or Human

Base attack bonus: +5.

Skills: Spellcraft 6 ranks, Knowledge (Arcana) 6 ranks.

Feats: Iron Will, 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 (Spt), Profession (Spt), Spellcraft (Int), Spot (Spt), Ride (Agy).

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.

Bonus Feat: At first level and every three additional levels the spell breaker may select a bonus feat from the spellbreaker feats (Control Magic, Devour Magic, Spell Crusher, Spell Eliminator, Steal Magic, Ranged Spellbreaker, Transfer Magic).



Feedback: At 1st level, the spell breaker gains the Feedback feat. The spell breaker may use this feat even if she 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.



Lesser Spell Immunity (Sp): At 2nd level, the spell breaker can cast *Lesser Spell Immunity* as if she were a healer of her class level. This ability can be used once per day and increases by 2 at 5th level and 8th level.

Sword Toss: At 3rd level, the spellbreaker learns how to effectively throw a sword as a ranged weapon. The spellbreaker does not suffer a -4 penalty for throwing an improvised weapon, and the sword has a range increment of 10.

Spellbreaking Toss: At 6th level, the spellbreaker can charge his sword so that even when she throws it, it bears her power. The spellbreaker, when throwing a sword, can use the Spellbreaker and Feedback feats.

Greater Spell Immunity (Sp): At 6th level, the spell breaker can cast *Greater Spell Immunity* as if he were a healer of her class level. This ability can be used once per day and an additional time at 9th level.

Slippery Mind: At 9th 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.

Spellbreaker Feat Note

The Spellbreaker feat found in page 50 of the *Alliance & Horde Compendium* has received a few changes to reflect the new rules found in the *World of Warcraft RPG*. The following guide lines indicate the changes. These changes are not official. For the correct rules in Spellbreaker, check the upcoming book *More Magic & Mayhem*.

Spellbreaker [General]

You can smash the spells out of your opponents' mind.

Prerequisites: Base attack bonus +4, Spellcraft 2 ranks.

Benefits: These remain unchanged as before. As for exactly what you can "spellbreak" consider destroying spell slots since they are the raw energy used by spellcasters, what they have prepared cannot be destroyed since it can still be cast if they drink a mana potion or if it's recovered by effects as *Brilliance Aura* for instance.

Special: Ignore this line it's no longer valid.



Table: The Spell Breaker (Sbk)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Bonus Spellbreaker Feat, Feedback
2nd	+2	+0	+0	+3	Lesser Spell Immunity 1/day
3rd	+3	+1	+1	+3	Sword Toss
4th	+4	+1	+1	+4	Bonus Spellbreaker Feat
5th	+5	+1	+1	+4	Lesser Spell Immunity 3/day
6th	+6	+2	+2	+5	Spellbreaking Toss, Greater Spell Immunity 1/day
7th	+7	+2	+2	+5	Bonus Spellbreaker Feat
8th	+8	+2	+2	+6	Lesser Spell Immunity 5/day
9th	+9	+3	+3	+6	Slippery Mind, Greater Spell Immunity 2/day
10th	+10	+3	+3	+7	Bonus Spellbreaker Feat

