

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Spell Resistance, Studied in the Art,
2nd	+2	+0	+0	+3	Spellhound, Bonus Feat
3rd	+3	+1	+1	+3	Spell Steal 1/day
4th	+4	+1	+1	+4	Anti-Magic Fortitude, Spellbane
5th	+5	+1	+1	+4	Spell Sunder I
6th	+6/+1	+2	+2	+5	Spell Steal 2/day
7th	+7/+2	+2	+2	+5	Spellflux
8th	+8/+3	+2	+2	+6	Bonus Feat
9th	+9/+4	+3	+3	+6	Spell Steal 3/day
10th	+10/+5	+3	+3	+7	Spell Sunder II
11th	+11/+6/+1	+3	+3	+7	Improved Anti-Magic Fortitude
12th	+12/+7/+2	+4	+4	+8	Spell Steal 4/day
13th	+13/+8/+3	+4	+4	+8	Energy Channel
14th	+14/+9/+4	+4	+4	+9	Bonus Feat
15th	+15/+10/+5	+5	+5	+9	Spell Sunder III, Spell Steal 5/day
16th	+16/+11/+6/+1	+5	+5	+10	Greater Spellbane
17th	+17/+12/+7/+2	+5	+5	+10	Spell Annihilation
18th	+18/+13/+8/+3	+6	+6	+11	Spell Steal 6/day
19th	+19/+14/+9/+4	+6	+6	+11	Total Immunity
20th	+20/+15/+10/+5	+6	+6	+12	Spell Sunder IV, Total Resistance

D10

4 points + int.

Proficient in all simple and martial weapons. Proficient with all armor and shields barring heavy armor and tower shields.

Starting gold: $5d6 + 10$ gp

Class skills: Climb (STR), Swim (STR), Sense Motive (WIS), Knowledge (Arcana), Knowledge (Religion), Spellcraft (INT), Acrobatics (DEX), Survival (WIS), Intimidate (CHA).

Spell Resistance (Ex):

The Spellbreaker's knowledge and devotion to the cause of rooting out the effects of misused magic and hunting down of renegade spellcaster grants him spell resistance at 1st level equal to: $5 + 1.5 \times \text{spellbreaker level rounded down}$. He may choose which spells to apply this spell resistance to as long as he is able to identify them before being subject to their effect.

In addition, the spellbreaker may choose a specific school of magic at 1st level. The spellbreaker may add his INT mod to his spell resistance against spells of that school. At 4th, 8th and every 4 levels thereafter, the spellbreaker may choose another school of magic for this effect, reaching a total of 6 schools at level 20.

Studied in the Art (Ex):

A true Spellbreaker must not only show resolve for his cause but also take time in thoroughly studying the arts of magic in order to know best how to deal with it. At 1st level, he gains half his Spellbreaker level to his Knowledge (Arcana) and Knowledge (Religion) checks.

In addition, the spellbreaker also gains a spellbook, as a wizard. His spell progression is identical to that of a wizard, gaining the same amount of spells learned per level as them. However, no spellcasting progression, effectively making the spellbreaker unable to cast any of the spells he knows, unless possessing spellslots from other classes.

Several spells, however, are an exception to this rule. The Spellbreaker gains Detect Magic, Arcane Sight and Greater Arcane Sight at their appropriate levels. While the Spellbreaker may cast Detect Magic indefinitely, the other two spells are each limited to a number of times per day equal to the Spellbreaker's Intellect modifier (Minimum 1.).

Spellhound (Su):

The Spellbreaker's studious nature gives him the ability to sense the activation of magic around him. Whenever a spell, spell-like ability or supernatural effect is cast within 15ft of the spellbreaker, he may identify it immediately and does not need to see or be aware of the caster's location to do so. If successfully identified, the Spellbreaker is granted a +2 bonus to all saves against that spell and becomes aware of the caster's location.

The range of Spellhound increases by 5 ft at levels 10, 15 and 20, totalling at 30.

At 5th level, the Spellbreaker is also granted a +1 bonus to the CMB roll of Spell Sunder against the identified spell. This bonus increases by an additional +1 at 10th and ever 5 levels thereafter.

The Spellbreaker may use Spellhound to identify spell-like abilities with a DC of 20 + half the caster's level against the Spellbreaker's Spellcraft. Upon identification, the Spellbreaker is not granted a doubled bonus even if the spell-like ability is identical to a spell in his spell book.

If the identified spell is in his spellbook, the bonuses recieved from Spellhound double.

Bonus Feat (Ex)

The Spellbreaker, besides being an anti-magic combatant is also a rather skilled warrior. At 2nd, 8th and 14th levels, the Spellbreaker receives bonus combat feats. The Spellbreaker's level is counted as fighter levels for the purpose of qualifying for feats such as Weapon Focus, but only for the bonus feats.

Spell Steal (Su)

At 3rd level, the Spellbreaker may steal a magical effect as a swift action for himself once per day. This may be used to take off harmful effects off of allies or beneficial effects off of enemies.

Such a spell's duration is then refreshed, instead using the Spellbreaker's levels as the caster level for determining its duration. If the spell's level is higher than half the spellbreaker's, that duration is halved.

If the same effect is stolen more than once, its duration is half of the refreshed duration of the previous Spell Steal.

His target may make a will save in order to negate this effect with a DC of $10 + \text{half the Spellbreaker's level} + \text{his INT mod}$.

At 6th, 9th and every three levels thereafter, the spellbreaker gains an additional use of this ability per day. (6/day at 18th.)

Mystic Fortitude (Ex)

Whenever the spellbreaker succeeds on a will or fortitude save against a spell, supernatural, or spell-like ability that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping spellbreaker does not gain the benefit of mystic fortitude. If the effect of the spell, spell-like ability or supernatural is already negated by a successful will or fortitude save, the spellbreaker is instead granted a +2 bonus to the relative saves against it.

In addition, the Spellbreaker learns to strengthen his vitality against harmful magical effects. He gains an additional +2 fortitude save bonus against spells, spell-like and magical effects. This bonus increases by an additional +2 at 8th, 12th, 16th and 20th levels. (Essentially giving the breaker an equivalent to good fortitude save progression versus spells.)

Spellbane (Su)

Whenever the Spellbreaker makes a strike at an enemy with any kind of leftover spells per day, that opponent must make a will save equal to $10 + \text{half the spellbreakers level} + \text{his INT modifier}$. If he fails, the target loses his highest available spellslot level and takes its level $\times$ the Spellbreaker's INT mod as damage. This may only occur when attacking adjacent foes.

If the target possess spell-like abilities that have a number of uses per day, the Spellbreaker may instead choose to cause the target to lose a charge of said spell-like ability by making a sunder combat maneuver check against a DC of $10 + \text{level of target}$.

When activating Spellbane on a spell-like ability, the target takes half its level x the Spellbreaker's INT mod as damage.

Spell Sunder (Su)

At 5th level, the Spellbreaker can now attempt to sunder a spell as it is being cast or effect placed on an ally or enemy. To sunder a spell, he must make a sunder combat maneuver check against a DC of 15 + the level of the spell being cast + half the caster level of his opponent. To sunder an effect, he must roll a sunder combat maneuver against a DC of 10 + the level of the spell used to create this effect. If the Spellbreaker succeeds his sunder check, the spell is immediately interrupted and an effect is immediately dispelled.

The maximum range at which this can be done is 15 ft. At 10th, 15th and 20th levels, this range increases by another 5 ft. Spells cast within the reach of Spell Sunder automatically provoke an attack of opportunity, allowing the Spellbreaker to attempt a Spell Sunder, even if they normally wouldn't, but only if the Spellbreaker successfully identifies said spell.

Spellflux (Su)

Whenever the Spellbreaker sunders or resists a spell or effect, he may grant his armor, shield or weapon an enhancement bonus equal to its level for 1d4 rounds. He must use this action within a number of rounds equal to his CHA modifier (minimum 1.) after sundering or resisting a spell. (A 9th level spells makes it a +9, yep. But then again, you just sundered a spell that could rewrite reality itself. Yeah.) This stacks with actual enhancement bonuses up to the normal maximum allowed for his current level.

If sundering or resisting a spell-like ability, the Spellbreaker calculates half its caster's level as the spell level.

Improved Mystic Fortitude (Su)

This works like mystic fortitude, except that while a spellbreaker still negates the effects of a spell, supernatural, or spell-like ability on a successful save against such attacks, he henceforth halves the harmful effects of a spell, spell-like or supernatural ability on a failed Fortitude or Will save. An unconscious or sleeping spellbreaker does not gain the benefit of mystic fortitude.

Energy Channel(Su)

At 13th level, whenever the Spellbreaker successfully resists or sunders a spell, he may channel the residual energy of that spell into his own spellcasting, effectively granting him a single spellslot equal to the level of the spell cast. However, he may not receive a spellslot above 6th level.

When casting in this way, the Spellbreaker calculates his caster level using his Spellbreaker levels for purposes of caster level checks (such as overcoming a target's SR). The DC of a spell cast in this way is calculated as normal, using the Spellbreaker's Intelligence modifier (e.g. 10 + spell level + INT mod)

However, said spellslot is expended if the Spellbreaker chooses to use Spellflux instead. Similarly, casting a spell does not allow the Spellbreaker to use Spellflux afterwards. A spellslot gained from this ability lasts for a number of rounds equal to the Spellbreaker's CHA modifier. (Minimum 1.)

The Spellbreaker may not use Energy Channel from sundered or resisted spell-like abilities or effects.

Greater Spellbane (Su)

At 16th level, the effects of Spellbane also apply to successful Spell Sunder attempts, henceforth.

Spell Annihilation (Su)

The Spellbreaker's ease with which he dismantles, identifies and destroys spells allows him to take 10 on Spell Sunder checks as well as all Spellcraft checks in any situation. In addition, three times per day, the Spellbreaker is able to take 20 in any situation on the above checks.

Total Immunity (Su)

At 19th level, the Spellbreaker may choose one school of magic. Henceforth, he is immune to all spells from that school. This must be one of the schools selected for the Spellbreaker's Spell Resistance effect.

Total Resistance (Su)

At 20th level, the Spellbreaker gains 30 resistance against all energy types, barring negative and positive.

Archetypes:

Spellslayer

Not all spellbreakers challenge spellcasters out in the open, with sword and shield in hand. Some prefer to skulk about in the shadows, waiting to strike the spellcasting scum down when the time is right, while none are there to see. These men sacrifice some of their anti-magic talents to be but a speck more effective in overall combat, as well as perfecting the art of backstabbing.

Proficiencies: The Spellslayer loses all his proficiencies with shields and medium armor.

Skills: Stealth and Sleight of Hand as class skills, loses Sense Motive.

Studied Target and Sneak Attack (Ex)

At 1st level, a Spellslayer gains the slayer's studied target class feature. She uses her Spellbreaker level as her effective slayer level to determine the effects of studied target.

In addition, at 3rd level, the Spellslayer gains sneak attack 1d6 die. This die increases by another 1d6 every three levels, until it reaches 6d6 at 18th level.

This ability replaces Spell Steal.

Hidden Spellhound (Su)

This ability is as the original Spellbreaker's Spellhound ability, except the Spellslayer switches his bonus to sunder checks made to use Spell Sunder against identified spells for the following ability:

In addition, at 5th level, the Spellslayer focuses much more on approaching his targets in stealth than actively shutting down their magic. In response to any spell attempting to detect him, the Spellslayer may roll a DC 15 + spell level check to negate the spell's effect as an attack of opportunity, rendering him invisible for that spell's effects. Divination spells making use of magical eyes fall under this effect as well.

At 10th level, the Spellslayer is able to hide 2 targets. 15th, 3 targets. At 20th, 4. This ability replaces Spellhound.

Talented Slayer (Ex)

At 8th, 10th, 15th and 20th levels, the Spellslayer can gain a single slayer talent, including those from the list of rogue talents that a slayer can take, but not an advanced slayer talent.

This ability replaces a bonus feat at level 8 and Spell Sunder II, III and IV (Effectively leaving it at a 15 ft range.)

Magic Evasion and Improved Magic Evasion (Ex)

As rogue class feature, at 4th and 11th level respectively.

In addition, the Spellslayer's reflex save is considered to have a fast progression value against spells, spell-like and magical effects.

This ability replaces Anti-Magic Fortitude and Improved Anti-Magic Fortitude.

Total Stealth (Su)

At 20th level, the Spellslayer is unable to be detected by any effect.

This ability replaces Total Resistance.

Spellbreaker Adept

Some men and women embrace the concept of anti-magic in a much more radical fashion than their comrades, causing them to distance themselves from the universal energies flowing within the universe so much, that their bodies weaken. In return, however, they gain greater abilities than their Spellbreaker cousins at the cost of their martial prowess.

Spellbreaker Adepts may act as teachers for novice spellbreakers, officers within their organization or even scholars, researching the workings of magic in a backwards fashion in contrast to wizards.

Proficiencies: The Spellbreaker Adept loses all proficiencies except for simple weapons.

Skills: Loses Climb and Swim, gains Linguistics.

Adept Spell Resistance (Su)

The Spellbreaker Adept's knowledge and devotion to the cause of rooting out the effects of misused magic and hunting down of renegade spellcaster grants him spell resistance at 1st level equal to: $2 \times \text{his spellbreaker level} + \text{INT}$. He may choose which spells to apply this spell resistance to, effectively being able to receive beneficial effects from allies, while blocking out harmful ones from enemies.

He does not need to choose specific schools, unlike the Spellbreaker. It is assumed he has abandoned his martial prowess to instead focus on studying in the arts of spellbreaking entirely, thus having sufficient knowledge in all schools to know how best to resist them.

This ability replaces Spell Resistance.

Spell Rejection (Su)

At 3rd level, the Spellbreaker Adept may expend a use of his Spell Control per day as a move action to grant his Spell Resistance to all targets within 10 ft of himself.

At 8th level, the Spellbreaker may also expend a use of his Spell Control as a move action to grant the effects of Anti-Magic Fortitude to all targets within 10 ft of himself as a move action. The Spellbreaker may simultaneously expend two uses of his Spell Control to grant the effects of both Anti-Magic Fortitude and Spell Control under the same terms.

At 14th level, the Spellbreaker may expend a use of his Spell Control as a move action to grant everyone within this field a bonus to all saves versus spells a fourth of his level. All targets within this field must make saves against all spells even if they are willing to their effects. The Spellbreaker may expend three uses of his Spell Control to grant all three effects, or two to grant any two as a move action. In addition, the Spellbreaker may expend uses of his Spell Control to increase the range of all active effects by an additional 5 ft as an immediate action.

Keeping the effects of Spell Rejection up requires a swift action.

The Spellbreaker Adept may keep the effects of Spell Rejection up until cancelled, but no more than 24 hours.

If cancelled, the Spellbreaker Adept retains the effects of his Spell Resistance.

This ability replaces the bonus feats at 2nd, 8th and 14th levels.

Anti-magic Radicalism (Su)

The Spellbreaker Adept's body weakens due to his arts distancing him from the fundamental building blocks of the universe. He receives a -1 penalty to his CON ability score at 1st level. This penalty increases by another -1 at 6th, 12th and every 6 levels thereafter, effectively limiting it to a -4 at level 18.

Simultaneously to his weakening body, the Spellbreaker Adept's mind becomes free from the constraints of his mortal flesh, granting him a +1 INT, increasing at the same rate as his CON decreases.

In addition, every 4 levels, the spellbreaker is treated as having one less base attack bonus points for all purposes except for sunder checks made to use Spell Sunder. (Or just make them have a medium BAB progression. I was hesitant to simply write it like that since archetypes usually don't do that.)

This ability causes the Spellbreaker Adept to lose all spellslots previously gained from other classes and be unable to gain any from other classes in the future.

Adept Spellhound (Su)

This range of the classic Spellhound increases to 60 ft and scales at the same rate.

Mark of Spellbane (Su)

At 2nd level, as a standard action, the Spellbreaker adept may make a ranged touch attack against any target within his field of vision as a standard action. If successful, that target suffers the effects of Spellbane + the Spellbreaker Adept's level as force damage. (Targets that have no

spellslots are not affected by this ability.) The target need not be adjacent to the Spellbreaker Adept.

At 4th level, the Spellbreaker Adept may place a Mark upon a spellcaster he has triggered Spellbane upon as an immediate action. Henceforth, the Spellbreaker knows the location of this spellcaster at all times and may either grant him a +2 bonus to his caster level on any spell he wishes to cast as an Aid Another action or Spell Sunder said spell at a distance of 400 ft. If said spellcaster should be in another plane, the Mark is temporarily inactive until the Spellbreaker Adept is on the same plane of existence as his Marked target.

At 8th and 14th levels, the distance at which the Spellbreaker is able to Spell Sunder or Aid Another by 600 ft. (1600 at 14th.) The bonus of Aid Another to the Marked Target's spellcaster level increases by +1 at 8th and 14th levels.

The target of this Mark is allowed a will save with a DC of 15 + Spellbreaker level + INT mod. If successful, he is not Marked.

Only one target may be Marked at a time.

This ability replaces Spellbane.

Spell Control (Su)

At 3rd level, the Spellbreaker Adept may steal a magical effect as a swift action and choose a new target for it once per day. This may be used to take off harmful effects off of allies or beneficial effects off of enemies.

Such a spell's duration is then refreshed, instead using the Spellbreaker's levels as the caster level for determining its duration. If the spell's level is higher than half the spellbreaker's, that duration is halved.

If the same effect is stolen more than once, its duration is half of the refreshed duration of the previous Spell Steal.

The target may make a will save in order to negate this effect with a DC of 10 + half the Spellbreaker's level + his INT mod.

At 6th, 9th and every three levels thereafter, the spellbreaker gains an additional use of this ability per day. (6/day at 18th.)

This ability replaces Spellsteal.

Adept Spell Sunder (Su)

As the original Spellbreaker's Spell Sunder, but the starting range is 30 ft.

At 10th, 15th and 20th levels, this range increases by an additional 10 ft. (Capping at 60 ft.)

This ability replaces Spell Sunder.

Adept Spellflux (Su)

In addition to the traditional ability, the Spellbreaker Adept may channel the effects of Spellflux into any weapon or armor within 30 ft. for a duration of 2d4 rounds.

Adept Energy Channel (Su)

As classic ability, except the Spellbreaker Adept may cast up to 8th level spells.

Spell-like abilities also trigger this ability using half the caster's level as the spell level.

This ability replaces Energy Channel.

Mark of Greater Spellbane (Su)

The Spellbreaker Adept may activate the effects of his Mark at any distance. However, he is still limited by plains and dimensions.

As per the Greater Spellbane ability, the Spellbreaker Adept's Spell Sunders cause Spellbane to activate upon the sundered target. The Spellbreaker Adept may choose to not have Spellbane activate.

This ability replaces Greater Spellbane.

Total Spellbreaker (Su)

At 20th levels, the Spellbreaker Adept's Radicalism progresses to such an extent that he now exists outside of the universe's base laws and is henceforth considered a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the Spellbreaker Adept's creature type was) for the purpose of spells and magical effects.

The Spellbreaker is henceforth not limited by planes and dimensions for the purpose of Spell Sunder and Aid Another towards his Marked target. (If it comes down to it, jumping to another timeline, rewinding time and so on will not help get rid of the Mark either.)

The Spellbreaker adept entirely loses his Constitution Ability score, as if he were undead, however he is not considered undead for the purpose of spells and magical effects. He is now immune to all death effects and ability damage/bleed/drain, as well as energy drain. Neither positive nor negative energy heal or damage the Spellbreaker Adept, however he gains fast healing 10. The Spellbreaker Adept's health points are now calculated from his CHA score.

The Spellbreaker Adept, in addition, gains Damage Reduction 10/-- and Resistance against all energy types equal to 30.

The spellbreaker may not die of old age and does not take any age-related penalties. If the spellbreaker possessed any before, they are nullified.

If the Spellbreaker should die, he may not be resurrected save for divine intervention or true resurrection.

Spell Defender

While most Spellbreakers favor a lighter protection with lighter shields and weapons to best fend off against both mystical attacks upon their person with agility and more physical ones with finesse rather than brute force, these men and women instead favor the massive Tower Shield - the most iconic epitome of defense.

Many of their brethren laughed at such folly, judging the thing too cumbersome to be of any use in both travelling, which the spellbreaker is rarely at a position to give up, and hunting down their prime targets who are usually able to reach through such raw physical shells with their magic. However, Spell Defenders proved everyone the viability of such equipment by learning to spread their own anti-magic defenses onto their shields making them impenetrable walls of reflecting, absorbing and deflecting both sword and sorcery, fire and arrow. None ridicule these men for their choice nowadays. They are even considered a welcome sight and, at times, even an invaluable ally.

Proficiencies: The Spell Defender is proficient with tower shields, loses proficiency with all other shields.

Skills: Loses Acrobatics as a class skill.

Fortified Spellhound (Su)

The Spell Defender loses his bonus on sunder checks, but instead of +2 his bonus to saves against an identified spell increase to +4.

In addition, at 5th level the Spell Defender gains a +1 bonus to his Spell Reflect checks and Spell Redirect DC. Every 5 levels thereafter, the bonus increases by +1.

Spell Redirect may be used as an attack of opportunity if the Spell Defender has successfully identified it as it was being cast.

Otherwise, the ability is unchanged.

If the Spell Defender knows this spell (aka in his spellbook) the bonuses from this ability double. This ability replaces Spellhound.

Spell Redirect (Su)

At 3rd level, once per day, the Spell Defender may choose one spell being cast and may redirect its effects upon himself.

This ability allows a will-save for the caster of the spell with a DC of $10 + \frac{1}{2}$ Spell Defender's level + INT

At 6th, 9th and every 3 levels thereafter, the Spell Defender may use this ability one additional time per day.

The Spell Defender may also Redirect spell-like abilities with a reposition maneuver check roll against a DC of 10 + level of caster.

This ability replaces Spell Steal.

Fortress Wall (Ex)

At 4th level the Spell Defender is treated as having Evasion when employing the total cover tactic.

At 8th level the Spell Defender gains the Ray Shield feat.

At 14th level the Spell Defender is treated as having Improved Evasion when employing the total cover tactic.

This ability replaces the Spell Defender's bonus feats at 2nd, 8th and 14th level as well as Spellbane.

Spell Reflect (Su)

At 5th level the Spell Defender may choose one square adjacent to him. If any spell should target him or said square, the Spell Defender may make a Reposition combat maneuver check as an attack of opportunity with a DC of 15 + $\frac{1}{2}$ caster level + spell level to reflect it back upon the caster. If an area of effect spell should be subject to this effect, it is entirely negated and instead comes into effect with its caster as the centre of the area.

At 10th and every 5 levels thereafter, the Spell Defender may designate an extra square adjacent to him.

If a spell should come to him through Spell Redirect in this fashion, he may indeed reflect it back upon the caster.

This ability replaces Spell Sunder.

Energy Channel (Su)

This does not work with Spell Reflect or Redirect. Otherwise as normal.

Tower of Spell Defense (Su)

At 16th level, the Spell Defender gains his shield bonus against touch attacks. This ability replaces Greater Spellbane.

The Spellvoid

Credit to dpb123, this archetype's creator

Seeing the tactical advantages available to their brethren, some Spellbreakers combine the Spell Adept's and the Spell Defender's abilities to protect others from the ravaging forces of magic with the Spellslayer's penchant for surveying any and all confrontations in order to determine the course of action most beneficial to him and detrimental to his enemies. Such men and women have been dubbed Spellvoids for their abilities to manipulate the field of battle by creating areas resistant to magic.

Spellvoid (Su)

At 3rd level, with a swift action, the Spellvoid may project his Spell Resistance and his bonuses from his Anti-Magic Fortitude ability to all targets in a 10-ft radius burst within close range (i.e. 25 ft. + 5 ft./2 levels). The projected benefits have a duration of 1 minute per Spellvoid level. These projected benefits do not stack with the Spellvoid's own Spell Resistance or Anti-Magic Fortitude should he be in his burst's affected area. If a spell allows its target a saving throw, those affected by this Spellvoid ability must make the appropriate saving throw, even with beneficial spells (e.g. *Cure Moderate Wounds*, *Haste*). The Spellvoid may deactivate a projected burst as a free action. The Spellvoid may use this ability once per day.

At 6th, 9th and every three levels thereafter, the Spellvoid gains an additional use of this ability per day (6/day at 18th). Additionally at 6th, 9th and every three levels thereafter, the Spellvoid can increase the radius of the burst by 5 feet, to a maximum of a 30-foot radius at level 15. This ability replaces Spell Steal

Improved Spellvoid (Su)

At 11th level, the Spellvoid may use an immediate action to project his Spell Resistance and Anti-Magic Fortitude bonuses.

Moreover, at 11th level, the Spellvoid may choose to exclude a number of targets from being affected by his projected burst or he may choose to exempt a number of affected targets from needing to make saving throws for spells from which they are willing to receive effects. The number of targets the Spellvoid may exclude or exempt is equal to 1+his Charisma modifier (minimum of 1). By expending an additional daily use of his Spellvoid ability, he can both exclude and exempt targets; excluded targets need not be the same as exempted targets, and vice versa.

This ability replaces Improved Anti-Magic Fortitude

Anti-Magic Fuel

By specializing in the countering and suppression of magic, the Spellvoid forgoes the Spellbreaker's versatility in order to access more powerful anti-magic spells.

This ability functions the same as Energy Channel except (i) the Spellvoid can gain spellslots as high as 9th level, (ii) but he may only fill these spellslots with spells from the Spellvoid's Anti-Magic Fuel spell list and said spell must be in his spellbook.

At 13th level, a Spellvoid can use 1st through 7th level spells. At 15th level, he can use 8th level spells. At 17th level, he can use 9th level spells.

Moreover, by expending a daily use of his Spellvoid ability, he can exclude a number of targets from the effects of any spell he casts (e.g. *Anti-Magic Field*, *Dispel Magic*, *Mage's Disjunction*, etc.) equal to 1+Charisma modifier (minimum of 1).

Anti-Magic Fuel spell list

1st level spells: *Hex Ward; Hide from Undead; Protection from Chaos/Evil/Good/Law; Remove Fear; Shield of Faith; Stunning Barrier*

2nd level spells: *Corruption Resistance; Enshroud Thoughts; Ghostbane Dirge; Protection from Chaos/Evil/Good/Law, Communal; Remove Paralysis; Resist Energy; See Invisibility; Silence; Surmount Affliction*

3rd level spells: *Banish Seeming; Cast Out; Devolution; Dispel Magic; Eldritch Fever; Invisibility Purge; Magic Circle Against Chaos/Evil/Good/Law; Nondetection; Protection from Energy; Remove Curse; Resist Energy, Communal; Stunning Barrier, Communal*

4th level spells: *Bestow Curse (Lesser Spellblights only); Break Enchantment; Death Ward; Dimensional Anchor; Dismissal; Freedom of Movement; Protection from Energy, Communal; Spell Immunity; Ward Shield; True Form*

5th level spells: *Dispel Chaos/Evil/Good/Law; Disrupting Weapon; Ghostbane Dirge, Mass; Spell Resistance; Spell Immunity, Communal; Undeath Ward; True Seeing*

6th level spells: *Antimagic Field; Banishment; Dispel Magic, Greater; Globe of Invulnerability; Undeath to Death*

7th level spells: *Expend; Sequester; Spell Turning*

8th level spells: *Bestow Curse, Greater (Major Spellblights Only); Dimensional Lock; Mind Blank; Protection from Spells; Spell Immunity, Greater*

9th level spells: *Freedom; Mage's Disjunction; Spell Immunity Greater, Communal; Wall of Suppression*

The Spell Blocker

Credit to CHEEPENBULKY, this archetype's creator.

Just as some are born with innate magical talent, manifested later is spectacular powers and abilities beyond any common man or woman, some are born with the polar opposite of such inborn mystical qualities. These men and women affect any and all magical energies around them as a disruptive presence, a constant static sound in the background.

Some of them train these qualities further to become a class of the Spellbreakers known as the Spell Blocker.

Around them, spells become harder to form, concentration on casting begins to border on the impossible for all but the mightiest of wizards as the Spell Blocker grows in power.

Disruptive Presence (Su): The disruptive presence of the spell blocker alerts her to the presence of magic around her. In a 20' radius emanation around the Spell Blocker, she may detect magic as per the detect magic spell. At level 10 the emanation now grants detection as per arcane sight, the spell.

This ability causes the Spell Blocker to lose all spellslots previously gained from other classes and be unable to gain any from other classes in the future.

Spell Resistance (Ex): Spell Blocker gains spell resistance as per base class; but due to the nature of the Spell Blocker, they have less control over their spell resistance. He may choose to subtract his INT mod from his SR, essentially lowering his SR to receive beneficial effects from allies, while blocking out harmful ones from enemies, however only if he successfully identifies the spell being cast at him. Otherwise, all spells are subject to this spell resistance as per normal.

This ability alters Spell Resistance.

Studied in the Art (Ex): A Spell blocker is unable to cast spells. The Spell Blocker does not gain a spellbook or spell progression. The Spell Blocker does not gain the ability to cast detect magic, arcane sight or greater arcane sight.

Because of a Spell Blocker Disruptive effect on magic, they undergo special training. You may take the Skill focus feat at level 5, 10, & 15.

This ability alters studied in the arts

Magic Entanglement (Su): At level 2 the spell blocker can use her disruptive presence to interfere with enemy spell casters. The DC to concentrate or cast spells defensively increases by half the spell blockers level, minimum 1, for all enemies that are within your threatened area. This increase to casting spells defensively and concentration only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply. This ability also allows the the spell blocker to make the appropriate skill check to determine said spell while it is being cast. If the spell blocker succeeds its check to determine the spell being cast, she adds her INT bonus to the penalty.

In addition, at 5th level, the Spellbreaker gains +1 insight bonus on sunder checks made to use Spell Sunder against spells he successfully identified. This bonus increases to +2 at level 10, and increases by another +1 every 5 levels thereafter. (15, 20.)

The Spellbreaker may use Magic Entanglement to identify spell-like abilities with a DC of 20 + half the caster's level against the Spellbreaker's Spellcraft.

This ability counts as having the Disruptive feat for purposes of meeting feat prerequisites.

This ability replaces spell hound

Disruptive Transfer (Su): At 3rd level the spell blocker becomes able to transfer a portion of their disruptive presence directly into a target. Targets affected by Disruptive Transfer lose all

harmful and beneficial effects granted by spells or spell like abilities, and gain a 50% spell failure chance for a number of rounds equal to $\frac{1}{2}$ your Spell Blocker level. Targets may take a Will save in order to negate this effect with a DC of 10 + half the Spellbreaker's level + his INT mod. This ability has a range of 30ft and is useable once per day.

At 6th, 9th and every three levels thereafter, the Spell Blocker gains an additional use of this ability per day. (6/day at 18th.)

This ability replaces Spell Steal

Disrupting Spell Bane: Same as base classes Spell bane class feature, but the spell blocker may use Spell Bane on any melee attacks she makes within her threat range. And for every successful Spell Bane the target's DC for defensive casting and concentration checks increase by 2 until the Spell Blockers next turn.

This ability alters Spell bane

Enhanced Distortion (Su): At level 7 whenever the Spellblocker sunders or resists a spell or effect, the magic from the spell reacts with the Spell Blocker's disruptive presence;. This reaction distorts time and space for the Spell Blocker. The spell Blocker effectively gains movement speed equal to 10 x spell level that was sundered or resisted. The spell blocker is also treated as though she has had blur (as the spell) cast upon her. This effect lasts for 1d4 rounds.

If sundering or resisting a spell-like ability, the Spellblocker calculates half the casters HD as the spell level.

This ability replaces Spellflux

Magic Feedback (Ex): At 13th level, whenever the Spell Blocker successfully resists or sunders a spell, the spell blocker can choose to send the distorted magic back at the caster. The spell caster becomes stunned for 1 round per $\frac{1}{2}$ spell level, minimum 1. If the spell caster succeeds at a fort save equal to 10 + spell level + spell blocker INT he is sickened instead of stunned. The spellcaster must also take a Will save, DC 10 + $\frac{1}{2}$ Spell Blocker lvl + INT or become affected by Disruptive Transfer.

If sundering or resisting a spell-like ability, the Spellblocker calculates $\frac{1}{2}$ the casters HD as the spell level.

If the Spell Blocker harnesses a resisted or sundered spell for Enhanced Distortion, she may not use it for Magic Feedback as well. And vice versa if the Spell Blocker uses a resisted or sundered spell for Magic Feedback, she may not use it for Enhanced Distortion.

This ability replaces channel energy.