

# Enchanter

As a tinkerer, you know very little magic and can cast even less. Your magical strength lies in imbuing items with magic and using them as a focus for your spells. When creating your character, roll 1d4 multiplied by your tinkerer level. The total number you get is the number of cantrip wizard spells you can enchant with. Divide that number by two to get the number of level 1 spells you already know. Continue to divide in half for spells with a casting level less than or equal to your enchanting tier.

## Enchanting Item

During a short rest using tinker points equal to the spell level + 1, you may enchant one lesser tier item. During a long rest, you may either enchant two lesser tier items or one full tier item. The spell save and spell attack damage are equal to that of your own at the time of enchanting. If you are enchanting an item at your max tier level, roll 1d8. On a 1, the item is cursed. The curse is determined with a d4 roll:

1d4	Curse Result
1	the item disintegrates immediately and tinker points spent are lost till the next short or long rest.
2	the item is bound to the next person to equip it. If the item is unequipped, the enchantment is lost.
3	The item is left intact, but the enchantment is lost.
4	the item gives the user a “pins and needles feeling.

Items that can be enchanted are:

*helms, goggles, glasses, necklaces, light armor, medium armor, heavy armor, gauntlets, gloves, rings, bracelets, belts, boots, simple weapons, martial weapons, shields, ammo, wands, clockwork devices, and staves* (using ordinary household objects can be allowed if agreed with the DM)

### The Enchantment Roll:

To Enchant an item, you must make a successful enchanting roll for each spell you are adding. You must succeed on an Arcana check with a DC of 10 + spell level (Cantrips count as level 0)

### Lesser Tiers:

At a Lesser Tier, only 1 enchantment may be placed on an item and the item cannot have been previously enchanted. Enchantments can either be passive (background effects) or active (triggered via an action) but cannot be both.



## Enchantment

Level	Enchantment Tiers		Class Features
	Lesser	Full	
3 <sup>rd</sup>	---	---	Enchant Item, Learn Arcane,
4 <sup>th</sup>	0 (cantrip)	---	---
5 <sup>th</sup>	0	0 (Cantrip)	---
6 <sup>th</sup>	1	0	Enchant Contraption
7 <sup>th</sup>	1	1	---
8 <sup>th</sup>	1	1	---
9 <sup>th</sup>	2	1	---
10 <sup>th</sup>	2	2	Enchant Weapon
11 <sup>th</sup>	3	2	---
12 <sup>th</sup>	3	3	---
13 <sup>th</sup>	3	3	---
14 <sup>th</sup>	4	3	Imitation
15 <sup>th</sup>	4	3	---
16 <sup>th</sup>	4	4	---
17 <sup>th</sup>	4	4	---
18 <sup>th</sup>	5	4	---
19 <sup>th</sup>	5	4	---
20 <sup>th</sup>	5	5	---

### Full Tiers:

Unlocking a full tier allows you to add multiple enchantments to a single item. This could mean either: the same spell is applied to an item but in both its active and passive forms, OR multiple spells of the same form are applied to a single item. If multiple enchantments are applied, their combined spell levels must be less than or equal to your enchantment tier level. How these enchantments work with each other is for you to decide, however, your GM has a veto over what can and cannot be done. Each enchantment requires its own Arcana check. If one check fails, the others remain unaffected. The item cannot have any previous enchantments on it.



### Resulting Items:

Active enchantments require charges, with each cast using 1 charge per spell level (Cantrip level spells, do not use charges). If the item has an active enchantment, you can take an action to recharge it with a ratio of one tinker point per charge. During enchantment, you may use up to your tinkerer level of extra tinker points to: improve your Intelligence check and/or additional charges.

## Learn Arcane

### Level 3

*(tinker points = spell level + 1)*

During a long rest, you can take an action to learn a spell from a spell scroll, a spell book, an enchanted item, or a potion. You must succeed an Arcana check with a DC of 10 + spell level. You learn this spell/enchantment permanently and can be used for enchanting. You can only learn spells with a spell level less than or equal to your enchantment tier. The spell scroll is consumed upon completion.

## Enchant Contraption

### Level 6

*(tinker points = spell level + 1 + Contraption cost.)*

After a contraption has been made, you may immediately enchant it using the enchantment rules above. This takes no extra time to enchant, as the enchantment is woven into the contraption as it is built.

## Enchant Weapon

### Level 10

*(tinker points = 1+ enhancement + Extra Enchantment Cost)*

While enchanting a weapon using the Enchantment method above, you may add an enhancement to the hit and damage equal to  $\frac{1}{2}$  your Maximum Enchantment Tier.

## Imitation

### Level 14

As you experiment more with the Arcane, you begin to recognize patterns and begin understanding the formations of spells. You can now break down spells of your Enchanting Tier or lower just from witnessing others use them.

When you witness a spell being cast, you may take an action to copy that spell. You must have something to write the spell down on (blank parchment) for you to study and learn later. You must also succeed on an Intelligence check greater than twice that of the spell's level.

At 17<sup>th</sup> level, skip the Intelligence check. At 19<sup>th</sup> level, learn the spell immediately.

