

Enchanter

Level	Proficiency Bonus	Features	Enchanting tier
1st	+2	Enchanting, ancient style of enchanting	1st
2nd	+2	Brains over brawn	1st
3rd	+2		1st
4th	+2	ability score improvement	1st
5th	+3	ancient style of enchanting feature, extra attack	2nd
6th	+3	ability score improvement	2nd
7th	+3		2nd
8th	+3	ability score improvement, ancient style of enchanting feature	3rd
9th	+4		3rd
10th	+4		3rd
11th	+4	ancient style of enchanting feature, extra attack	4th
12th	+4	ability score improvement	4th
13th	+5		4th
14th	+5	ability score improvement , ancient style of enchanting feature	5th
15th	+5		5th
16th	+5	ability score improvement	5th
17th	+6	ancient style of enchanting feature	6th
18th	+6	extra attack	6th
19th	+6	ability score improvement	6th
20th	+6	ancient style of enchanting feature	6th

Class Features

Hit points

Hit dice: 1d10 per enchanter level

Hit points: 10 + con. Mod.

Hit points passed one: 1d10 (or 6) + your con. Mod. per Enchanter level after 1st

Proficiencies

Armor: all armor

Weapons: all melee

Tools: Carpenter's tools, Jeweler's tools, Leatherworker's tools, Smith's tools

Saving Throws: con, int

Skills: pick two of arcana, deception, insight, intimidation, persuasion, nature, medicine

Equipment

a) longsword or b) any melee weapon

a) leather armor or b) hide armor or c) chain mail

a) Dungeoneer's Pack or b) Explorer's Pack

Money roll: 7d4x10 gp

Language

To bind your mana to your weapons you were forced to learn the languages of the dragons and of the elementals. You have access to draconic and primordial.

Enchanting

You channel your natural mana into words and symbols you put on your weapons and armor. All enchantments that you learn as your power develops growing from the most basic tier of 1 to the strongest tier of 6. To put an enchantment on weapons or armor you must take the time to etch the item that you wish to enchant with the proper magic words and symbols to do this you must spend 4hrs and 50gp per tier level. ex. Going from no tier to a tier 2 will cost 8 hrs and 100gp ect, but going from a tier 1 to tier 2 will only cost 4hrs and 50gp. Each item can only have one enchantment. All enchantments of the same type pull from the same pool of charges for example if you have two fire enchantments at tier 1 you have a pool of 6 charges, but for example if you if you have a tier 1 fire enchantment and a tier 1 ice enchantment they have their own separate pools. You can give tier 1 enchanted weapons to friends.

Enchantment save DC: 8 + proficiency + int. Mod

Brains Over Brawn

You can now use your intelligence mod in place of str. or dex. When it is a weapon that you enchanted.

Ability score improvements

When you reach 4th level you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. you gain this feature also at 6th, 8th, 12th, 16th, 19th.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 18th level in this class.

Enchanting of magic items

Starting at 8th you understand the ancient way of enchanting so well that you are able to add upon the existing enchanted items found with in the world, NOT the items that you create.

Tiers of Enchanting

	Access	Times of use per short/long rest
Tier 1	Level 1	3 chargers per type of enchantment
Tier 2	Level 5	5 chargers per type of enchantment
Tier 3	Level 8	7 chargers per type of enchantment
Tier 4	Level 11	9 chargers per type of enchantment
Tier 5	Level 14	11 chargers per type of enchantment
Tier 6	Level 17	13 chargers per type of enchantment

Ancient style of enchanting

Path of the Ancient Elementals

Aspect of the Flame Dragon

At 1st level you can place a fire enchantment on a melee weapon. With this when you make a successful melee attack you can expend a charge, if you do you can add 1d8 fire damage. This increases to 3d8 at tier 2, 5d8 at tier 3, 6d8 at tier 4, 7d8 at tier 5, 8d8 at tier 6. You can also put this on a set of armor that if you are hit by a melee attack you can expend a charge, if you do the attacker makes a Constitution saving throw against your enchantment save DC on a failure the enchantment inflicts a magical burn effect that deals 1d10 for two rounds on a success the burn effect does not take effect. This enchantment also deals 1d6 when you are hit. This effect grows to 1d8 at tier 2, 1d10 at tier 3, 2d10 at tier 4, 4d10 at tier 5, and 8d10 at tier 6. If you have this enchantment on a weapon that is unsheathed or armor you have resistance to ice damage during tiers 1-4, but when this enchantment reaches tier 5 you have immunity to ice damage.

Aspect of the Ice Dragon

Starting at level 5 you can place an ice enchantment on a melee weapon. With this when you make a successful melee attack you may expend a charge, if you do you can add 1d6 frost damage and it halves targets movement speed until the end of your next turn. This increases to 3d6 at tier 2, 5d6 at tier 3, 6d6 at tier 4, 7d6 at tier 5, and 8d6 at tier 6. You can also put this on a set of armor that if you are hit by a melee attack you may expend a charge, if you do the attacker makes a Constitution saving throw against your enchantment save DC on a success it does nothing, on a failure the enchantment inflicts a magical frost effect that deals 1d4 and halves their movement speed for two rounds. This effect grows to 1d6 at tier 2, 1d8 at tier 3, 1d10 at tier 4, 2d10 at tier 5, and 4d10 at tier 6. If you have this enchantment on a weapon that is unsheathed or armor you have resistance to fire damage during tiers 1-4, but when this enchantment reaches tier 5 you have immunity to fire damage.

Aspect of the lightning Dragon

Starting at level 8 you can place lightning enchantment on a melee weapon. With this when you make a successful melee attack you may expend a charge, if you do you can add 1d10 of lightning damage, if you expend another charge you may make the target make a Constitution saving throw against your enchantment save DC on a success nothing else happens, but on a failure the target gets stunned. This increases to 3d10 at tier 2, 5d10 at tier 3, 6d10 tier 4, 7d10 at tier 5, 8d10 at tier 6.

Aspect of the Wind Elemental

Starting at level 11 you can place wind enchantment on only armor. When you are hit by a melee attack you may expend 3 charges to deal 1d8 force damage to the attacker and make anybody in a 10ft radius from you make a strength saving against your enchantment save DC. You also have resistance to all non-magical attacks.

Aspect of the Acid Dragon

Starting at level 14 you can place acid enchantment to only melee weapons. When you make a successful melee attack you may expend a charge, if you do you can deal 2d8 acid damage. The effect grows to 4d8 at tier 2, 4d10 at tier 3, 6d10 at tier 4, 8d10 at tier 5, 12d10 at tier 6. If you expend another charge the enemy makes a Constitution saving throw against your enchantment save DC on a success nothing happens, but on a failure the targets AC drops by 2.

Aspect of the Earth Elemental

Starting at level 17 you can place earth enchantment to only your armor. This enchantment can only be created as a tier 6 enchantment. It raises your AC by 5 and gives you resistance to all non-magical attacks. The enchantment also gives you terra sense in a 25ft radius.

Parent of the Dragon

At 20th level a dragon egg materializes right in front of you. It will be 1d20+10 days from hatching it color will be determined by talking to your DM. It will reach adulthood within 1 year of hatching.