***Enchanting Skill Perks***

* *Arcanist*

Add +1 to the Max Charge of any item attuned to you. This Perk Stacks.

* *Regalia (Journeyman +)*

Add +1 to your Max Attunement.

* *Channeling*

Add +1 to any Charge you regain through Soul Gems or Ambient Charging. This Perk Stacks.

***Enchanting Tools***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Magetallow Candle |  | 30 |
| Magepress Scroll |  | 15 |
| Enchanting Table |  |  |

***Souls & Soul Gems***

All enchantments require a Soul to power its magic. Souls can be trapped inside Soul Gems by using the “Soul Trap” spell. Every Soul has a value associated with it called a “Soul Level” (SL), these levels are, in order of strength; Petty, Lesser, Common, Greater, Grand, and Black. Black souls are a type of soul that is protected by the will of the god Arkay and cannot be trapped in any Soul Gem that isn’t a Black Soul Gem, which are created through Necromantic Rituals.

| ***Soul/ Soul Gem*** | ***SL*** | ***Charges*** | ***Value*** |
| --- | --- | --- | --- |
| Petty | 1 | 3 |  |
| Lesser | 2 | 5 |  |
| Common | 3 | 7 |  |
| Greater | 4 | 9 |  |
| Grand | 5 | 12 |  |
| Black | 5 | 12 |  |

***Identifying Magic Items***

Some magic item effects are not always easy to identify. For those that require identifying, it takes a Short Rest and a successful Enchanting skill test to properly deduce its enchantment without testing. You may make 1 test to identify multiple items at once over a Long or Extended Rest.

***Enchanted Item Costs***

Base Item Cost\*Spell Level Mod

* SL 1 = 1.5x
* SL 2 = 2x
* SL 3 = 3x
* SL 4 = 5x
* SL 5 = 6x
* SL 6 = 8x

***Spell Knowledge***

In order to enchant an item, one must have knowledge of the spell they are attempting to bind in the enchantment. Attaining this knowledge can be done in one of two ways. The first and simplest is that the Enchanter has the ability to cast the spell at a level beyond Novice (1). The second option is more costly and that is the Disenchanting of an existing magic item. Doing so grants the enchanter knowledge of the spell for enchanting purposes, however this does not grant them the ability to cast the spell normally. One cannot Disenchant an item with the “Artifact” trait.

***Disenchanting***

Attempting to Disenchant a magic item can only be done over a Long or an Extended rest, as it is a very complicated task that requires hours of attention. During this rest, the Enchanter must pass an Enchanting Skill Test. This test is done at a -20 penalty if they lack access to a proper Enchanting Table. Successfully Disenchanting a magic item destroys the item, while failing to Disenchant the item doesn’t ruin the item. Critical Successes prevent the item's destruction and Critical Failures not only destroys the item, but also causes a Minor Arcane Anomalyto occur.

***Enchanting Level***

All items have an associated Enchanting Level (EL), this determines the level of the Spell that can be bound to it with an Enchantment. Attempting to use a strong Soul to make an Enchantment that has a Spell level greater than the desired items EL, results in the Enchantment being reduced to fit the item. Any item that doesn’t have a listed EL is treated as having an EL of 1.

***Attunement***

You can Attune yourself to most magic items to form a greater power within them by offering a piece of yourself to its power. The only type of enchantment you cannot attune to are “Use & Lose” enchantments. All “Constant Effect” enchantments require Attunement to bestow their powers on to the wielder and choosing to attune yourself to an “On Use” or “On Strike” enchantment adds your Willpower Bonus to the items Charge so long as it remains attuned to you.

Many Artifacts will require attunement regardless of their type and some come in “Sets” which combine them so that they all count as a single item for Attunement.

Attuning to an item takes a short rest with the item in your possession, you can attune to any amount of items over a Long or Extended rest. Abandoning an attunement can be done at will.

***Cursed Items***

Some enchanted items can have the “Cursed X” trait. This trait makes it so that once Attuned to you, you can never part with it. You cannot drop it, destroy it, or anything aside from having someone else willingly take it from you, instantly breaking your Attunement and becoming Attuned to its new wielder. There are only two ways to break the Curse. The first is to cast a Dispel on it of X level or greater and the second is to have the Curse willingly lifted by whoever placed it on the item.

***Willful Items***

Some items carry with them the Will of the soul used to enchant it. Most of these items are Artifacts as the method to do so is unknown to even the oldest of living mages. These weapons cannot speak as if they were alive, but they have a will, a desire, a purpose and if the wielder fails to satiate its Ego, the item may act out against its wielder. From sapping at their sanity driving them to serve its will or simply vanishing from the wielder’s possession. Each item with the “Ego” trait will detail its will and how it will react to being shunned.

***The Basics of Enchanting***

While each of the four types of enchantment have their own variations to the rules of enchanting, there are still some fundamental rules that they all share.

***Enchanting Tests***

Attempting to enchant an item requires an amount of Magetallow Candles equal to the Spell level of the Enchantment, a filled soul gem, and must be performed over a Short Rest. Attempting to enchant an item without an Enchanting Table imposes a -20 penalty. Whether or not the Enchanting Skill Test is successful, the Magetallow Candles and the Soul Gem are all consumed in the process.

Additionally, attempting to create an enchantment with a spell level greater than your Enchanting Skill Rank, you take a -10 penalty for every level the spell is higher than your rank. Critically failing to enchant an item cause a Minor Arcane Anomaly.

***Item Charges***

All enchantments consume a portion of their power when they are used and require recharging when they are drained before they can be used again.

***Recharging***

Recharging an item can be done in two ways. The first option is by consuming a filled soul gem and replenishing an amount of Charges equal to the Soul Level’s Base Charge. The second option is to recharge the item using Ambient Magicka. This method requires a successful Enchanting Skill Test made over a short rest and this will restore “DoS” charges. This value can be divided however the Enchanter sees fit across any enchanted item they have on their person during the rest period.

***True Item Charge***

The listed Charge value on the Souls is their “Base Charge”, the actual amount of Charges a magic item has is equal to the (Base Charge) - (Spell level) and is referred to as the “True Charge”.

***Inferred Magic***

All enchanted items have the “Magic” quality. Magic Armor gains the Magic (0) quality by default, inferring no Magic DR.

***Spell Level Penalties***

In instances where the rules say “-X to Spell Level” this makes it so that the costs, skill tests, and requirements require the full spell level, but the enchantment has the power of -X spell levels lower. So a -3 on a 6th level spell has all the costs of a 6th level enchantment but only the benefits of a 3rd level spell.

***On Use Enchantments***

On Use Enchantments function as stored spells with their own power supply separate from the wielder’s Magicka.

On Use Enchantments can be any spell, ignoring all magic costs and instead just drain 1 charge from the item regardless of Spell Level. These spells are cast normally, aside from two differences. First is the change to the magicka cost and the second difference is that it treats “Alt Castings” as a separate spell. So for example, an item can be enchanted with Bolt or Ball, not both as one would be able to cast using the spell normally.

Using an On Use Enchantment take the “Cast Magic” action.

***Use and Lose Enchantments***

Use and Lose Enchantments are the same in function as an On Use Enchantment, except that Use and Lose Enchantments trade their charges for a stronger single use effect.

The rules for Use and Lose Enchantments are the same as One Use Enchantments except for two differences. The first difference is that they only have a single charge and the item is destroyed after it is used. The second is that Use and Lose Enchantments treat the base item as having double its listed EL.

***Constant Effect Enchantments***

Constant Effect Enchantments are restricted to items that can be equipped onto the wielder, such as a weapon, armor, clothes, or jewelry that bestow their effects on the wielder so long as they have the item equipped.

Constant effect enchantments do not track their Charge and Require Attunement for the wielder to get its effect. All spells used for Constant Effect Enchantments take a -3 to their Spell Level.

A Constant effect enchantment can be any spell with the “***Self***” or “***Direct***” traits. However the wielder is always the target of the spell's effect. The spell must also have the “***Upkeep***” trait. The wielder may choose to suppress or activate the effect at will. If a Constant Effect Enchantment is affected by a Dispel effect, then its enchantment is suppressed until the start of the Wielder’s next turn.

***On Strike Enchantments***

On Strike Enchantments are restricted to Weapons and they trigger their effect whenever they deliver damage with a successful attack.

On strike enchantments trigger whenever the enchanted weapon successfully inflicts damage on a target. When it is triggered, the wielder may choose to expend a Charge to activate the effect or not to. All enchanted weapons have the “Magic” quality, regardless of whether or not it has charge or its charge is used.

***On Strike Enchantments***

| ***Name*** | ***Effect*** |
| --- | --- |
| (Type)\* | Adds +1 (Type) damage per Spell Level. |
| Weakness | Target gains the “Weakness (Type) X” trait for 1 round/Charge. X equals the Spell Level -2. |
| Turn Undead | Any Undead of X Soul Level, or lower, hit must make a Wp test or be forced to Flee the wielder. X equals spell level. |
| Banish | Any Daedra of X Soul Level must make a Wp test or be banished to Oblivion. X equals spell level. |
| Paralyze | Target must make a Wp test or be Paralyzed for 1 round. This enchantment can only be Spell Level 5. |
| Silence\*\* | The target loses the ability to speak and all of their spells cost (Spell Level) more Magicka and they cannot Restrain or Overload their spells for 1 Round. |
| Soul Trap | Target becomes Soul Trapped and takes X bonus magic damage from all of the wielder's attacks for 1 round. X equals the Spell Level. |
| Absorb Health | Successful attacks restore 1 HP per spell level to the Wielder. |
| Absorb Magicka | Successful attacks restore 1 MP per spell level to the Wielder. |
| Absorb Stamina | Successful attacks restore (X) to the Wielder. X equals the Spell Level -3. |
| Disintegrate | Successful attacks apply the “Damaged ‘X” quality on the hit location’s armor. X equals the  spell level -3. |

**\* This enchantment requires knowledge of any damaging spell of the desired (Type). FIre, Frost, Shock, Poison, Sunlight...**

**~~\*\* If the target tracks “Castings” rather than Magicka, then they lose the ability to cast any spell using Castings while affected.~~**