



## ENCHANTMENTS

Throughout every Hunter's journey they will have opportunities to improve their equipment. Through master artisans, rewards from quests, or the power of magical artifacts, great power can be bestowed upon your items. This can be physical or magical in nature, such as refining a sword to a perfect edge or adding a magical rune to a Weapon. Regardless, all upgrades to a Hunter's items in this manner are known as Enchantments.

Enchantment takes several forms, but the primary purpose of them is to add Tags and extra utility to any given item available. Consumables cannot be enhanced, although consumables can have stronger variations that have unique effects built into them. Enchantment will take some time to finish, usually a minimum of a few days but sometimes even longer. Here are rough estimates of how long it takes to apply Enchantment to each item type:

- **Weapons** - Takes 3 - 10 Days
- **Armor** - Takes 7 - 14 Days
- **Tools** - Takes 1 - 7 Days
- **Imported Materials** - Adds 7 - 14 Days extra
- **Magical Enchantments** - Adds 2 - 6 Days extra

Different variables can extend or shorten the times listed here. Given that Enchantments are permanent, GMs are strongly advised to hand them out sparsely. Below is a list of some basic Enchantments GMs can use directly or reference to create their own

## WEAPON

**Refine:** +1 Harm to a Weapon, this can be improved multiple times to a max of +3.

**Empower:** Add the Magic Tag to the Weapon, allowing it to change its Attack from Physical to Magical on any Attack.

**Sheen:** Add the Silver Tag to the Weapon allowing it to ignore Physical Resistances and deal extra Die in Harm to certain Monsters.

**Enchant:** Add an Elemental Tag (Fire, Water, Wind, Earth, etc) to a Weapon, any Weapon can only have 1 Element. For each attack choose to deal Elemental Harm or Inflict Status.

**Reinforce:** Increase weapons durability.

## UNIFORM

**Refine:** +1 Armor to a Uniform, this can be improved twice for a max of +2.

**Padding:** +1 Health to a Uniform, this can be improved twice for a max of +2.

**Perfect:** +1 Evasion to a Uniform, this can only be added once.

**Enchant:** Add a Resistance to an Element (Fire, Water, Wind, Earth, etc) any uniform can only have 1 Resistance.

**Reinforce:** Increase the durability of the uniform.

## TOOLS

**Enchant:** Add an Element to the tool, and +1 to any Tasks involving that Element.

**Reinforce:** Getting this Enchantment makes it much harder to break this Item.

One last thing is that any given item can only receive so many Enchantments, including stacking the same Enchantment on it. Weapons and Armor can hold 4 Enchantments, while Tools can only have 1. This might be augmented if the item is unique or already has special properties.