ARCANE INVENTOR: INDUSTRIAL VISION

Combine the disciplines of magic and technology, with this new industrial vision for the worlds greatest roleplaying game.

Additional Industrial Vision

Detailed here is an additional Industrial Vision: Arcane Inventor. You may choose this Industrial Vision when you reach 3rd level as an industrialist and gain additional features from that Industrial Vision at 6th, 11th, and 17th level.

Arcane Inventor

You desire to see the world embrace both technology, and magic, hoping to see the furthering of civilisation by the combination of the two. You have split your study between both disciplines, and have gained the ability to imbue your inventions with magical energy, and effects.

Spellcasting

When you reach 3rd level, you have learned to augment your inventions with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

    Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 11th level.

    Spell Slots. The Arcane Inventor Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

    Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice. The Spells Known column of the Arcane Inventor Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots.

    Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list.

    Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your
    Intelligence modifier.

Spell Attack Modifier = your proficiency bonus + your
Intelligence modifier.

Imbued Inventions

Starting when you choose this industrial vision at 3rd level, you have learned to imbue your inventions with arcane power. When you cast a spell that requires an attack roll, or for the target to make a saving throw, you can choose to imbue it's power into one of your inventions.

Arcane Inventor Spellcasting

Industrialist Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level–			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	2	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

If you do so and hold an invention throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that invention for later use if the invention doesn't already contain a spell from this feature. The next attack roll made with that invention releases the effects of the spell. If the attack misses, the spell is lost.

    A spell that requires an attack roll automatically hits, so long as the attack roll with the invention hit. Roll damage for the invention, as normal, and add the effect, or damage dealt by the spell.

    A spell that requires the target to make a saving throw functions normally. Roll damage for the invention, as normal, and have the target hit with the attack, and any creatures in the affected area of the spell (including you), roll a saving throw against your spell save DC. On a failure, they are affected by the spell.

    When you imbue an invention with magic in this way, it must be used within a number of hours equal to your Intelligence modifier. After that time, the magic fades, and the spell is lost.

    Additionally, you can use an invention as a spellcasting focus, and gain proficiency in the Arcana skill.

Hey Presto

Beginning at 6th level, your technological and magical abilites are intrinsically tied together, and have begun augmenting each other. When you cast a spell of 1st level or higher, if you use the *Power Surge* feature before the end of your next turn, you can roll two d6's when determining whether the charge detonates or not, and use the higher result.

    Additionally, when you use the *Overcharge* trait of an invention, the next spell you cast before the end of your next turn, is considered as having been cast with a spell slot one level higher than the spell slot used.

Superior Imbuement

At 11th level, you can store magical incantations permenantly within your inventions. You can spend 8 hours casting a spell that has a casting time of 1 hour, or less.

If you do so and hold an invention throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that invention for later use if the invention doesn't already contain a spell from this feature.

After spending 8 hours casting a spell into the invention, you can cast that spell twice from the invention without expending a spell slot, and regain the ability to do so after finishing a long rest.

Any spell slots used with this feature cannot be regained until the invention used during casting is destroyed, or you use part of a long rest removing the spell from the invention.

The number of inventions you can have affected by this feature is equal to half your proficiency bonus (rounded down.)

Arcane Energy Transfer

At 17th level, as an action, you can expend 1 power charge to attempt to recover spell slots. Roll your charge potency dice, you regain spell slots determined by the number of 6's rolled. The spell slots can have a combined level that is equal to or less than the number of 6's rolled, and none of the slots can be 4th level or higher.

This feature can be used with both your *Power Surge*, and *Fail Safe* features.