

Runes - Core

Unlike any other type of magic, Rune magic does not involve spell casting in a traditional sense. Instead of using words to channel magical energy, the caster creates some special enchanted ink, draws complicated runes on target's surface and fills those runes with his elemental energy. Each rune requires the special enchanted ink to be drawn.

There are three types of runes:

- **Armor runes:** These are drawn on the surface of target's armor or shield. These are usually runes of defense and resistance.
- **Weapon runes:** These are drawn on the surface of target's weapon. These are usually runes of damage and combat assistance.
- **Body runes:** drawn directly on target's skin.

The target can have only one rune of each type drawn on them or their equipment at the same time. If two runes of the same type are drawn on the target, only most recent one has an effect and older rune disappears. **Activating a rune is a free action.**

1 – Create Enchanted Ink

Time to Cast: 10 minutes
Resist Check: none
Target: touch
Duration: 1 day
Area: one bottle of ink
Effect: enchant ink

Ordinary ink cannot withstand being filled with elemental energy, and also cannot be used to draw on many types of surfaces and easily erased. The caster uses this spell to modify ink's properties. Ink enchanted this way can be used for runecrafting, will last for long time and stick to any surface. One bottle will provide enough ink to last the entire day.

2 – Rune of Insurance

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one item
Effect: protect equipment

Weapon or Armor rune. The caster draws this rune on the surface of armor or weapon. Protected equipment cannot be damaged or destroyed while this rune is active. This includes results of critical hit, effects of other spells, etc. This rune activates when protected equipment would be damaged and then disappears.

3 – Speedpaint

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: draw a rune

The caster uses this spell **in combination with an attempt to draw another rune from this list**. This allows the caster to finish drawing the rune in one round instead of normal drawing time. This spell itself cost no units but the unit cost of targeted rune is doubled (total units spent on this are 2*(unit cost of targeted rune)). Caster cannot spend more than (PWR) units per round.

4 – Rune of Protection

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one armor
Effect: damage reduction

Armor rune. The caster draws this rune on the armor's surface. The user decreases incoming physical damage by $1 + 1/4F$. This damage reduction will stack with resistances, but not other magical sources of damage reduction (Biofeedback, Stone Skin, Enmass, etc). When activated, this rune will last for $4 + 2/F$ rounds and then disappears.

5 – Rune of Precision

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one weapon
Effect: increase precision

Weapon rune. The caster draws this rune on the weapon's surface. The user adds $2 + 1/F$ to his attack roll. This effect does not stack with magical enchantments. When activated, this rune will last for $4 + 2/F$ rounds and then disappears.

6 – Rune of Piercing Blows

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one weapon
Effect: ignore damage reduction

Weapon rune. On the round this rune is activated, targeted weapon ignores physical Damage Reduction. This affects Damage Reduction from spells and magical effects (Biofeedback, Stone Skin, Enmass, etc) as well DR from size. The rune then disappears.

7 – Rune of Restoration

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one creature
Effect: instant healing

Body rune. The caster draws this rune on a creature's skin. When activated by the user this rune will instantly heal 4d6 damage points and then disappears.

8 – Rune of Elements

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one weapon
Effect: bonus damage

Weapon rune. The caster draws this rune on the weapon's surface. When activated, rune will grant weapon a bonus 1d4 elemental damage with type of damage depending on primary element of the caster (earth - earth, fire - fire, air - lightning, water - cold). When activated, this rune will last for 4 + 2/F rounds and then disappears.

9 – Rune of Elemental Protection

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one creature
Effect: give resistance

Body rune. The caster draws this rune on creature's skin. When activated this rune will grant user one rank of Resist (Element type) with element type depending on primary element of the caster (earth - earth, fire - fire, air - lightning, water - cold). This will stack with Resist (Element) creature ability, but not with magical effects. When activated, this rune will last for 4 + 2/F rounds and then disappears.

10 – Rune of Assistance

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one creature
Effect: aid

Body rune. The caster draws this rune on creature's skin. Upon failing resistance or skill check creature can activate this rune and modify the roll by 2. This does not stack with other roll modifying effects such as Luck. The rune then disappears.

11 – Rune of Elemental Revenge

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one armor
Effect: revenge

Armor rune. The caster draws this rune on the armor's surface. When activated this rune will infuse armor with power of elements. When user is hit in melee, the rune deals 2d6 points of elemental damage to attacker with type of damage depending on primary element of the caster (earth - earth, fire - fire, air - lightning, water - cold). Multiple sources of damage from the same target will trigger rune once. When activated, this rune will last for 4 + 2/F rounds and then disappears.

12 – Rune of Rebound

Time to Cast: 2 minute
Resist Check: none
Target: touch
Duration: 24 hours until used
Area: one armor
Effect: rebound attack

Armor rune. The caster draws this rune on the armor's surface. When the user is hit by a melee weapon, he can choose to activate this rune. Instead of hitting the user, the attack will use same "to hit" roll against the enemy. If this roll would hit the enemy, it does the weapon's base damage to them. This rebounded attack cannot result in a critical hit. The rune then disappears.