

Rune Master

Rune Master (Hero)

Background:

Although the rune magic origins are obscure beyond the Cimmerian Elves giving it to the dwarves, they have a long history after that.

The dwarves quickly found uses to keep monsters and other things out of their homelands. It took only 10 short years for the dwarf Rune Master to discover a way to create new runes. An art long since lost and many Rune Masters dream of finding again.

The Rune Master's Train in Duzan Keep in the Duz Hills in SW Aviron.




























Characteristics:

Although Rune Masters were spell casters in their own right, they have become something different now. They know that runes can be more powerful than normal spells. They also know that spells only account for about 50% of what Runes are able to do. Therefore, the quest for new ruins is ongoing. Every new rune gives the Rune Master more power. There are currently 27 known runes and they allow for the use of magic far beyond the spell seeds.

Rune masters rank 5 and above are in demand for creating gates and portals. They often have their underlings do most of the grunt work and then they come in to place the Runes & Rites.

What is a rune? A Rune is magical power represented by and held in a specific type of symbol.

Runes have several purposes. The most common is to protect areas from intrusion, scrying and teleportation. You can use runes to aid your personal defense, connecting the runes to particular seeds. These first uses use 12 different runes to tap into the magic of spell schools to obtain their affect. Further, you can use runes to give the holder powers that allow him to do various other fantastic things. Finally, the most advanced Rune Master can actually with a strong presence and a little mana, draw a rune in the air and have it take effect. These final two uses use Runes of Power. These are detail later and use 15 other runes.

 1	 2	 3	 4	 5	 6	 7
 8	 9	 10	 11	 12	 13	 14
 15	 16	 17	 18	 19	 20	 21
 22	 23	 24	 25	 26	 27	

The Process

- Must know every rune involved in your crafting of the Runes. This requires you to perform the rune mediation ritual on any new potential rune you find.
- You must have the tools (Artisan’s Tools) and inks for scribing the rune.
 - You then scribe the runes in to the surface of the material. You use your Employment (Calligraphy) to scribe the rune. The SC is = to ½ the Spell Craft SC to cast the spell you want to duplicate. The time needed is also = to ½ the Spell Cast SC in hours.
- Knowing the runes, you can formulate the spell (in your mind) you want the runes to emulate. You then specify the trigger event. When done you use the Craft Rune ability to complete it. You then become *Fatigued*.
- Specify if this rune draws mana, if it does just touch it, will it, and you are done.
- Finally, if you want the rune to renew its power. This is done with mana and the Rune Recharge Rite. Runes that use “Draw Mana” cannot use this ability.

Triggering a Rune

Runes trigger by either a verbal command or an action taken within 10’ of it. The rune must have a line of sight to person whose action or verbalizing activated the rune. When the command or action triggers a spell, the spell takes effect as outlined in its creation and the rune vanishes forever. The exception is if you use the Draw mana or Rune Recharge Rite on the rune. *Putting runes on round objects or on various sides of cubes give them more line of site.*

Runes hold their power for a number of days = to the Employment (Calligraphy) that scribed them. Recharge Runes last until the mana stored in them cannot re activate the spell. It then they vanish forever. The surface they were on goes unharmed.

If the material that a rune is one is broken or torn, roll 2d10 if you roll a 12 or better the rune loses its power. If you roll an 11 or less, the spell that was on the runes fumbles and affects the holder as if they had fumbled the spell.

A Rune Master uses Artisan’s tools and the inks listed below. These items are also in the GenIsys Tome equipment.

New equipment

Item	Use	gc
Artisan’s Tools	weigh 5 lbs.	5
Ink, Irona White	Employment (Craft) Runes (10 Runes) Basic Rune Ink	20
Ink, Irona Green	Employment (Craft) Runes (10 Runes) Necromantic / Dark Energy Runes	50
Ink, Black Jade	Employment (Craft) Runes (10 Runes) used for touch trigger runes	100
Ink, Red Tears	Employment (Craft) Runes (10 Runes)	150
Ink, Black Willow	Employment (Craft) Runes (10 Runes), Used for Runes of Power	200

Irona White ink is basic rune ink. It is plentiful and easy to use. It uses the normal chart above.

Ink, Black Jade is especially affective with touch triggers. Increases the Resist SC by 2 and has a spell penetration 5%.

Irona Green Ink is for use with necromantic and dark energy seeds.

Red Tears Ink can when used with Draw mana, draw mana from targets in a 10' radius slowly until 1 full charge is available. This cannot normally be detected by those being drained.

Black Willow Ink This is ink is very rare thus, the cost increase. This ink hardens any surface giving it a +10 hardness or DR. Anything that breaks runes with this ink does double damage to what it protects when it does so.

Rune Master Path

Membership Requirements	
•	Command 14+
•	Employment (Calligraphy) 15+, Trained in Employment (Calligraphy)
•	Falsify (Alteration) 9+
•	Ability to read Grimoir, or at least decipher it. See the skill Analyst (Decipher).
•	Train for 1 month under a rune master.

Path Requirements & Benefits

Path Rank	gc	CP	Requirement	Benefits
1	50	5	See Above	Rune Meditation Ritual
2	50	5	Train for 1 Month	Scribe the Rune
3	100	8	Specialized in Spell Craft, Spell Craft 12+ , Train for 1 Month	Craft the Rune Draw mana
4	150	12	Train for 1 Week	Rune Recharge Rite
5	250	20	Train for 1 Week	Rune Casting
6	650	20	Train for 1 Week	Runes of Power

While training you receive a Stipend only enough for room and board. All other profits go to the trainer for the cost of your training.

You can reduce training time by 1 day for 50 gc each.

Rune Meditation Ritual			
Organizations	Rune Master		
Requirement	Faith (Ritual) SC 12		
Activation Time:	1 minute	Cost	48 gc
Duration	48 hours per rune		
Effect: This ritual allows you to meditate with a rune that is the target of this ritual. You must spend 48 hours of meditation with the rune in hand. As you connect with it, you begin to understand its connections to the universe and magic. The 48 hours does not need to be continuous. You can have this ritual running on multiple runes at the same time. However, you can only meditate on one rune at a time.			

Scribe the Rune

This enhances your Employment (Calligraphy) skill so that you can write the runes. Every spell needs two runes to use its power. **Your error range using this skill, in this way, is 2-3.**

Craft the Rune

This ability allows you to bring the rune to life. You give a little of yourself to power it. During this 1 minute of mediation, you state what triggers the rune. This causes you to become *Fatigued*. All rules pertaining to fatigue apply.

Draw Mana

Some runes draw mana from those that touch them. The rune activates by touch using the mana of the person that touches it. This can be for good or ill. In these cases, the rune stays even after discharged, until the mana runs out. The rune will draw all the mana it needs even if uses mana burn to do it. Healing never uses mana burn.

Rune Recharge Rite			
Requirement:		Pages:	3
Casting Time:	4 Hours	Cost:	500 gc
Duration: Varies see below			
Effect: The rite gives the rune the ability to use mana you put into the rune to power further uses of the spell the rune emulates. The Infusion Rate is 10 mana per day. Runes do not have the same propensity to be tainting as magic items do and therefore do not need to be enchanted in secluded labs. The maximum mana is = to 2x your command score. When you finally want to cap the rune just hold it in your hand for 1 minute and say, "done". A rune uses the mana cost as the spell it was craft to emulate. Runes that you create using this ability can be recharged (before they are depleted) back up to full.			

Rune Casting

This ability is one of the pinnacle achievements of a Rune Master. You can spend 1 mana and then with your somatic gestures (using a finger, hand, rod, staff or wand) drawing a runes or a Rune of power in front of you in the air, water or whatever. You









































then spend an action die and the spell or rune power activates as desired. If emulating a spell, you must have cast the spell in some form in the past.

Runes of Power

You can now create Runes of Power. See next page. You still of course must find them and bond with them.

Runes
















The first 12 runes you use to emulate spells. When you have the rune pair for a seed, you can craft them in a pairing and then use any spell in that seed as outlined above. Each rune has a number associated with it. To use them you must have a command score equal to these two numbers. The effect column is the last 2 runes which designates the effect. They are any 2 runes you choose for that specific effect. The GM or player can assign them as they see fit. They are chosen from runes 1-12.

Alteration	 1	 3	 7	 10	 12	Effect Column
Healing	 2	 3	 6	 9	 12	
Magic	 3	 4	 5	 7	 8	
Nature	 4	 5	 6	 9	 11	
Necromancy	 5	 6	 7	 8	 10	
Protection	 6	 8	 9	 1	 2	
Trickery	 7	 1	 4	 10	 11	
Transport	 8	 2	 9	 11	 12	

Runes of Power

Currently there are 15 runes of power wandering the world (13-27). There are believed to be many more. Those who have them do not share them easily. As with other runes, you must find one and know it before you can scribe it.

You must create the rune as usual. To trigger the rune you must break the rune at the same time spending an Action Die. The number next to each rune represents the command score needed to activate the rune. Runes vanish after their use.

 13	This allows the person holding or is the target of the rune to receive an action die. They must use it in the next 3 rounds. If they don't you get your action die back.	 21	This allows the person holding or is the target of the rune, gains 50 mana. This does not regenerate once used. This lasts for a # of days = to the action die result of the action die you spent to activate this rune.
 14	This allows the person holding or is the target of the rune a bonus in 1 specific skill for 30 minutes. They gain a # of points = to your command score.	 22	This restores the person holding or is the target of the rune any one insubstantial thing they have lost (memories, purity, ability scores etc.)
 15	This allows the person holding or is the target of the rune to gain expert training in all weapons or armors. This lasts for a # of hours = to your command score.	 23	This allows the person holding or is the target of the rune, gains a luck bonus = to your Command Score modifier. This lasts for a # of days = to the action die result of the action die you spent to activate this rune.
 16	This allows the person holding or is the target of the rune to have all stress, dazed, fatigue, confusion, stress damage, and insanity conditions removed.	 24	This allows the person holding or is the target of the rune gains all types of movement at their current natural speed. This lasts for a # of hours = to the action die result of the action die you spent to activate this rune.
 17	This allows the person holding or is the target of the rune gains an increase in their DR = to your command score modifier for 24 hours.	 25	This allows the person holding or is the target of the rune can double 1 ability score. This lasts for a # of minutes = to the action die result +1, of the action die you spent to activate this rune.
 18	This allows the person holding or is the target of the rune to gain a +10 to defense for 1 battle.	 26	This allows the person holding or is the target of the rune can add any weapon or armor ability from the chart in the GenIsys Tome to a # of weapons = to his command score. This lasts for a # of hours = to the action die result of the action die you spent to activate this rune.
 19	This allows the person holding or is the target of the rune doubles their vitality and wounds for 1 hour.	 27	This allows the person holding or is the target of the rune, can add 200 CP to their character for 1 minute.
 20	This allows the person holding or is the target of, to recharge all their mana instantly.	28	