

# RUNE SHEET

Rune	Integrated?	Runic Power when Integrated
Air		Rune Touched reduces damage from falling by half and adds +10% to Athletics skill when jumping.
Beast		Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Animal) and Resilience.
Chaos		Any spells with the Instant trait cast by the Rune Touched inflict a -30% penalty on attempts to resist or counterspell them.
Cold		Rune Touched ignores negative effects from exposure to cold environments.
Communication		Rune Touched gains +10% to Influence skill and gains new Language skill.
Darkness		Rune Touched gains Dark Sight and +10% to Stealth skill.
Death		An opponent suffering a Major or Serious Injury inflicted by the Rune Touched's close combat attack suffers a -10% penalty to Resilience tests to stay conscious or avoid death.
Disorder		Rune Touched adds +2 to all Strike Rank rolls.
Dragon		Rune Touched gains +20% to Resilience.
Dragonewt		Rune Touched will reincarnate as a dragonewt upon death.
Earth		Rune Touched gains +1 to STR, CON and SIZ.
Fate		Rune Touched may re-roll one dice roll each day.
Fertility		Rune Touched heals and recovers in half the normal time.
Fire		Rune Touched reduces damage from fire, magical or otherwise, by half.
Harmony		Rune Touched may grant a single ally +20% to a single skill test, once per day.
Heat		Rune Touched ignores negative effects from exposure to hot environments.
Illusion		Rune Touched gains Disguise skill and +5% to Sleight and Stealth skills.
Infinity		Rune Touched doubles the duration of all spells with the Duration trait.
Law		Any spells with the Permanent trait cast by the Rune Touched inflict a -30% penalty on attempts to resist or counterspell them.
Light		Rune Touched gains Night Sight and +10% to Perception skill.
Luck		Rune Touched may re-roll one dice roll each day.
Magic		Rune Touched gains +5% to all Runecasting skills.
Man		Rune Touched gains +1 to DEX, INT and CHA.
Mastery		Rune Touched gains +10% to all opposed tests.
Metal		Rune Touched's iron close combat weapons gains +1 damage, but only when wielded by the Rune Touched.
Moon		Rune Touched gains +5% to Influence, Perception, Persistence and Stealth.
Motion		Rune Touched's Movement increased by +1m.
Plant		Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Plant) and Resilience.
Shadow		Rune Touched gains +10% to Sleight and Stealth skills.
Spirit		Any spells that target spirits cast by the Rune Touched inflict a -30% penalty on attempts to resist or counterspell them.
Stasis		Rune Touched is unaffected by Knockback, though they may still cause it themselves.
Trade		Rune Touched gains +10% to Evaluate and Lore (World) skills.
Truth		Rune Touched gains +10% to Perception and Persistence skills.
Undead		Any spells that target undead cast by the Rune Touched inflict a -30% penalty on attempts to resist or counterspell them.
Water		Rune Touched's Athletics skill is considered to be +50% when swimming.



Air



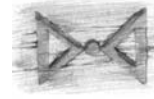
Beast



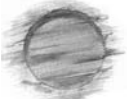
Chaos



Cold



Communication



Darkness



Death



Disorder



Dragon



Dragonewt



Earth



Fate



Fertility



Fire



Harmony



Heat



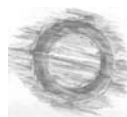
Illusion



Infinity



Law



Light



Luck



Magic



Man



Mastery



Metal



Moon



Motion



Plant



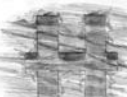
Shadow



Spirit



Stasis



Trade



Truth



Undead



Water