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# RUNIC FANTASY

## A DOZEN FREE LEGENDARY ABILITIES



BY PHILIP REED



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# Introduction

Following those abilities found in the *RuneQuest Main Rulebook*, this free PDF provides twelve new Legendary Abilities for use by characters of all degrees of experience. Some of these Legendary Abilities build upon Legendary Abilities found in the *RuneQuest Main Rulebook* but many of them are completely new to this PDF.

The new Legendary Abilities described hereafter follow the format established in the *RuneQuest Main Rulebook*. Where these abilities clash with other abilities, either those published in official rule books or third-party expansions, the game master must determine which Legendary Ability is allowed because, perhaps more so than any other improvement to characters, new Legendary Abilities must always be reviewed and approved by the game master before they may be used in a campaign.

## Also From Ronin Arts

*Runic Fantasy: Expanded Professions* is a 32-page supplement (available in both print and PDF) that provides players and GMs with 17 new professions and expanded descriptions and special abilities for all of the professions found in the *RuneQuest Main Rulebook* and the *Companion*. Available now from [www.roninarts.com](http://www.roninarts.com) and many find PDF sales sites.

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## About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit [www.philipreed.com](http://www.philipreed.com) and [www.roninarts.com](http://www.roninarts.com).



## Legendary Abilities

Legendary Ability	Requirements	Hero Points
Accuracy of the Gods	Dead Eye, DEX 18+	12
Champion of the Bear	Heart of the Bear, Skin of the Bear, CON 18+, Resilience 125%+	12
Charmtongue	CHA 15+, Influence 90%+	8
Divinetouched	POW 18+, Special (see description)	8
Heart of the Bear	STR 15+, CON 15+, Resilience 90%+	10
Minotaur's Blow	STR 15+, Unarmed 90%+	8
One with Magic	POW 18+	12
Runestrike	Runecasting (any) 40%+, Close Combat Weapon skill 90%+	12
Sudden Strike	Strike Rank 15+, Close Combat Weapon Skill 90%+	8
Troll's Blood	Disease Immunity, Poison Immunity, Special (see description)	15
Unequaled Strength	STR 18+, Athletics 90%+, Resilience skill 90%+	10
Unlocking a Past Life	Master level of experience	15

## Legendary Ability Descriptions

### Accuracy of the Gods

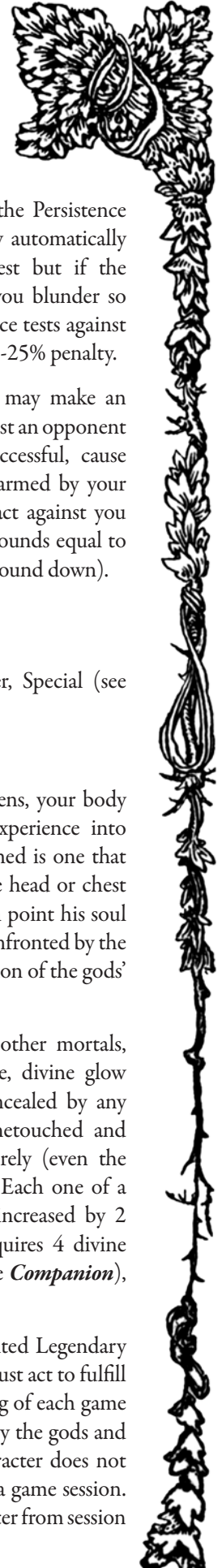
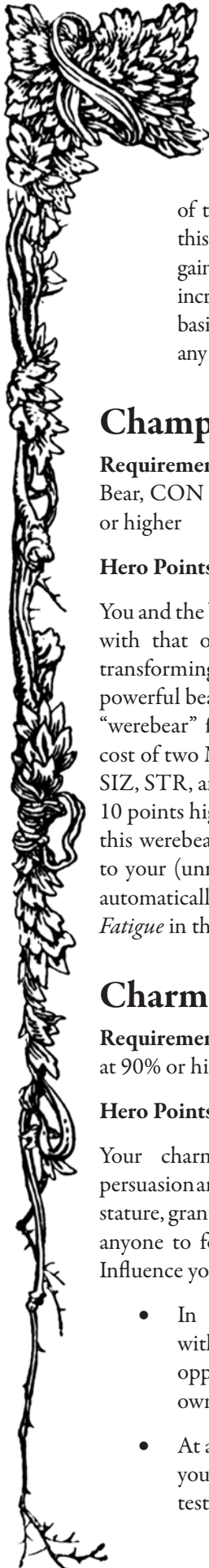
**Requirements:** Dead Eye, DEX 18 or higher

**Hero Points:** 12

When using your chosen ranged weapon, your accuracy rivals that of the greatest warriors of all time. Pick any single ranged weapon that you have already assigned the Dead Eye Legendary Ability to and while using that weapon you gain the following effects:

- Increase the weapon's Range by 50% (in addition to the Range modifier gained through Dead Eye).
- Increase the weapon's damage by +2 (in addition to the damage gained through Dead Eye) against any target, including those out of Range.
- Precise attacks with the weapon suffer only a -10% penalty (this replaces the similar Dead Eye Legendary Ability effect).
- By expending a Combat Action you may tap into the eye of the gods, using this divine connection to push your accuracy far beyond that possessed by mortal men. For the remainder





of the combat round in which you utilize this effect your attacks with this weapon gain a +50% to skill tests and all damage is increased by +4 (this is in addition to the basic damage bonus listed above) against any target, including those out of range.

## Champion of the Bear

**Requirements:** Heart of the Bear, Skin of the Bear, CON 18 or higher, Resilience skill at 125% or higher

**Hero Points:** 12

You and the bear are one, your entire body melding with that of the bear at times of great need, transforming your body into that of a towering, powerful bear-like creature. You can turn into this “werebear” form as a Combat Action and at the cost of two Magic Points, during which time your SIZ, STR, and CON are all considered to each be 10 points higher – for all purposes. You remain in this werebear state for a number of rounds equal to your (unmodified) SIZ after which point you automatically gain three levels of Fatigue (see *Fatigue* in the *RuneQuest Main Rulebook*).

## Charmtongue

**Requirements:** CHA 15 or higher, Influence skill at 90% or higher

**Hero Points:** 8

Your charming personality and mastery of persuasion and subtle manipulation are of legendary stature, granting you the ability to convince almost anyone to follow your suggestions. When using Influence you gain the following effects:

- In any Opposed Test with someone with a CHA lower than your own, your opponent suffers a penalty equal to your own CHA on their d100 roll.
- At any time that you fail an Influence test you may immediately make a Persistence test (with the same modifiers as the

original Influence test); if the Persistence test succeeds then you may automatically reattempt the Influence test but if the Persistence test fails then you blunder so badly that all future Influence tests against this same individual suffer a -25% penalty.

- As a Combat Action you may make an opposed Influence test against an opponent of your choice and, if successful, cause that opponent to be so charmed by your presence that he may not act against you for a number of Combat Rounds equal to one-half your CHA score (round down).

## Divinetouched

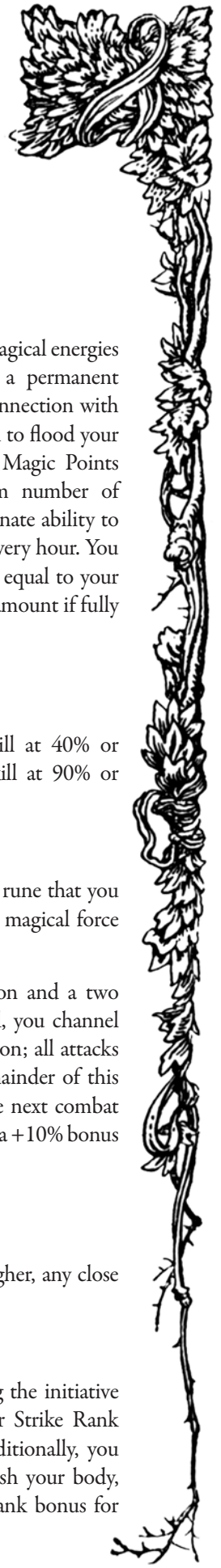
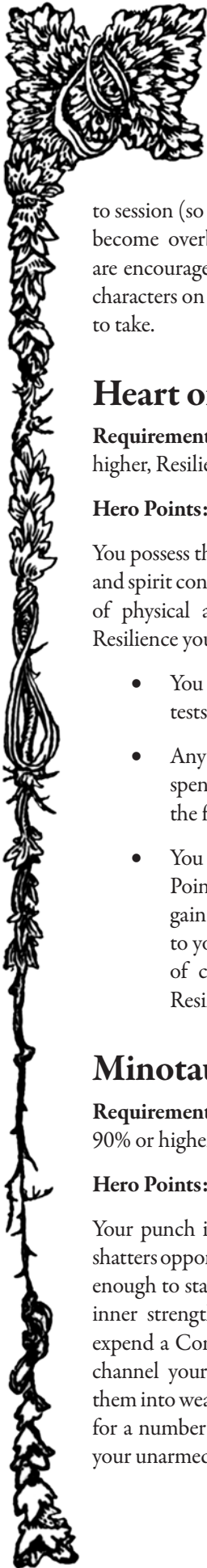
**Requirements:** POW 18 or higher, Special (see description)

**Hero Points:** 12

You have been touched by the heavens, your body transformed during a near-death experience into a weapon of divinity. A Divinetouched is one that has suffered a Serious Wound to the head or chest and fallen unconscious during which point his soul journeys to the heavens where it is confronted by the gods and sent back to act as a champion of the gods’ wills.

A Divinetouched stands apart for other mortals, his body constantly emitting a pale, divine glow that cannot be extinguished or concealed by any means short of encasing the Divinetouched and covering every bit of its body entirely (even the eyes, if uncovered, emit this glow). Each one of a Divinetouched’s characteristics are increased by 2 and the character automatically acquires 4 divine magic spells (see *Divine Magic* in the *Companion*), each at Magnitude 3.

Divinetouched is a roleplaying-oriented Legendary Ability, one in which the character must act to fulfill the will of the gods. At the beginning of each game session the character is given a task by the gods and until this task is completed the character does not gain new Hero Points at the end of a game session. Uncompleted tasks follow the character from session



to session (so it can be easy for a character to quickly become overburdened with tasks). Game masters are encouraged to use this Legendary Ability to set characters on paths they would not normally choose to take.

## Heart of the Bear

**Requirements:** STR 15 or higher, CON 15 or higher, Resilience skill at 90% or higher

**Hero Points:** 10

You possess the heart and soul of the bear, your body and spirit conditioned to withstand even the greatest of physical adversities and stresses. When using Resilience you gain the following effects:

- You gain a +5% bonus to all Resilience tests.
- Any time you fail a Resilience test you may spend a Hero Point in order to re-roll, as if the first roll never took place.
- You may, at any time, expend a Magic Point to unleash your inner strength, gaining a bonus to Resilience tests equal to your CON plus your STR for a number of combat rounds equal to 1/10<sup>th</sup> your Resilience (round up).

## Minotaur's Blow

**Requirements:** STR 15 or higher, Unarmed skill at 90% or higher

**Hero Points:** 8

Your punch is brutal, a solid hammer-like fist that shatters opponents skulls and flattens enemies foolish enough to stand in your way. By drawing upon your inner strength and your physical might you may expend a Combat Action and two Magic Points to channel your energy into your fists, transforming them into weapons as deadly as the heaviest hammer; for a number of combat rounds equal to your STR your unarmed attacks do 1d10 points of damage.

## One with Magic

**Requirements:** POW 18 or higher

**Hero Points:** 12

You have given yourself freely to the magical energies that fill the world, granting magic a permanent place in your very soul. This closer connection with magic allows the energies of the world to flood your very being, granting you +4 bonus Magic Points (effectively changing your maximum number of Magic Points to POW+4) and the innate ability to automatically regain 2 Magic Points every hour. You still regain a number of Magic Points equal to your POW every ten hours (and the same amount if fully resting for five hours).

## Runestrike

**Requirements:** Any Runecasting skill at 40% or higher, any close combat weapon skill at 90% or higher

**Hero Points:** 12

You are so attuned to your integrated rune that you may redirect its power, unleashing its magical force through your weapon.

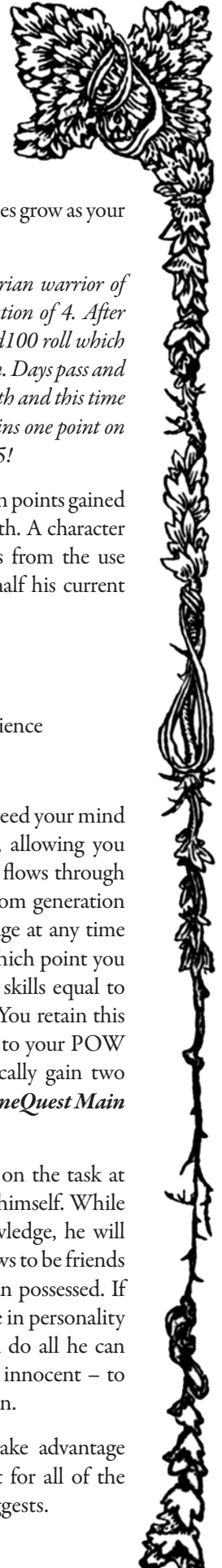
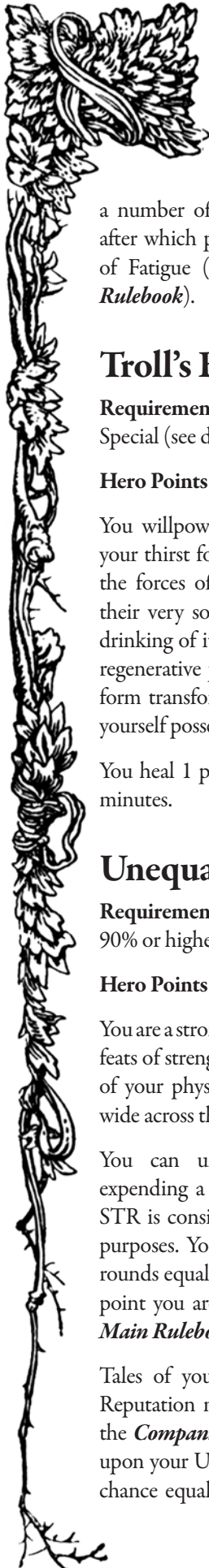
By expending a single Combat Action and a two Magic Points during a combat round, you channel your rune's power into a chosen weapon; all attacks with the chosen weapon, for the remainder of this combat round and the entirety of the next combat round, gain a +2 bonus to damage and a +10% bonus to Weapon skill tests.

## Sudden Strike

**Requirements:** Strike Rank 15 or higher, any close combat weapon skill at 90% or higher

**Hero Points:** 8

You move quickly in combat, stealing the initiative and attacking without warning. Your Strike Rank is permanently improved by +5. Additionally, you may expend a Combat Action to push your body, temporarily gaining a +2d6 Strike Rank bonus for



a number of combat rounds equal to your DEX, after which point you automatically gain two levels of Fatigue (see *Fatigue* in the *RuneQuest Main Rulebook*).

## Troll's Blood

**Requirements:** Disease Immunity, Poison Immunity, Special (see description)

**Hero Points:** 15

You willpower and constitution are so hardy, and your thirst for power so great, that you have looked the forces of chaos in the eye and drank deep of their very souls. By defeating a troll in battle, and drinking of its blood, you flood your body with the regenerative powers of the beast, your own physical form transformed by the gods and magic until you yourself possess the unnatural ability of regeneration.

You heal 1 point in all locations once every twenty minutes.

## Unequaled Strength

**Requirements:** STR 18 or higher, Athletics skill at 90% or higher, Resilience skill at 90% or higher

**Hero Points:** 10

You are a strong, powerful hero, capable of miraculous feats of strength. Your strength is legendary and tales of your physical prowess are told by bards far and wide across the land.

You can unlock this exceptional strength by expending a Combat Action; when activated your STR is considered to be 10 points higher – for all purposes. You remain in this state for a number of rounds equal to your (unmodified) STR after which point you are *Tired* (see *Fatigue* in the *RuneQuest Main Rulebook*).

Tales of your powerful strength grant you a +2 Reputation modifier (see *Reputation & Renown* in the *Companion*). Additionally, each time you draw upon your Unequaled Strength there is a percentage chance equal to your current Reputation that your

Reputation will increase by 1 (the stories grow as your feats of strength continue to be told).

*Example: Brugar the Powerful, barbarian warrior of the northern wastelands, has a Reputation of 4. After using Unequaled Strength he makes a d100 roll which results in a 34; no gain to his Reputation. Days pass and he again draws upon Unequaled Strength and this time his d100 roll comes up a 2 – Brugar gains one point on his Reputation, increasing it from 4 to 5!*

**Note:** Keep careful track of Reputation points gained through the use of Unequaled Strength. A character cannot gain more Reputation points from the use of this Legendary Ability than one-half his current (unmodified) STR (round down).

## Unlocking a Past Life

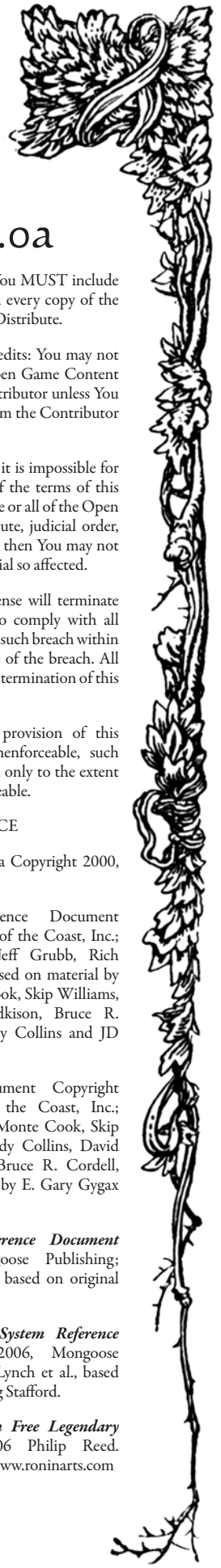
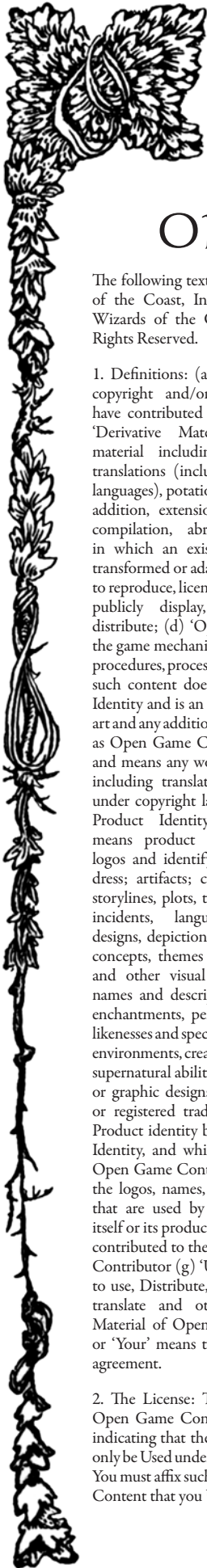
**Requirements:** Master level of experience

**Hero Points:** 12

Your journeys and experiences have freed your mind and soul from the mundane world, allowing you to tap into a field of knowledge that flows through your soul from body to body and from generation to generation. You may take advantage at any time by expending a Combat Action at which point you gain a +20% bonus to a number of skills equal to one-half your POW (round down). You retain this bonus for a number of rounds equal to your POW after which point you are automatically gain two levels of fatigue (see *Fatigue* in the *RuneQuest Main Rulebook*).

One in this state is entirely focused on the task at hand and is, to be honest, no longer himself. While he retains some of his present knowledge, he will mumble and rant, avoid those he knows to be friends and allies, and otherwise act as a man possessed. If directly confronted about this change in personality he will shrug off all accusations and do all he can – short of attacking a friend, ally, or innocent – to separate himself from the conversation.

Game masters are encouraged to take advantage of this Legendary Ability and use it for all of the roleplaying opportunities that it suggests.



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