

# Knowledge is Power **Runewright**



*Clad in armor and weapons aglow with runes, the runewright understands that magic is the key to martial success. Hunched over his work with chalk in hand, he inscribes glyphs of strength and speed into his equipment. Knowledge is power, and there is no purer form of knowledge than that of the runes. These ancient symbols have been studied for millennia, whirling complexities that transform arcane lore into battlefield prowess—or a potent trap for the unwary. Woe to those who attack a fully prepared runewright!*

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The runewright is a new magical career for fantasy settings. Through a combination of runes and spells, the runewright can match even the strongest in physical combat, despite a lack of martial skill. Outside of battle, they contribute with both their comprehensive understanding of lore and a tactical aptitude backed by magical trapmaking.

**Prerequisites:** *linguistics*

**Attributes:** LOG +1, INT +1, AGI +1, MAG +1

**Skill choices:** *[magical], [crafting], appraising, linguistics, history, thievery*

## Exploits

**Armor Runes.** A runewright may spend one hour inscribing armor runes on his armor, shield, helmet, or gauntlets. These runes last for 24 hours, or until the runewright inscribes new armor runes. Runes may only be active on one armor piece at a time. Inscribing runes on new armor, or inscribing new runes on the same armor, ends the magic effect of the older runes. The runes impart no bonuses if the armor is worn by anyone other than the runewright but resumes giving bonuses if returned to the runewright.

The runes grant the armor one magical property from the core rules up to a value of 1,000gc.

**Discerning Traps (requires Powerful Traps).**

When crafting the trap, the runewright may designate a number of creatures equal to his LOG score. These creatures will not set off the glyph trap, but will still suffer its damage and effects if caught in the blast.

**Complex Traps (requires Powerful Traps).** The runewright's traps inflict conditions upon their targets. Choose one status track. The runewright's traps inflict two stages of that status track when they explode. This exploit can be selected multiple times, choosing a new status track each time. These conditions are not cumulative, and only one complexity may be applied to each glyph trap. Once a complexity is chosen, it cannot be changed.

**Elemental Glyph (requires Powerful Traps).**

The runewright may have his glyph traps deal fire, cold, electricity, sonic, or acid damage instead of force damage. This choice is made individually for each glyph trap, and cannot be changed after the trap is inscribed.

**Glyph Combat (requires Weapon Runes).** The runewright blends his rune and glyphs into a single fluid combat style. When making a critical hit with a rune inscribed weapon, or when suffering a critical hit when wearing rune inscribed armor or shield, the runewright may place a glyph trap anywhere within a 30' radius as a free reaction. This ability cannot be activated more than once per turn, and consumes a usage of glyph trap.

**Glyph Traps.** By inscribing powerful glyphs onto floors, walls, or other surfaces, a runewright can craft magical traps designed to damage anybody who approaches them. The surface must be at least 5 ft. by 5 ft. and made of a material with SOAK of 2 or higher. Inscribing the glyph takes a full round of actions, and glyph traps may be placed at a range of 5 feet. A runewright may inscribe a number of glyph traps per day equal to his LOG attribute. Glyph traps lose all potency and become inert after a number of hours equal to the runewright's MAG attribute.

Once inscribed, the glyph acts as a magical trap which activates when a creature moves within 5 feet. If a creature is within this radius when the glyph is scribed, the trap activates at the start of the creature's turn. The runewright makes an initial LOG check to create the trap, and this is the difficulty to detect and/or disable it. If a creature can see both the runewright and the location of the glyph trap when the glyph trap is scribed, the creature automatically detects the glyph trap.

Once activated the trap explodes, inflicting 1d6 points of force damage to all creatures within 5 feet.



**Greater Glyph Trap (requires Powerful Traps).** The radius of a glyph trap explosion increases to 10 feet. In addition, the time required to scribe a glyph trap is reduced to a single action.

**Magical Trapfinder.** The runewright becomes skilled in recognizing the runes of others and can automatically spot and identify a magical trap within 30' as long as it is within line-of-sight.

**Powerful Traps (requires Glyph Traps).** The damage of a glyph trap increases by 1d6 points. This exploit can be taken multiple times, increasing the damage by 1d6 each time.

**Powerful Weapon (requires Weapon Runes).** The value of the magical property imbued to the weapon doubles to 2,000gc. This exploit can be taken multiple times, doubling each time.

**Powerful Armor (requires Armor Runes).** The value of the magical property imbued to the armor doubles to 2,000gc. This exploit can be taken multiple times, doubling each time.

**Safety Glyphs.** Creatures designated to not set off glyph traps no longer suffer damage or effects if caught in the blast.

**Weapon Runes.** Runewrights are masters of magical craftsmanship. A runewright may spend an hour inscribing runes on his weapon. These runes last for 24 hours, or until the runewright inscribes new weapon runes. Runes may only be active on one weapon at a time. Inscribing runes on a new weapon, or inscribing new runes on the same weapon, ends the magic effect of the older runes. The runes impart no bonuses if the weapon is held by anyone other than the runewright but resumes giving bonuses if returned to the runewright. These bonuses apply to only one end of a double weapon.

The runes grant the weapon one magical property from the core rules up to a value of 1,000gc.

