

Aranai's WFRP Magic Overhaul

Part II — Rune Magic

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Special Thanks to

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Runecraft Mechanics

PROPERTIES OF RUNES

Runes have properties that are a bit different than in the base rules.

- » *Type*: What type of object the Rune is designed to be placed on. Armour Runes go on pieces of armour, and Weapon Runes go on weapons. Talismanic Runes can be placed on miscellaneous objects. Engineering Runes can be placed on complex devices, such as firearms or machinery.
- » *Empowerment*: The number of degrees of success required to create the object. This entry is always in the format A / B, where A is the number needed for a Temporary Rune, and B is the number needed for a Permanent Rune.
- » *Duration*: How long a Temporary version of this Rune lasts.
- » *Special*: Any special considerations for inscription.

CREATING A TEMPORARY RUNE

The following steps must be taken to create an item with a Temporary Rune. Only items of Good or Best Craftsmanship can bear a Temporary Rune.

Inscription

You must pass a number of Runecraft Skill Tests equal to the Magic level of the rune. Each roll represents 3 minutes of work, and failed tests indicate you made no progress. If more than a single hour is spent attempting to inscribe the rune, the attempt fails.

Empowering

You must roll a number of Runecraft Skill Tests, accumulating a number of Degrees of Success as noted in the rune's description. In this special case, add your Magic Characteristic as additional degrees of success on successful Tests. Each roll represents 10 minutes of work, and failed tests indicate you made no progress.

Binding

You must spend 10 minutes performing some final rituals on the object. This does not require a Skill Test.

ACTIVATING A TEMPORARY RUNE

Unless stated otherwise in a Rune's description, activating the Rune is a free action. However, there is a $(70 - 10 \times \text{Magic})\%$ chance a Temporary Rune burns out after use and fades from the object.

Even though an item may be inscribed with up to three temporary runes, only one of them may be active at once. If you activate a temporary rune on an item with another activated temporary rune, that rune ends its effects prematurely.

CREATING A PERMANENT RUNE

The following steps must be taken to create an item with a Permanent Rune. Only items of Best Craftsmanship can bear a Permanent Rune.

Inscription

You must pass a number of Runecraft Skill Tests equal to the Magic level of the rune. Each roll represents 1 hour of work, and failed tests indicate you made no progress. If more than a month is spent attempting to inscribe the rune, the attempt fails.

Empowering

You must roll a number of Runecraft Skill Tests, accumulating a number of Degrees of Success as noted in the rune's description. In this special case, add your Magic Characteristic as additional degrees of success on successful Tests. Each roll represents 4 hours of work, and failed tests indicate you made no progress. Unless the GM gives permission, only two such tests may be attempted each day.

Binding

You must spend 12 hours performing some final rituals on the object. This does not require a Skill Test.

MASTER RUNES

Master Runes, called Jealous Runes by the dwarfs, will not coexist with other runes. In addition, a character can only benefit from one Master Rune of each category (Armour, Talismanic, Weapon) at a time. If he carries multiple Master Runes of the same type, both runes become inactive until the proper condi-

tions are met again. Master Runes do not have Temporary variants unless explicitly stated.

DESIGNING NEW RUNES

To create a new rune, you must pay for research—100gc for a Common Rune, and 250gc for a Master Rune. After this, you must spend time researching. This is represented by an series of Academic Lore (Runes) Skill Tests—You must build up a number of Degrees of Success equal to the Empowering number of a permanent version of the rune. In this special case, you add your Magic characteristic as Degrees of Success on any successful Test. Failed tests yield no progress, and each roll represents roughly four hours of work. Once you have the total number of Degrees of Success required, you have completed work on the rune, and it is added to your list.

Unlike Wizardry, you can use purchases of the Common Rune and Master Rune talents to bypass the costs and rolls listed above. The above method is used for any new runes beyond those allotted to you by the stated talents.

PROPER MATERIALS FOR RUNES

In addition to Craftsmanship requirements, Runes require a proper material to be inscribed in. Only metal and stone suffice—you cannot inscribe an Armour Rune upon a set of leather, for example.

Revised Rune Descriptions

Armour Runes

RUNE OF ELEGANCE

Type: Armour

Empowerment: 20 / 200

Duration: (Magic) Minutes

Special: —

The encumbrance of any piece of armour inscribed with this rune is reduced by $(25 \times \text{Magic})\%$, and the Agility penalty is reduced by $(5 \times \text{Magic})\%$. These reductions are only apparent to the wearer—the item retains its weight and heft to anyone trying to exert force on the wearer.

RUNE OF FORTITUDE

Type: Armour

Empowerment: 16 / 160

Duration: (Magic) Minutes

Special: —

When wearing armour bearing this rune, a character gains a $+(2 + 2 \times \text{Magic})$ bonus to his Wounds Characteristic.

RUNE OF THE INSECT

Type: Armour

Empowerment: 11 / 115

Duration: (Magic) Rounds

Special: Can only be inscribed on boots.

When wearing boots bearing this rune, a character can spend up to (Magic) Rounds moving across a surface that would otherwise be impossible—such as the surface of water, running across a wall, or dashing across the web of a giant spider. He must spend at least a half action each round moving or fall to the ground as normal. When used, he must wait an equal number of rounds before using the rune again. Dwarf lords who own mines often have a few sets of boots with this rune inscribed to be shared amongst their miners.

RUNE OF IRON

Type: Armour

Empowerment: 13 / 130

Duration: (Magic) Minutes

Special: You can only benefit from one Characteristic increasing Common Rune.

When wearing armour bearing this rune, a character gains a $+(5 \times \text{Magic})\%$ to his Toughness Characteristic.

RUNE OF RESISTANCE

Type: Armour

Empowerment: 18 / 180

Duration: (Magic) Rounds

Special: Can only be inscribed on body armour.

If the wearer of a piece of armour bearing this rune is about to lose Wounds due to an attack or effect, he can elect to make a Toughness Test with a -5% penalty per Wound about to be lost. If this Test is successful, the attack is ignored. You can call upon the power of this rune (Magic) times per round.

RUNE OF SHIELDING

Type: Armour

Empowerment: 10 / 100

Duration: (Magic) Minutes

Special: —

Non-magical missile attacks that hit a character in a location wearing armour inscribed with this rune have their Damage rating reduced by $(2 \times \text{Magic})$, down to a minimum of Damage 0.

Magical missile attacks have their Damage rating reduced by half this amount.

RUNE OF STONE

Type: Armour

Empowerment: 3 / 30

Duration: (Magic) Minutes

Special: —

Armour inscribed with this rune gains +1 Armour Point, up to a maximum of 6 Armour Points. This is an exception to the normal limit of 5 APs. When activating a temporary *Rune of Stone*, at your

option you may choose to activate all temporary *Runes of Stone* inscribed on armour you are currently wearing simultaneously.

RUNE OF SWIFTNESS

Type: Armour

Empowerment: 12 / 120

Duration: (Magic) Minutes

Special: Can only be inscribed on boots.

When wearing armour bearing this rune, you gain a +1 to your Movement Characteristic, as well as a $+(5 \times \text{Magic})\%$ bonus to Dodge Blow Skill Tests.

Talismanic Runes

RUNE OF (CHARACTERISTIC)

Type: Talismanic

Empowerment: 13 / 130

Duration: (Magic) Minutes

Special: You can only benefit from one Characteristic increasing Common Rune.

The bearer of an item inscribed with this rune gains a $+(5 \times \text{Magic})\%$ to his (Characteristic). This is actually five different Common Runes that share the same mechanic, known by the following names:

- » *Strength*: Rune of Brawn
- » *Agility*: Rune of Finesse
- » *Intelligence*: Rune of Brilliance
- » *Willpower*: Rune of Resolve
- » *Fellowship*: Rune of Leadership

RUNE OF THE FURNACE

Type: Talismanic

Empowerment: 16 / 160

Duration: (Magic) Minutes

Special: —

The bearer of an item inscribed with this rune is immune to fire damage of all types. Neither natural fires nor fire-based attacks such as a *fiery blast* spell can affect someone protected by this rune.

RUNE OF HEALTH

Type: Talismanic

Empowerment: 8 / 80

Duration: (Magic) Minutes

Special: —

The bearer of an item inscribed with this rune gains a $+(10 + 5 \times \text{Magic})\%$ bonus on tests made to overcome poison and disease.

RUNE OF LUCK

Type: Talismanic

Empowerment: 9 / 90

Duration: Until Fortune Points refresh

Special: —

The bearer of an item inscribed with this rune gains an additional Fortune Point each day, with a $(25 \times \text{Magic})\%$ chance of generating a second additional Fortune Point.

RUNE OF READINESS

Type: Talismanic

Empowerment: 11 / 115

Duration: (Magic) Minutes

Special: —

The bearer of an item inscribed with this rune gains an additional $1d10 + (\text{Magic})$ to his Initiative rolls.

RUNE OF SAFEGUARD

Type: Talismanic

Empowerment: 26 / —

Duration: Special

Special: Cannot be made as a Permanent Rune. Always burns out after use.

The first attack that reduces the bearer of an item inscribed with this rune to 0 Wounds is immediately negated. The bearer suffers no damage from the attack. This rune can absorb (Magic) such hits, and only affects the first such attack that strikes the bearer in a round. The object bearing the rune becomes slowly more degraded as the rune is used, crumbling into a broken mess once the rune's magic runs out.

RUNE OF THE TRADESMAN

Type: Talismanic

Empowerment: 10 / 100

Duration: (Magic) Minutes

Special: Can only be placed on trade tools

The bearer of an item inscribed with this rune gains a $+(5 \times \text{Magic})\%$ bonus on any Trade tests made using the tools.

RUNE OF WARDING

Type: Talismanic

Empowerment: 10 / 100

Limit: 1

Duration: (Magic) Minutes

Special: —

The bearer of an item inscribed with this rune gains a $+(5 \times \text{Magic})\%$ bonus on any test made to resist magic.

Weapon Runes

RUNE OF CARNAGE

Type: Weapon

Empowerment: 13 / 130

Duration: (Magic) Minutes

Special: —

When rolling damage for a weapon bearing this rune, treat each die's value as (3 + Magic) if it is higher than the rolled value.

RUNE OF CLEAVING

Type: Weapon

Empowerment: 16 / 160

Duration: (Magic) Rounds

Special: —

A weapon bearing this rune has its Damage rating increased by (1 + Magic/2). This damage bonus is increased by +1 on critical hits.

RUNE OF FIRE

Type: Weapon

Empowerment: 9 / 90

Duration: (Magic) Minutes

Special: —

Upon the wielder's command (a free action), a weapon inscribed with this rune bursts into flame. This provides the same illumination as a torch, and the weapon burns until commanded to stop (also a free action). Additionally, the weapon gains a +1 bonus on damage rolls while flaming.

RUNE OF FURY

Type: Weapon

Empowerment: 20 / 200

Duration: (Magic) Minutes

Special: —

The wielder of a weapon bearing this rune gains a +1 to his Attacks Characteristic.

RUNE OF GRUDGES

Type: Weapon

Empowerment: 13 / 130

Duration: (Magic) Minutes

Special: —

On the first round of combat, the wielder of a

weapon bearing this rune can nominate one enemy as a free action. For the remainder of this battle, the wielder can re-roll all missed attacks made against his chosen foe while wielding the weapon.

RUNE OF MERCY

Type: Weapon

Empowerment: 8 / 80

Duration: (Magic) Minutes

Special: Cannot be inscribed on a weapon with a sharp edge

A weapon bearing this rune cannot cause a critical hit that would result in dismemberment or death. If such a result is rolled, move down the critical result table until a sufficiently non-lethal option is found. You may suppress this rune's effect for any individual attack as a free action.

RUNE OF MIGHT

Type: Weapon

Empowerment: 11 / 115

Duration: (Magic) Minutes

Special: —

A weapon bearing this rune deals SB×2 damage, but only against foes of Toughness (60 - 5×Magic)% or higher.

RUNE OF SPEED

Type: Weapon

Empowerment: 18 / 180

Duration: (Magic) Minutes

Special: Cannot be inscribed on weapons with the Fast Quality.

A weapon bearing this rune is more graceful, flying through the air with far greater ease. A weapon with the Slow Quality becomes average, and an average weapon gains the Fast Quality.

RUNE OF STRIKING

Type: Weapon

Empowerment: 13 / 130

Duration: (Magic) Minutes

Special: You can only benefit from one Characteristic increasing Common Rune.

The wielder of a weapon bearing this rune gains a $+(5 \times \text{Magic})\%$ to his Weapon Skill or Ballistic Skill, as appropriate.

Master Armour Runes

MASTER RUNE OF ADAMANT

Type: Armour

Empowerment: 320

Duration: (Magic) Minutes

Special: You can only benefit from one Characteristic increasing Master Rune.

The wearer of armour bearing this rune gains a +30% to his Toughness, and re-rolls all tests based on Toughness, taking the more favourable option.

MASTER RUNE OF CELERITY

Type: Armour

Empowerment: 290

Duration: (Magic) Minutes

Special: Can only be inscribed on boots

The Movement characteristic of the wearer of boots inscribed with this rune is doubled. In addition, the wearer may make one Half Action's worth of movement (using his Movement characteristic without the bonus granted by this rune) as a Free Action each round.

MASTER RUNE OF GROMRIL

Type: Armour

Empowerment: 60

Duration: (Magic) Minutes

Special: A character can benefit from up to one Master Rune of Gromril on each piece of armour.

Armour inscribed with this rune gains +3 Armour Point, up to a maximum of 9 Armour Points. This is an exception to the normal limit of 5 APs. In addition, a piece of armour inscribed with this rune counts against all effects, even those that would normally ignore Armour Points. When activating a temporary *Rune of Gromril*, at your option you may choose to activate all temporary *Runes of Gromril* inscribed on armour you are currently wearing simultaneously.

MASTER RUNE OF PURITY

Type: Armour

Empowerment: 350

Duration: (Magic) Minutes

Special: Can only be inscribed on a breastplate

The wearer of armour bearing this rune gains the Resistance to Chaos talent. If the wearer already has the Resistance to Chaos talent, the bonus to resist magic and Chaos effects increases to +40%. While wearing any piece of equipment with this Rune, the wearer's Magic Characteristic is temporarily reduced to 0.

MASTER RUNE OF STEEL

Type: Armour

Empowerment: 230

Duration: (Magic) Minutes

Special: —

Whenever the wearer of armour inscribed with this rune loses Wounds due to an attack or effect against which armour points normally apply, damage is re-rolled and the less harmful result is applied.

Master Talismanic Runes

MASTER RUNE OF (CHARACTERISTIC)

Type: Talismanic

Empowerment: 320

Duration: (Magic) Minutes

Special: You can only benefit from one Characteristic increasing Master Rune.

The bearer of an item inscribed with this rune gains a +30% to his (Characteristic), and re-rolls all tests based on (Characteristic), taking the more favourable option. This is actually five different Master Runes that share the same mechanic, known by the following names:

- » *Strength*: Master Rune of the Titan
- » *Agility*: Master Rune of the Winds
- » *Intelligence*: Master Rune of Sagacity
- » *Willpower*: Master Rune of Discipline
- » *Fellowship*: Master Rune of Hegemony

MASTER RUNE OF DESTINY

Type: Talismanic

Empowerment: 290

Duration: Until fortune points refresh

Special: —

The bearer of an item inscribed with this rune gains three additional Fortune Points at the beginning of each day. In addition, in an instance where he would need to spend a Fate Point, he can instead elect to call on the power of this item. The first time he does so, the item only grants one Fortune Point per day from that point on. The second time he does so, the object is destroyed.

MASTER RUNE OF DISMAY

Type: Talismanic

Empowerment: 230

Duration: (Magic) Minutes

Special: Can only be inscribed on a horn.

When a horn bearing this rune is sounded (a half action), all enemies within 48 yards of the user must make a Willpower Test or become dismayed. Those affected can only take a half action on their next turn.

MASTER RUNE OF HASTE

Type: Talismanic

Empowerment: 320

Duration: (Magic) Minutes

Special: —

The bearer of an item inscribed with this rune gains an additional 1d10 to his Initiative rolls, and may roll Initiative twice and take the more favourable option. In addition, on the first round of combat, the bearer benefits from an additional Full Action on his turn; on the second round of combat, he benefits from an additional Half Action. Adjudicate these extra actions as separate rounds for the purposes of action limitations (EG: One attack per round, one Spell per round, etc.).

MASTER RUNE OF KINGSHIP

Type: Talismanic

Empowerment: 260

Duration: (Magic) Minutes

Special: Can only be inscribed on a crown.

Objects runed in this manner are only given to the mightiest Dwarf Lords. The wearer of such a crown and a number of allies within 48 yards equal to his Fellowship Characteristic are immune to fear and terror.

MASTER RUNE OF SPITE

Type: Talismanic

Empowerment: 290

Duration: (Magic) Minutes

Special: —

Attacks made against the bearer of an item inscribed with this rune have their damage reduced by 4. This applies against effects that normally ignore armour.

Master Weapon Runes

MASTER RUNE OF ALARIC THE MAD

Type: Weapon

Empowerment: 260

Duration: (Magic) Minutes

Special: —

Attacks made by a weapon bearing this rune ignore all Armour Points. This bypasses the additional protection granted by the *Rune of Stone* or the *Rune of Gromril*, should either apply.

MASTER RUNE OF THE ANCESTOR

Type: Weapon

Empowerment: 320

Duration: (Magic) Minutes

Special: —

A weapon bearing this rune can fly about, acting autonomously while being held by a smoky image of one of its wielder's ancestors, if the wielder invokes that ancestor's name. The smoky form always remains within 4 yards of the invoker, and can take a Half Action each round to attack a foe or to Parry for its master, using the master's WS or BS as necessary. The smoky figure cannot be damaged, but should it be disarmed, it dissipates into nothing.

MASTER RUNE OF FLIGHT

Type: Weapon

Empowerment: 230

Duration: (Magic) Minutes

Special: Can only be inscribed on a hammer.

A hammer inscribed with this rune can be thrown, and the wielder is treated as having the Specialist Weapon Group (Throwing) talent. The hammer has a range of 24 yards, and the rune grants the thrower a +30% bonus to Ballistic Skill on such attacks. The hammer returns to the thrower's hand at the end of his turn.

MASTER RUNE OF SKALF BLACKHAMMER

Type: Weapon

Empowerment: 290

Duration: (Magic) Minutes

Special: —

Any weapon bearing this rune gains the Impact

Quality and a +3 bonus on damage rolls. If the weapon already has the Impact Quality, the wielder instead rolls three dice for damage as if the Impact Quality was applying twice.

MASTER RUNE OF SNORRI SPANGELHELM

Type: Weapon

Empowerment: 320

Duration: (Magic) Minutes

Special: You can only benefit from one Characteristic increasing Master Rune.

The wielder of a weapon bearing this rune gains a +30% to his Weapon Skill or Ballistic Skill as appropriate, and re-rolls all such tests, taking the more favourable option.

MASTER RUNE OF THE WYVERN

Type: Weapon

Empowerment: 350

Duration: (Magic) Minutes

Special: —

The wielder of a weapon gains a +3 to his Attacks characteristic, and can make an additional attack as a Free Action when making a Standard Attack.

Altered Runesmith Careers

Runesmith careers have been given a bit of a face-lift. A few trappings have been altered, and a few skills changed or added.

APPRENTICE RUNESMITH

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	+5%	-	-	+10%	+15%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Runes), Evaluate, Perception, Read/Write, Runecraft, Trade (Smith), Trade (Armoursmith *or* Weaponsmith)

Talents: Rune (Any Two)

Trappings: Medium Armour (Leather Jack, Mail Shirt), Trade Tools (Runesmith)

Career Entries: Artisan, Runebearer, Scribe, Student

Career Exits: Journeyman Runesmith, Runebearer, Scholar, Scribe, Shieldbreaker

Note: Only Dwarfs can enter this career. If you are rolling randomly for your Starting Career, you can substitute Apprentice Runesmith for Scribe with your GM's permission.

JOURNEYMAN RUNESMITH

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+10%	+5%	+5%	+20%	+25%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (History, Runes), Common Knowledge (Any Two), Dodge Blow, Evaluate, Gossip, Intimidate, Perception, Read/Write, Runecraft, Speak Language (Any Two), Trade (Any Two)

Talents: Artistic *or* Hardy, Rune (Any Six)

Trappings: One item bearing a Permanent Rune, Good Craftsmanship Trade Tools (Runesmith)

Career Entries: Apprentice Runesmith

Career Exits: Master Runesmith, Scholar, Shieldbreaker

Note: Only Dwarfs may enter this career.

MASTER RUNESMITH

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	+15%	+10%	+10%	+25%	+35%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+5	-	-	-	+3	-	-

Skills: Academic Knowledge (Any Three), Command, Common Knowledge (Any Three), Dodge Blow, Evaluate, Gossip, Intimidate, Perception, Read/Write, Runecraft, Speak Language (Any Three), Trade (Any Two)

Talents: Disarm or Strike Mighty Blow, Master Rune (Any Two), Rune (Any Ten), Specialist Weapon Group (Flail or Two-Handed)

Trappings: Two items bearing a Permanent Rune, Best Craftsmanship Trade Tools (Runesmith)

Career Entries: Journeyman Runesmith

Career Exits: Runelord, Scholar, Veteran

Note: Only Dwarfs may enter this career.

RUNELORD

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+20%	+15%	+15%	+30%	+40%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	+4	-	-

Skills: Academic Knowledge (Any Four), Charm, Command, Common Knowledge (Any Three), Dodge Blow, Evaluate, Gossip, Intimidate, Perception, Read/Write, Runecraft, Speak Language (Any Three), Trade (Any Two)

Talents: Master Rune (Any Two), Rune (Any ten), Specialist Weapon Group (Any), Strike to Injure *or* Strike to Stun

Trappings: Three items bearing a Permanent Rune, One item bearing a Permanent Master Rune

Career Entries: Master Runesmith

Career Exits: Captain, Guild Master

Note: Only Dwarfs may enter this career.