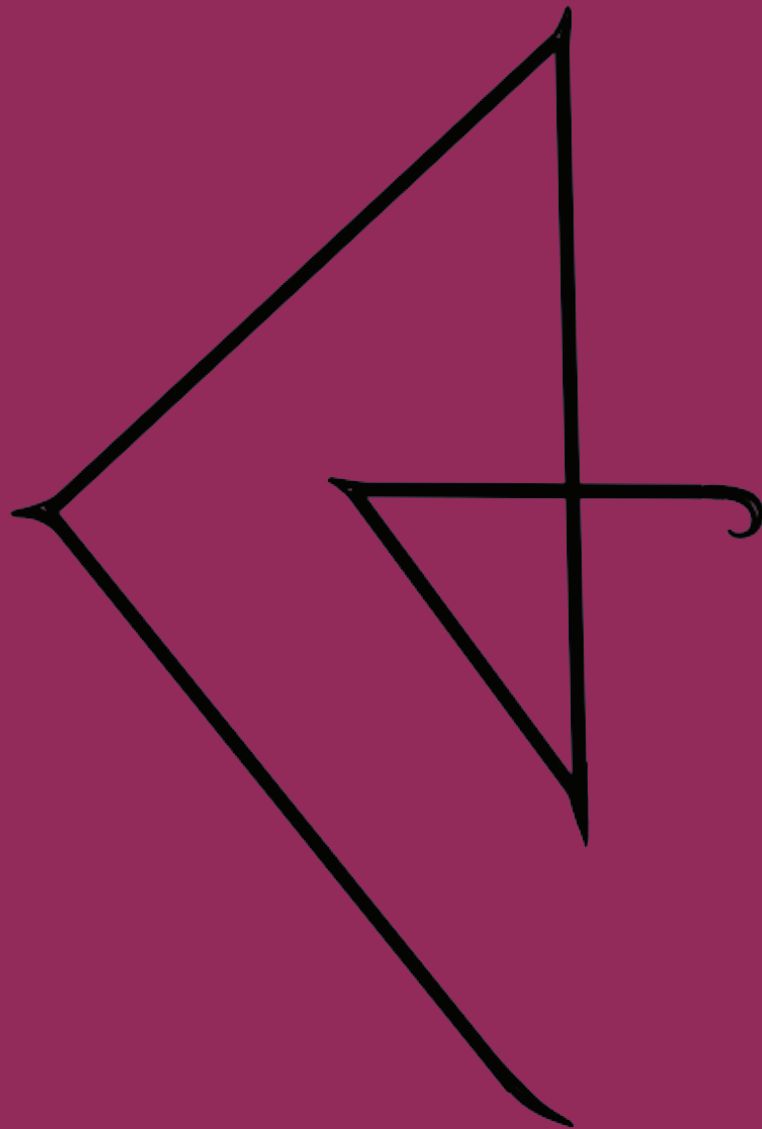


LEGENDARY CLASSES

RUNE MAGIC



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LEGENDARY CLASSES: RUNE MAGIC

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INTRODUCTION

There is a place on the world of Porphyra called the Theater of Arrival, though no plays are found there. What is found there is a ring of twenty-seven stones, all an odd maroon color. The stones lie in a field of glass, as if some great heat, light or pressure had been brought to bear on it. Though no play is performed here, there is art, of a sort. Each of the stones bears several images; three, in fact, two of which are the same on every stone, and one different. The similar images bookend the different on each stone, and appear as the engraving of a tall, thin humanoid with pointed ears, and a muscular humanoid with tusk-like fangs and fierce demeanor. It is said that if you look at the images long enough, in that wind-swept place, they start to look more and more like each other. The central image of each stone is unique. It is here that the elven runecasters and orcish runereapers triggered The Calling and irrevocably changed the face of Porphyra.

RUNECASTER

Runecasting is an archaic arcane tradition practiced by elves in Porphyra's antiquity. When the elementals of old still ruled the young, godless world, elves would etch protective symbols on the borders of their holdfasts and mark themselves with defensive sigils. They would commune with their ancestors for aid, tapping into a savage collective unconscious. They would throw their voices away in trade for powerful spells. They would master the runes.

Each rune is a symbol laden with intent and meaning. Runes are, when inscribed correctly, full of eldritch energies. When placed together, the runes form magic words that bend and break the world. Only runes can express and contain the power of wordspells.

Even as a wizard's magic words can shape the world around them when properly spoken, a rune must be properly inscribed to have any effect. It is only a child or a fool who thinks that they can properly inscribe a rune if only they can physically replicate the basic shape. Committing those powerful symbols to permanence without proper focus, without knowing the correct strokes, or without using the appropriate tools is certain disaster.

It was with runes that the Calling was brought about. At the Theater of Arrival, there was a great undertaking

- a collaboration between the elven runecasters and the orcish runereapers - that drew the gods from Beyond Porphyra to end the tyranny of the elementals.

Today, there are still isolated places in Porphyra where the old ways are honored. The elves have taught their craft to those newcomers who would listen and, while not widespread, the power of runecasting is no longer merely the purview of the elven folk. Runes and wordspells are sometimes viewed as a primitive, unrefined magic by arcanists, but those same arcanists will also begrudgingly admit that runes contain a savage power. That raw, pure power is precisely what attracts runecasters to this form of magic - it is a way to wield the power of Porphyra itself.

Runecasters utilize the words of power mechanic from *Ultimate Magic* exclusively, eschewing more traditional spellcraft in favor of this primitive and powerful magical tradition.

Note: The runecaster is a variant class for the Alchemist base class.

Role: The runecaster is versatile above all else. Using wordspells, he can conjure a variety of effects. Using fleshrunes, he can participate in melee or ranged combat as it suits. Using wards, he can tactically control the battlefield and protect his allies. Versatility will allow the runecaster to play many different roles within the party and fulfill many different functions.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The runecaster's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table 1-1: The Runecaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Voiceless, Words of Power, Fleshrunes, Ward 1d6
2nd	+1	+3	+3	+0	Ancient Lore, Runewise, Scribe Scroll
3rd	+2	+3	+3	+1	Ward 2d6, Lore of Legends
4th	+3	+4	+4	+1	Ancient Lore
5th	+3	+4	+4	+1	Ward 3d6
6th	+4	+5	+5	+2	Ancient Lore, Decipher Scroll
7th	+5	+5	+5	+2	Ward 4d6
8th	+6/+1	+6	+6	+2	Ancient Lore
9th	+6/+1	+6	+6	+3	Ward 5d6
10th	+7/+2	+7	+7	+3	Ancient Lore
11th	+8/+3	+7	+7	+3	Ward 6d6
12th	+9/+4	+8	+8	+4	Ancient Lore
13th	+9/+4	+8	+8	+4	Ward 7d6
14th	+10/+5	+9	+9	+4	Ancient Lore, Powerful Fleshrunes
15th	+11/+6/+1	+9	+9	+5	Ward 8d6
16th	+12/+7/+2	+10	+10	+5	Ancient Lore
17th	+12/+7/+2	+10	+10	+5	Ward 9d6
18th	+13/+8/+3	+11	+11	+6	Ancient Lore, Scroll Savant
19th	+14/+9/+4	+11	+11	+6	Ward 10d6
20th	+15/+10/+5	+12	+12	+6	Ancient Secret

The following are class features of the runecaster.

Weapon and Armor Proficiency: Runecasters are proficient with all simple weapons. They are also proficient with light armor, but not with shields.

Voiceless (Su): The runecaster sacrifices his voice for his magic. At 1st level, the runecaster loses the ability to speak, scream, whisper, or make any vocal utterance. Whenever the runecaster would speak, it instead manifests as glowing script that hangs in the air around the runecaster's head for a few moments before vanishing.

If the runecaster is attempting to make "louder sounds" (as if he were shouting), the script appears larger and glows more noticeably. If the runecaster is attempting to make "softer sounds" (as if whispering), the script appears smaller and fades quickly.

The script glows and can be seen in the dark, though it cannot illuminate anything around it.

The script manifests as the normal written form of the language the runecaster is speaking. If the language has no written form, it manifests using the Old Porphyrans

alphabet.

Though voiceless, a runecaster can still cast wordspells with the vocal component. Their utterance is seen in a soundless cloud of powerful runes. They are able to use command word magic items, trigger speech-based puzzles and traps, and their singing would appear as a series of floating runes. They cannot, however, communicate their meaning to the illiterate.

Words of Power: Runecasters may utter words of power. A runecaster can speak only a certain number of words of power of each level per day before his throat is raw with the effort. His base daily word allotment is given on the Wordspells per Day table (see page 5). In addition, he receives bonus words per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A runecaster begins play with knowledge of all target words (including those they cannot yet use due to level restrictions) as well as the *boost* meta word. Additionally, the runecaster begins play knowing a number of 1st level effects or meta words equal to 2 + the runecaster's

Intelligence modifier. Whenever she gains another level of runecaster, she adds one new effect or meta word to their formula book. She may learn new words as normal, adding them to her formula book for the same time and cost as it would take to add a spell of the same level. Runecasters draw their wordspells from the runecaster list (see page 11).

Fleshrunes (Su): At 1st level, a runecaster learns how to draw runes onto his own skin. These fleshrunes channel primal power to increase his physical prowess at the cost of his personality. It takes 1 hour to paint a particular rune onto himself, and once painted, it remains potent until used. A runecaster can only maintain one fleshrune at a time—if he paints a second fleshrune, any existing fleshrunes become inert. A non-runecaster cannot benefit from fleshrunes, though one runecaster may inscribe a fleshrune that he knows on another runecaster (though he can still only maintain one fleshrune at a time). The effects of a fleshrune do not stack. Whenever a runecaster is inscribed with a fleshrune, the effects of any previous fleshrune immediately end.

When a runecaster paints a fleshrune, he selects one physical ability score—Strength, Dexterity, or Constitution. It's a standard action to activate a fleshrune. Upon activation, the fleshrune causes the runecaster to grow savage and more bestial, granting him a +2 natural armor bonus and a +4 enhancement bonus to the selected ability score for 10 minutes per runecaster level. In addition, while the fleshrune is in effect, the runecaster takes a –2 penalty to one of his mental ability scores. If the fleshrune enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

Wards (Su): A runecaster's ancient task was to ensure the safety of his holdfast. To serve this end, he has learned how to paint symbols that will protect his hoard and his home. A runecaster prepare a number of wards per day equal to his class level + his Intelligence modifier. A runecaster may paint a ward as a full-round action that provokes an attack of opportunity. A runecaster can make appropriate paint for wards from scavenged berries, herbs and his own blood for a negligible cost.

A ward may be placed on either an item or a surface. Wards on items will trigger when they are picked up or handled. Wards on surfaces will trigger when a creature passes within 5 feet of them. When a ward is triggered, it will explode with a 5 foot radius burst, inflicting

Wordspells Per Day						
Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

1d6 points of fire damage + additional damage equal to the runecaster's Intelligence modifier. The damage of a runecaster's ward increases by 1d6 points at every odd-numbered runecaster level. Those caught in the explosion can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the runecaster's level + the runecaster's Intelligence modifier.

The rune is invisible, but is visible under a *detect magic* spell, and lasts a number of minutes equal to your runecaster level or until discharged. If a ward's duration expires without being discharged, the runecaster regains the use of that ward. You cannot create a ward in a space occupied by another creature. This rune counts as a wordspell of the runecaster's maximum wordspell level for the purposes of dispelling.

Characters with trapfinding can detect wards with a Perception check DC 20 + the number of ancient lore possessed that include the word ward. A ward can be disabled with a similar Disable Device check and 2d4 rounds or work or suppressed by a similar Disable Device check for 1d4+1 round provided the suppressor has a number of Use Magic Device ranks equal to the wordspell level of the ward.

Ancient Lore (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), a runecaster rediscovers a lore known by the runecasters of old (See pages 6-11 for lore options). Unless otherwise noted, a runecaster cannot select an individual lore more than once. Some lore can only be learned if the runecaster has met certain prerequisites first. Ancient Lore that modify wards that are marked with an asterisk (*) do not stack. Only one such lore can be applied to an individual ward. The DC of any saving throw called for by an Ancient Lore is equal to 10 + ½ the runecaster's level + the runecaster's Intelligence modifier.

Runewise (Ex): At 2nd level, a runecaster can locate *glyphs of warding*, *symbols*, and similar magical spell traps that utilize writing as if he were a rogue. He can use Perception or Knowledge (arcana) to notice such traps, and can use Disable Device or Spellcraft to disable these types of traps.

Scribe Scroll (Ex): At 2nd level, a runecaster gains Scribe Scroll as a bonus feat. The runecaster creates scrolls with the same cost as a Bard.

Lore of Legends (Ex): The runecaster can read the descriptive runes on the hilts and blades of ancient swords and know their name. At 3rd level, a runecaster adds ½ his level to Spellcraft skill checks to identify the properties of legendary item. Additionally, he counts as one level higher for the purposes of unlocking a legendary item's powers. For example, a 4th level runecaster counts as a 5HD creature for the purposes of unlocking the 5th level powers of a legendary item the runecaster owns. (See *Legendary I: Legendary Blades* for more information on legendary items).

Decipher Scroll (Ex): At 6th level, a runecaster can automatically discern the contents of a magic scroll, as if he were using *read magic*. He gains an insight bonus equal to his ½ his runecaster level on Use Magic Device checks made to cast spells from scrolls.

Powerful Fleshrunes (Su): At 14th level, the effects of fleshrunes last for 1 hour per level.

Scroll Savant (Ex): At 18th level, a runecaster can remove a scroll from his pack as a swift action that does not provoke an attack of opportunity. Furthermore, he gains a +4 bonus on his concentration checks to cast defensively from scrolls.

Ancient Secrets (Su): At 20th level, the runecaster uncovers an ancient secret. He immediately learns two normal forms of Ancient Lore, but also learns an Ancient Secret chosen from the list (see pages 8,11), representing a truly astounding power from the ancient past.

ANCIENT LORE

The following lore may be selected by any runecaster who has an open lore slot and meets any prerequisites listed in the description.

Acid Ward: When the runecaster creates a ward, he can choose to have it inflict acid damage. Creatures damaged by the explosion from an acid ward take an additional 1d6 points of acid damage 1 round later.

Attunement: You may scribe your wards in such a way that they ignore a creature of a particular type that passes within 5 ft. of them. Select one of the following creature types; those creatures will never activate your ward: aberrations, animals, constructs, dragons, fey, humanoid, magical beasts, monstrous humanoids, oozes, outsiders, plants, undead, vermin. A runecaster must be at least 4th level to select this lore.

Blinding Ward: When the runecaster creates a ward, he can cause it to explode very brightly. Creatures within the blast area of the ward are blinded for 1 minute unless they succeed at a Fortitude save. Creatures within 5 ft. of the blast area are dazzled for 1 round. This is a light effect. A runecaster must be at least 8th level to select this lore.

Concussive Ward: When the runecaster creates a ward, he can choose to have it inflict sonic damage. Concussive wards deal 1d4 points of sonic damage plus Intelligence modifier, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive ward are deafened for 1 minute unless they succeed at a Fortitude save. A runecaster must be at least 6th level to select this lore.

Confusing Ward: The runecaster's wards twist the target's perception of friend and foe. A creature that takes damage from a confusion ward is under the effect of a *confusion* spell for 1 round per runecaster level. Reduce the amount of normal damage dealt by the ward by 2d6 (so a ward that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). A runecaster must be at least 8th level to select this lore.

Counterspeaker: The runecaster gains a +4 bonus to his counterspelling check to counter a wordspell.

Ancient Lore	Prerequisites	Benefits
Acid Ward*	-	Deal acid damage with your wards
Attunement	Runecaster 4	Only creatures of a particular type activate your ward
Blinding Ward*	Runecaster 8	Blind enemies with your ward
Concussive Ward*	Runecaster 6	Deal sonic damage with your wards
Confusion Ward*	Runecaster 8	Cause confusion with your wards
Counterspeaker	-	Gain +4 bonus to counterspelling wordspells
Delayed Ward	Runecaster 8	You can choose to delay the explosion of your wards
Dispelling Ward	Runecaster 6	Dispel magic with your wards
Enhance Scroll	-	Cause wordspell scrolls to be more powerful
Eternal Words	Runecaster 16, extend scroll	Cause a wordspell scroll of 3rd level or lower to become permanent
Exclusion	Runecaster 4	Creatures of a certain type never activate your ward
Explosive Ward*	-	Your wards gain an increased area of effect
Extend Scroll	-	Potions you drink last longer
Feral Dance	-	Gain two claw attacks and a bite attack
Flight (Su)	Runecaster 6	Gain the ability to fly
Force Ward*	Runecaster 8	Deal force damage with your wards
Frost Ward*	-	Deal cold damage with your wards
Grand Fleshrune	Runecaster 16, greater fleshrune	Increase physical scores and decrease mental scores
Grand Thoughtrune (Su)	Runecaster 16, greater thoughtrune	Increase mental scores and decrease physical scores
Greater Attunement	Runecaster 8, attunement	Only creatures of a particular sub-type activate your ward
Greater Fleshrune	Runecaster 12	Increase physical scores and decrease mental scores
Greater Exclusion	Runecaster 8, exclusion	Creatures of a certain sub-type never activate your ward
Greater Thoughtrune (Su)	Runecaster 12, thoughtrune	Increase mental scores and decrease physical scores
Guardian Fleshrunes (Ex)	-	Sneak attacks and critical hits are less likely to do damage
Harmonize Legendary Item	Runecaster 6	May ignore the prerequisites for one legendary item
Healing Touch (Ex)	Runecaster 6, quick healing	Heal other creatures with a touch
Lingering Spirit (Ex)	Runecaster 4	You can take more damage before being killed
Madness Ward	Runecaster 12	Deal Wisdom damage with your wards
Password	-	Your wards may be bypassed with a password
Quick Healing (Ex)	-	You can heal more rapidly
Reincarnation (Su)	Runecaster 6	You are able to reincarnate yourself when killed
Runeforged	-	Gain an Item Creation Feat
Scent (Ex)	-	Gain the scent ability while fleshrunes are active
Shock Ward*	-	Deal electricity damage with your wards

Siege Ward*	Runecaster 12, exclusion ward	Destroy siege weapons with your ward
Sunlight Ward*	Runecaster 10, blinding ward	Create a bright sunlight effect with your wards
Suppress Ward	Runecaster 10	Can delay another's ward or glyph
Swift Scribe (Ex)	-	Scribe scrolls quicker and reduce casting time for symbol spells
Tanglefoot Ward*	-	Entangle foes with your wards
Thoughttrune (Su)	-	Increase a mental score and decrease a physical score
Ancient Secret	Prerequisites	Benefits
Immortality	Ancient Secret	Stop aging
Forge Artifact	Ancient Secret	Learn how to make a minor artifact
Godspeak	Ancient Secret	You may ask the gods one question per day.
Lifescars	Ancient Secret	Gain fast healing 5
True Fleshrunes	Ancient Secret, grand fleshrunes	Write more powerful fleshrunes
Knowledge of the Elders	Ancient Secret	Gain 2 points of Intelligence

Purple Duck Note: *Ancient Lore on the following table marked with an asterisk (*) do not stack—only one such lore may be applied to a single ward.*

Delayed Ward: The runecaster can place a ward so that it explodes a number of minutes after the runecaster ceases contact with the ward. This delay can be any number of minutes as chosen by the runecaster, up to a number of minutes equal to his level. If at any point the runecaster returns to the delayed ward, he can end the countdown and prevent the ward's detonation. A runecaster must be at least 8th level to select this lore.

Dispelling Ward: When the runecaster creates a ward, he can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling ward are subject to a targeted *dispel magic* spell, using the runecaster's level as the caster level. This cannot be used to target a specific spell effect. A runecaster must be at least 6th level to select this lore.

Enhance Scroll: A number of times per day equal to his Intelligence modifier, the runecaster can cause any wordspell scroll he reads to function at a caster level equal to his class level.

Eternal Words: The runecaster may make the duration of a wordspell scroll of up to 3rd level permanent. A runecaster may only make one wordspell permanent in this way. When he wishes to make another wordspell scroll permanent, the previously one's effects end immediately. A runecaster must be at least 16th level and possess the extend scroll lore to select this lore.

Explosive Ward: The runecaster's wards now have a burst radius of 10 feet rather than 5 feet. Creatures

5 feet from the ward catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Extend Scroll: A number of times per day equal to his Intelligence modifier, the runecaster can cause any wordspell scroll of 3rd level or lower that does not have an instantaneous duration to have twice its normal duration.

Exclusion: You may scribe your wards in such a way that they only detonate when a creature of a particular type passes within 5 ft. of them. Select one of the following creature types; only those sorts of creatures will activate your ward: aberrations, animals, constructs, dragons, fey, humanoid, magical beasts, monstrous humanoids, oozes, outsiders, plants, undead, vermin. A runecaster must be at least 4th level to select this lore.

Feral Dance: Whenever the runecaster activates his fleshrunes, an ancient totemic guardian enters him. He gains two claw attacks and a bite attack. These are primary attacks and are made using the runecaster's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the runecaster is Small) and the bite attack deals 1d8 points of damage (1d6 if the runecaster is Small). While the fleshrunes are in effect, the

runecaster gains a +2 competence bonus on Intimidate skill checks.

Flight: By writing powerful runes on his flesh, the runecaster summons spirits to buoy him into the air. While his fleshrunes are active, the runecaster can fly as the *fly* spell for a number of minutes per day equal to his runecaster level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. A runecaster can select this lore multiple times; each time he does so, he adds his caster level to the number of minutes per day that he can fly. This flight is an extraordinary ability. A runecaster must be at least 6th level to select this lore.

Force Ward: When the runecaster creates a ward, he can choose to have it inflict force damage. Force wards deal 1d4 points of force damage plus Intelligence modifier, plus 1d4 points of force damage for every odd-numbered level, instead of 1d6. Creatures damaged by a force ward are knocked prone unless they succeed on a Reflex save. A runecaster must be at least 8th level to select this lore.

Frost Ward: When the runecaster creates a ward, he can choose to have it inflict cold damage. Creatures that take damage from a frost ward are staggered on their next turn unless they succeed on a Fortitude save.

Harmonize Legendary Item: By altering the symbols of power on the legendary item, the runecaster can attune to that item regardless of whether or not he meets the prerequisites. He may only ignore one single legendary item's requirements at a time. A runecaster must be at least 6th level to select this lore.

Grand Fleshrune: The runecaster's fleshrune now grants a +6 natural armor bonus, a +8 enhancement bonus to one ability score (Strength, Dexterity, or Constitution), a +6 enhancement bonus to a second physical ability score, and a +4 enhancement bonus to a third physical ability score. The runecaster takes a –2 penalty to his Intelligence, Wisdom, and Charisma as long as the fleshrune remain active. A runecaster must be at least 16th level and possess the greater fleshrune lore to select this lore.

Grand Thoughtrune: The runecaster's thoughtrune now grants a +6 natural armor bonus, a +8 enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma), a +6 enhancement bonus to a second mental ability score, and a +4 enhancement bonus to a third mental ability score. The runecaster takes a –2 penalty to his Strength, Dexterity, and Constitution as long as the thoughtrune remains active, and takes 2 points of ability damage to each physical ability score when the thoughtrune ends. A runecaster must be at

least 16th level and possess the greater thoughtrune lore to select this lore.

Greater Attunement: Your wards may be written in such a way so that only one particular subtype may bypass your ward. Name any one creature subtype (elf, angel, elemental, etc.). Only those creatures may pass your ward without activating it. A runecaster must be at least 8th level and possess the attunement lore to select this lore.

Greater Fleshrune: The runecaster's fleshrune now grants a +4 natural armor bonus, a +6 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 enhancement bonus to a second physical ability score. The runecaster takes a –2 penalty on both associated mental ability scores as long as the fleshrune remain active. A runecaster must be at least 12th level to select this lore.

Greater Exclusion: Your wards may be more specifically scribed so that only particular sub-types activate your ward. Name any creature sub-type (elf, angel, elemental, etc.). Only those creatures will detonate your ward. A runecaster must be at least 8th level and possess the exclusion lore to select this lore.

Greater Thoughtrune: The runecaster's thoughtrune now grants a +4 natural armor bonus, a +6 enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma), and a +4 enhancement bonus to a second mental ability score. The runecaster takes a –2 penalty on both associated physical ability scores as long as the fleshrune remains active, and takes 2 points of ability damage to both associated physical ability scores when the thoughtrune ends. A runecaster must be at least 12th level and possess the thoughtrune lore to select this lore.

Guardian Fleshrunes: Your fleshrunes snake over your most vulnerable areas and magically protect them, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the runecaster, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). A runecaster can take this discovery up to three times; the effects stack, increasing this chance to 50% and then 75%.

Healing Touch: The runecaster's glyphs protect and comfort his allies. As a standard action, he may touch a creature and apply 1 round's effect of his quick healing lore to that creature; this counts toward his quick healing limit for the day. The runecaster's daily limit for hit points healed by quick healing increases to 5 × his

runecaster level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as the runecaster. A runecaster must be at least 6th level and possess the quick healing lore to select this lore.

Lingering Spirit: The runecaster draws words of life on his flesh that allows him to linger at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him (so a runecaster with a Constitution of 10 and this lore dies at -20 hit points instead of -10). Reducing him to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes him unconscious and comatose, but he is only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the runecaster must be brought to -5 Constitution in order to be killed by these attacks). A runecaster must be at least 4th level to select this lore.

Madness Ward: The runecaster's wards do more than sear flesh—they sear the mind. A creature that takes damage from the ward takes an additional 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the ward by 2d6 (so a ward that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness ward is reduced by 1 for each madness ward that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage. A runecaster must be at least 12th level to select this lore.

Password: The runecaster may inscribe his wards so that they might be bypassed by speaking a password. You set the password at the time of scribing. Though voiceless, a runecaster's ward can still recognize his "spoken" password. Any who speak the password may pass by the ward without the ward detonating.

Quick Healing: The runecaster marks himself with runes of healing and luck. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this manner for every 2 runecaster levels he possesses. If the runecaster falls unconscious because of hit point damage and he still has healing available from this ability, the ability activates automatically each round until he is conscious again or the ability is depleted for the day.

Reincarnation: You know the list of your ancestors and speak the true path of your own soul into existence. When you are killed, you may automatically reincarnate (as the spell) 1 day later. The reincarnated runecaster appears in a safe location within 1 mile of your previous

body. At will for the next 7 days, you can sense the presence of your remains as if using locate object as a spell-like ability. If you are killed during these 7 days, you remain dead and do not reincarnate. The reincarnation ancient lore does not function if the runecaster is slain by a death effect. A runecaster with this lore cannot be raised from the dead or resurrected, though you can be reincarnated. A runecaster must be at least 6th level to select this lore.

Runeforged: A runecaster that selects this lore gains a bonus item creation feat. You may select this ancient lore several times.

Scent: The runecaster summons an animal totem into himself. Whenever he activates his fleshrunes, he gains the Scent ability and can use this ability to locate unseen foes (see Special Abilities for rules on the scent ability).

Shock Ward: When the runecaster creates a ward, he can choose to have it inflict electricity damage. Creatures that take damage from a shock ward are dazzled for 1d4 rounds.

Siege Ward: The runecaster may attune the ward to activate against siege weapons. This ward may only be placed on the walls of a city, town, or settlement. Whenever a siege weapon (such as a battering ram or scaling ladder) comes within 20 feet of the siege ward, the ward explodes outward towards the foes in a 20 ft. cone. This ward does damage as normal for the runecaster's level (or does another energy type, if the runecaster is capable of modifying his wards in that way) to all in the cone. A runecaster must be at least 12th level and possess the exclusion lore to select this lore.

Sunlight Ward: The runecaster can scribe wards that explode with a searing radiance equivalent to that of sunlight and that act as blinding wards. Undead, fungi, molds, oozes, slimes, and creatures to which sunlight is harmful or unnatural take +2 damage per die from the ward. Undead that are harmed by sunlight and that fail their saves against the ward are staggered for 1 round. A runecaster must be at least 10th level and possess the blinding ward lore to select this lore.

Suppress Ward: When a runecaster makes a save against a magical ward, glyph, symbol, sigil, or similar written trap, as an immediate action he may attempt a Spellcraft check against the same DC to delay the trap's effects for 1d6 rounds. Once the delay is over, the trap has its normal effect. A runecaster must be at least 10th level to select this lore.

Swift Scribe: The runecaster may scribe up to two scrolls per day, so long as the total market price of all scrolls scribed that day does not exceed 1,000 gp. The

runecaster reduces the casting time of all symbol spells to 1 minute.

Tanglefoot Ward: A creature that takes damage from a tanglefoot ward must save against the ward's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag.

Thoughttrune: The runecaster gains the ability to paint runes on his body that summons an ancient spirit to infuse him with wit and wisdom. As a converse to fleshrunes, a thoughttrune enhances one mental ability score at the expense of a physical ability score. If the thoughttrune enhances his Intelligence, it applies a penalty to his Strength. If it enhances his Wisdom, it applies a penalty to his Dexterity. If it enhances his Charisma, it applies a penalty to his Constitution. Otherwise, this ability works just like the fleshrune ability (including the natural armor bonus). Anytime the runecaster would inscribe a fleshrune, he may instead inscribe a thoughttrune. All limitations of fleshrunes apply to thoughttrune as if they were the same ability - a runecaster can only maintain one fleshrune or thoughttrune at a time, etc. When the effect of the thoughttrune ends, the runecaster takes 2 points of ability damage to the ability score penalized by the thoughttrune. The persistent fleshrune class ability applies to thoughttrunes.

ANCIENT SECRETS

One of the following ancient secrets can be selected by a runecaster that reached 20th level.

Forge Artifact: You learn the runes of power that are necessary to craft minor artifacts. Choose one minor artifact. You can, with one day of work, forge this minor artifact without cost. You may only create one minor artifact per month in this way.

Godspeak: You attain a fraction of the power used in The Calling, and may ask one question of the gods each day, whereby they will provide a yes or no answer.

Immortality: The elves of old, it is said, were immortal. You claim this right for yourself, writing secret runes of life on your heart. You no longer age and take no age penalties. Any age penalties you are currently suffering are removed.

Lifescars: The runecaster's flesh is scored with scars that form glyphs. The runes will knit together even if damaged—the runecaster gains fast healing 5.

True Fleshrunes: The runecaster's fleshrunes now grants a +8 natural armor bonus and a +8 enhancement bonus to Strength, Dexterity, and Constitution. The runecaster

takes a –2 penalty to his Intelligence, Wisdom, and Charisma as long as the fleshrunes remain active. A runecaster must possess the grand fleshrune lore to select this lore.

Wisdom of the Elders: Your power over symbols has opened your mind to the whispers of your ancestors. Increase your Intelligence score permanently by 2 points.

RUNECASTER WORD LIST

Words marked by an asterisk (*) are boosted versions of lower level words. A wordcaster only needs to learn the base versions of a word in order to be able to cast its boosted version. Descriptions of all these words are found in *Ultimate Magic*.

1st Level Words

Alignment Shield (Alignment), *Decipher* (Language), *Force Shield* (Armor), *Fortify* (Body), *Friendship* (Command), *Glide* (Flight), *Nature's Calm* (Animal), *Radiance* (Illumination), *Sense Alignment* (Detection), *Servitor I* (Summoning), *Simple Order* (Command), *Shock Arc* (Electricity), *Spook* (Fear), *Wrack* (Pain)

2nd Level Words

Discordant Note (Sonic), *Energy Resistance* (Body), *Enhance Body* (Body), *Float* (Flight), *Force Bolt* (Force), *Gloom* (Illumination), *Paralyze Humanoid* (Binding), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Wild Lure* (Animal)

3rd Level Words

Altered Form (Change), *Complex Order* (Command), *Dimensional Hop* (Teleportation), *Far Sight* (Divination), *Lightning Blast* (Electricity), *Servitor III* (Summoning), *Soar* (Flight), *Sonic Blast* (Sonic), *Terror* (Fear), *Translate* (Language)

4th Level Words

Alignment Assault (Alignment), *Bestial Form* (Change), *Borrow Future* (Time), *Crush Will* (Command), *Paralyze Creature* (Binding), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning)

5th Level Words

Grave Bane (Death), *Force Blast* (Force), *Monstrous Form* (Change), *Nature's Command* (Animal), *Resist Arcana* (Dispelling), *Servitor V* (Summoning)

6th Level Words

Ball Lightning (Electricity), *Energy Immunity* (Body),
Locate (Divination), *Unfetter* (Gravity)

SAMPLE CHARACTER

Faunra hails from the Gardens of Meynon, the lands blessed by Aleria, the Goddess of beauty, healing, and plants. Faunra acts as a neutral arbitrator of the law and defender of the peace within the Gardens. Though not a skilled diplomat, her familiarity of multiple languages allows her to resolve many misunderstandings.

FAUNRA (CR 1/2; XP 200)

Female elf runecaster 1

N Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +1

DEFENSES

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 8 (1d8)

Fort +2, **Ref** +4, **Will** -1; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6) or porphyrite dagger +0 (1d4)

Ranged sling +2 (1d4); 10 sling bullets

Special Attacks ward (4 active; 1d6+3 fire; R, DC 13)

Runecaster Words Per Day (2; CL 1st; concentration +4)

Effects—*alignment shield* (1st), *nature's calm* (1st) (W, DC 14), *servitor I* (1st), *shock arc* (1st) (R, DC 14)

Meta—*boost* (0th), *distant* (0th)

Target—*barrier* (3rd), *burst* (1st), *cone* (0th), *line* (1st), *personal* (0th), *selected* (0th)

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 12

Feats Attuned to the Wild (Plains)^{ARG}

Skills Craft (alchemy) +7, Fly +6, Knowledge (arcana) +7, Knowledge (nature) +7, Linguistics +7, Spellcraft +7, Use Magic Device +6; **Racial Modifiers** +2

Perception

Languages Celestial, Common, Elven, Old Porphyran, Orc, Sylvan

SQ elven magic, fleshrune, voiceless, weapon familiarity

Gear alchemist kit, belt pouch (23 gp), formula book, guard dog, wrist sheath

These two feats round out the information on the runecaster class.

Extra Wards

You can have more activate wards inscribed at one time.

Prerequisite: Wards class feature

Benefit: You can create two additional words per day.

Special: You can gain Extra Wards multiple times. Its effects stack.

Extra Ancient Lore

You have discovered an additional piece of ancient lore.

Prerequisite: Ancient lore class feature.

Benefit: You gain one additional piece of ancient lore. You must meet all of the prerequisites for this ancient lore.

Special: You can gain Extra Ancient Lore multiple times.



FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of runecaster, the following races have the option of choosing an alternate bonus depending on their race.

Aasimar: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity, or fire). Each time this reward is selected, increase the energy resistance by +1. This energy resistance does not stack with other sources.

Anumus: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Avoodim: Add +1 on Linguistic checks to decipher writing in an unfamiliar language or in an incomplete or archaic form.

Blue: Add +1/2 to ward damage.

Boggard: Add +10 minutes to fleshrune duration.

Boggle: Add +1/2 to the number of active wards that the runecaster can create.

Catfolk: Add +1 foot to the burst radius of the runecaster's wards. This option has no effect unless the runecaster has selected it 5 times.

Changeling: Add +1/2 to the number of active wards that the runecaster can create.

Dark Folk: Add +1/2 to ward damage.

Dhampir: Add +1/2 to ward damage.

Dhosari: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Dragonblood: The runecaster gains a +1/6 of a new ancient lore.

Dromite: Add a +1 on Perception to notice traps involving magical writing and +1 Disable Device to disable them.

Drow: Add one wordspell formula from the runecaster list to the character's formula book. This wordspell must be at least on level below the highest-level wordspell the alchemist can use.

Duergar: Add +10 minutes to fleshrune duration.

Dwarf: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Elan: Add +1 foot to the burst radius of the runecaster's wards. This option has no effect unless the runecaster has selected it 5 times.

Elf: Add one wordspell formula from the runecaster list to the character's formula book. This wordspell must be at least on level below the highest-level wordspell the alchemist can use.

Entobian: Add +1 on Linguistic checks to decipher

writing in an unfamiliar language or in an incomplete or archaic form.

Erkuna: The runecaster gains a +1/6 of a new ancient lore.

Eventual: Add +10 minutes to fleshrune duration.

Fetchling: Add +1 foot to the burst radius of the runecaster's wards. This option has no effect unless the runecaster has selected it 5 times.

Feykissed: Add +10 minutes to fleshrune duration.

Forlarren: Add +1/2 to ward damage.

Gillmen: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Goblin: Add +1/2 to ward damage.

Gnome: Add +1 foot to the burst radius of the runecaster's wards. This option has no effect unless the runecaster has selected it 5 times.

Grindylow: Add +1/2 to the number of active wards that the runecaster can create.

Gripli: Add +1 foot to the burst radius of the runecaster's wards. This option has no effect unless the runecaster has selected it 5 times.

Half-Cyclops: The runecaster gains a +1/6 of a new ancient lore.

Half-Elf: Add one wordspell formula from the runecaster list to the character's formula book. This wordspell must be at least on level below the highest-level wordspell the alchemist can use.

Half-Giant: The runecaster gains a +1/6 of a new ancient lore.

Half-Harpy: Add +1/2 to ward damage.

Half-Medusa: The runecaster gains a +1/6 of a new ancient lore.

Half-Orc: Add +1/2 to ward damage.

Half-Ogre: Add +10 minutes to fleshrune duration.

Half-Rakshasa: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity, or fire). Each time this reward is selected, increase the energy resistance by +1. This energy resistance does not stack with other sources.

Halfling: Add +10 minutes to fleshrune duration.

Hhundi (Kripar): Add +1/2 to the number of active wards that the runecaster can create.

Hobgoblin: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Human: Add one wordspell formula from the runecaster list to the character's formula book. This wordspell must be at least on level below the highest-level wordspell the alchemist can use.

Ifrit: Add +1/2 to ward damage.

Ith'n Ya'roo: Add +10 minutes to fleshrune duration.

Kitsune: Add +1 on Linguistic checks to decipher writing in an unfamiliar language or in an incomplete or archaic form.

Kobold: Add a +1 on Perception to notice traps involving magical writing and +1 Disable Device to disable them.

Kval: Add +1/2 to ward damage.

Living Ghoul: Add +10 minutes to fleshrune duration.

Lizardfolk: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Maenad: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity, or fire). Each time this reward is selected, increase the energy resistance by +1. This energy resistance does not stack with other sources.

Mahrog: Add +10 minutes to fleshrune duration.

Merfolk: The runecaster gains a +1/6 of a new ancient lore.

Mogogol: Add +1/2 to the number of active wards that the runecaster can create.

Muse: The runecaster gains a +1/6 of a new ancient lore.

Nagaji: Add +1/2 to the number of active wards that the runecaster can create.

Numistian: Add +1 on Linguistic checks to decipher writing in an unfamiliar language or in an incomplete or archaic form.

Oakling: Add one wordspell formula from the runecaster list to the character's formula book. This wordspell must be at least on level below the highest-level wordspell the alchemist can use.

Obitu: Add a +1 on Perception to notice traps involving magical writing and +1 Disable Device to disable them.

Ogrillon: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Ophiduan: The runecaster gains a +1/6 of a new ancient lore.

Orc: Add +10 minutes to fleshrune duration.

Oread: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Qi'tar: The runecaster gains a +1/6 of a new ancient lore.

Polkan: Add +10 minutes to fleshrune duration.

Ratfolk: Add +1/2 to ward damage.

Relluk: Add a +1 on Perception to notice traps involving magical writing and +1 Disable Device to disable them.

Samsaran: Add one wordspell formula from the

runecaster list to the character's formula book. This wordspell must be at least on level below the highest-level wordspell the alchemist can use.

Sahuagin: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Saurian: Add +10 minutes to fleshrune duration.

Skulk: Add +1/2 to the number of active wards that the runecaster can create.

Squole: Add +10 minutes to fleshrune duration.

Strix: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Svirfneblin: Add +1/2 to ward damage.

Sylph: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity, or fire). Each time this reward is selected, increase the energy resistance by +1. This energy resistance does not stack with energy resistance from other sources.

Taddol: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Tengu: Add a +1 on Perception to notice traps involving magical writing and +1 Disable Device to disable them.

Tiefling: Add +1 on Linguistic checks to decipher writing in an unfamiliar language or in an incomplete or archaic form.

Undine: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity, or fire). Each time this reward is selected, increase the energy resistance by +1. This energy resistance does not stack with energy resistance from other sources.

Urisk: Add +1/4 to the runecaster's natural armor bonus when using his fleshrune.

Vanara: The runecaster gains a +1/6 of a new ancient lore.

Vishkanya: Add +1/2 to the number of active wards that the runecaster can create.

Wayang: Add +10 minutes to fleshrune duration.

Xax: Add a +1 on Perception to notice traps involving magical writing and +1 Disable Device to disable them.

Xeph: Add +10 minutes to fleshrune duration.

Xesa: Add +1/2 to the number of active wards that the runecaster can create.

Zendiqi: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity, or fire). Each time this reward is selected, increase the energy resistance by +1. This energy resistance does not stack with energy resistance from other sources.

Zif: Add +1 on Linguistic checks to decipher writing in an unfamiliar language or in an incomplete or archaic form.

RUNEREAPER

There is power in death. There is power in blood. There is power in battle. The runereaper opens these gates and lets the power flow.

The runereaper crafts runes as vessels for the energies that war and conflict create. As battle rages around him, these runes pulse with magical energy. The runereaper releases the energy to perform stunning and terrifying feats, scattering his foes before him like wind scatters the chaff of wheat.

Though the runereaper uses magical powers in the symbols that he cuts into his skin, he does not consider his powers to be arcane in nature. Rune magic is a deeper magic than the arcane or even the divine. Rune magic is the resonant magic of life – and death. It is a primitive magic that reflects the world as it once was, not as it might be. Indeed, the runereaper's strange powers often make him an effective foe against more modern magic users, who would seek to change the world to suit their own twisted desires.

Bloodrunes were first developed by orcs in ancient Porphyra. The runereapers were originally warrior-

chiefs of Azagor, who brutally fought one another for defensible territory and resources in a land ruled by despotic elemental overlords. The reign of the runereapers ended with the fall of those elementals during the NewGod Wars, however, as their primary function was no longer necessary.

Today, most runereapers are found in the gladiatorial pits of the Jheriak Continuance. In the slave pits, experienced gladiators slice the bloodrunes into the flesh of the younger ones to try and make them into worthy warriors. A few have marveled at the prowess of those fighters and sought to master the secret of the bloodrunes themselves.

Note: The runereaper is a variant class for the barbarian base class.

Role: The runereaper is a devastating fighter against multiple small enemies. Each death feeds his fury. Whereas other fighters slowly are burned out by small, weak enemies, the runereaper only grows more powerful as he cuts through their ranks.

Table 1-2: The Runereaper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bloodlust, Bloodrune power, Bonus Feat
2nd	+2	+3	+0	+0	Bloodrune power, uncanny dodge
3rd	+3	+3	+1	+1	Scarred body +1
4th	+4	+4	+1	+1	Bloodrune power
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Bloodrune power
7th	+7/+2	+5	+2	+2	Armor runes +1
8th	+8/+3	+6	+2	+2	Bloodrune power
9th	+9/+4	+6	+3	+3	Scarred body +2
10th	+10/+5	+7	+3	+3	Bloodrune power, Armor runes +2
11th	+11/+6/+1	+7	+3	+3	Spell Resistance
12th	+12/+7/+2	+8	+4	+4	Bloodrune power
13th	+13/+8/+3	+8	+4	+4	Armor runes +3
14th	+14/+9/+4	+9	+4	+4	Indomitable will, Bloodrune power
15th	+15/+10/+5	+9	+5	+5	Scarred body +3
16th	+16/+11/+6/+1	+10	+5	+5	Bloodrune power, Armor runes +4
17th	+17/+12/+7/+2	+10	+5	+5	Runic Fury
18th	+18/+13/+8/+3	+11	+6	+6	Bloodrune power
19th	+19/+14/+9/+4	+11	+6	+6	Armor runes +5
20th	+20/+15/+10/+5	+12	+6	+6	Reaper of Souls, Bloodrune power

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The runereaper's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Linguistics (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the runereaper.

Weapon and Armor Proficiency: A runereaper is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Bloodlust (Ex): A runereaper's eagerness for battle lends him special ferocity when it is first joined. During the first round of combat, a runereaper adds +1d6 damage to all of his attacks. This damage is not multiplied on a critical hit. At 5th level, this damage bonus increases to +1d8. At 10th level, this damage bonus increases to +1d10. At 15th level, this damage bonus increases to +1d12.

Runes: Runereapers cut glyphs of power into their own flesh. When battle rings around them, these runes glow with arcane fury. A runereaper gains a number of rune points equal to their Strength modifier. His rune points goes up or down throughout the day, but usually cannot go higher than his Strength modifier (minimum 1). A runereaper spends runes to activate bloodrune powers. Activating a bloodrune power he knows as an immediate action that does not provoke an attack of opportunity.

Whenever the runereaper defeats an enemy combatant, he regains one daily rune point, up to his maximum number of uses per day. Defeating a foe usually involves reducing the target to 0 hit points or fewer, but the GM might rule that an enemy who surrenders or flees the

battle is also defeated.

Bloodrune Powers: At first level, the runereaper gains his first bloodrune. He gains his second bloodrune at 2nd level, and then an additional bloodrune every two levels of runereaper attained after 2nd level. Unless otherwise noted, a runereaper cannot select an individual bloodrune more than once.

Bonus Feat: At 1st level, runereapers gain a bonus feat from the following list: Catch-Off Guard, Dodge, Exotic Weapon Proficiency, Improved Initiative, Intimidating Prowess, Toughness, or Weapon Focus

Uncanny Dodge (Ex): At 2nd level, a runereaper gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A runereaper with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

If a runereaper already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Scarred Body (Ex): At 3rd level, the runereaper gains a +1 dodge bonus to AC and a +1 morale bonus on Intimidate checks when wearing no armor (shields are allowed). This bonus increases by +1 for every six levels after 3rd.

Improved Uncanny Dodge (Ex): At 5th level and higher, a runereaper can no longer be flanked. This defense denies a rogue the ability to sneak attack the runereaper by flanking her, unless the attacker has at least four more rogue levels than the target has runereaper levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Armor Runes (Ex): At 7th level, the runereaper gains a +1 natural armor bonus to AC when wearing no armor (shields are allowed). This bonus increases by +1 for every three levels beyond 7th.

Spell Resistance (Ex): The magical potency of the runereaper's bloodrunes protects him against sorcerous attacks. At 11th level, the runereaper gains spell resistance equal to his character level + his Constitution modifier.

Indomitable Will (Ex): A runereaper of 14th level or higher gains a +4 morale bonus on Will saves to resist

enchantment spells.

Runic Fury (Ex): Every enemy felled invigorates you. At 17th level, when you activate a bloodrune, you also gain your bloodlust bonus to damage for that round.

Reaper of Souls (Ex): The runereaper's heart thrums with the beat of the war drums, attuned to the pace of

Bloodrunes	Prerequisites	Benefits
Auroch Rune (Ex)	-	Remove your frightened and shaken conditions
Bear Rune (Ex)	Runereaper 8	Reroll a failed Fortitude save
Broken Sword (Ex)	-	When sundering an unattended object, ignore hardness
Broken Wand Rune (Su)	Runereaper 6	Sunder spells with a combat maneuver check
Cat Rune (Ex)	Runereaper 8	Reroll a failed Reflex save
Centipede Rune (Ex)	Runecaster 10	Gain blindsense 60' for a moment
Claw Rune (Ex)	-	Deal extra damage with a single blow
Crooked Road Rune (Ex)	-	Make a trip attack in place of a melee attack
Crouching Man Rune (Ex)	-	Make an opportunity attack using your bloodlust
Chariot Rune	-	Climb or swim at normal land speed
Curved Axe Rune (Ex)	Runereaper 12	Automatically confirm a critical hit
Dancing Man Rune (Ex)	Runereaper 8	Enemies provoke attacks of opportunity even when they normally wouldn't
Elemental Rune(Su)	Runereaper 8	Gain energy resistance against a specific type of energy
Elfbane Rune	Runereaper 8	Create problems for spellcasters casting near you
Fen Rune (Ex)	-	Remove your nauseated and sickened conditions
Full Moon Rune (Ex)	-	Roll twice when disbelieving an illusion
Giant Rune (Ex)	-	Gain a Strength bonus on Combat Maneuver Checks
Golem Rune (Su)	Runereaper 10, elfbane rune	Take a second saving throw and gain temporary hit points
Hunter Rune (Ex)	-	Double move as an immediate action when an opponent withdraws
Iron Rune (Su)	Runereaper 10	Gain ½ runereaper level DR until next turn
Life Rune (Ex)	-	Stabilize when at negative hit points
Life Rune, Greater (Ex)	Runereaper 6, life rune	Convert more damage to nonlethal damage
Lightning Rune	-	Gain a +4 bonus to initiative
Luck Rune (Su)	-	Gain a bonus on a roll
Oak Rune (Ex)	Runereaper 10	Convert lethal damage to nonlethal damage
Owl Rune (Ex)	Runereaper 8	Reroll a failed Will save
Quake Rune (Ex)	Runereaper 6	Attack the ground to create difficult terrain
Quake Rune, Greater (Ex)	Runereaper 8, quake rune	Extend quake rune's radius of difficult terrain
Running Hare Rune (Ex)	Runereaper 4	Move at x3 or x6 speed
Shipwreck Rune (Ex)	-	Make a bull rush in place of a melee attack
Spear Rune (Ex)	Runereaper 8	Deal Strength or Dexterity damage with your attacks

Standing Man Rune (Ex)	Runereaper 4	Heal damage to yourself
Star Rune (Ex)	-	Gain a bonus on saving throws
Storm-Eater Rune (Su)	Runereaper 12, elemental rune	Absorb energy to gain temporary hit points
Thorn Rune (Ex)	Runereaper 10	Provoke attacks of opportunity to get extra attacks
Thunder Rune	-	Gain Improved Unarmed Strike and Two-Weapon Fighting if you wield no weapon

battle. The runereaper always acts first in combat; after initiative has been determined, if the runereaper did not have the highest initiative count, his count is increase to that of the top count +1. If there is another 20th level runereaper (or anyone else with similar initiative enhancing powers), the runereaper rolls normally against that person to determine who goes first between them, but they both still act ahead of everyone else.

Furthermore, whenever a runereaper defeats an enemy and regains a rune point, he may immediately take an additional standard action.

BLOODRUNES

The following bloodrunes may be selected by any runereaper who has an open bloodrune slot and meets any prerequisites listed in the description.

Auroch Rune: When you activate the rune, you immediately cure yourself of the frightened and shaken conditions.

Bear Rune: You may reroll a failed Fortitude save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. A runereaper must be at least 8th level to select this bloodrune.

Broken Sword Rune: Upon activation, until the end of your turn, when you make an attack against an unattended object or attempt a sunder combat maneuver, you can ignore the object's hardness. This power must be used before the attack roll or sunder check is made.

Broken Wand Rune: You must activate this rune on your turn. You may then attempt to sunder an ongoing spell effect by making a combat maneuver check. For any effect other than one on a creature, you must make your combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, you must succeed at a normal sunder combat maneuver against the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If successful,

you suppress the effect for 1 round, or 2 rounds if you exceed the CMD by 5 to 9. If you exceed the CMD by 10 or more, the effect is dispelled. A runereaper must be at least 6th level to select this bloodrune.

Cat Rune: You may reroll a failed Reflex save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. A runereaper must be at least 8th level to select this bloodrune.

Centipede Rune: When activated, until the end of your turn, you have blindsense 60 ft. If you already have blindsense, the range of your blindsense increases by 60 ft. A runereaper must be at least 10th level to select this bloodrune.

Claw Rune: You gain a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels you have attained. This power must be activated before the roll to hit is made.

Crooked Road Rune: When activated, you can make a trip attempt against one target in place of a melee attack. You gain a +4 bonus to this trip attempt. If successful, the target takes damage equal to your Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Crouching Man Rune: Activate this rune when an opponent provokes an attack of opportunity. You may make an attack of opportunity against them, even if you do not have the ability to make any more attacks of opportunity that round.

Chariot Rune: When activated, you gain a natural climb speed and a natural swim speed equal to your land speed until the end of your turn.

Curved Axe Rune: When you score a potential critical hit, you may activate this rune to automatically confirm a critical hit. A runereaper must be at least 12th level to select this bloodrune.

Dancing Man Rune: Activate this rune to make an attack of opportunity against a foe that moves into any square threatened by you, regardless of whether or not that movement would normally provoke an attack of

opportunity. A runereaper must be at least 8th level to select this bloodrune.

Elemental Rune: Upon selecting this bloodrune power, choose an energy type. You can reduce damage by half from a single attack against energy attacks of this type. The energy type is chosen when this bloodrune is selected and it cannot be changed. This bloodrune can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. A runereaper must be at least 8th level to select this bloodrune.

Elfbane Rune: When activated, the DC to cast spells defensively increases by +4 for all enemies that are within your threatened area. This increase to casting spells defensively only applies if you're aware of the enemy's location and capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply. Furthermore, enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you. This power lasts until the end of your next turn. A runereaper must be at least 8th level to select this bloodrune.

Fen Rune: When you activate the rune, you immediately cure yourself of the sickened and nauseated conditions.

Full Moon Rune: Activate this rune to roll twice to negate the miss chance due to concealment or invisibility or Will saving throws to disbelieve illusions, taking the better of the two rolls.

Giant Rune: When activated, you add your runereaper level on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you.

Golem Rune: When you fail a saving throw against a spell, supernatural ability, or spell-like ability, you can activate this rune and reroll the saving throw against the effect. If you succeed at the second saving throw, you're not affected by the spell, supernatural ability, or spell-like ability and gain a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage is applied to them or the end of combat, whichever occurs first. A runereaper must be at least 10th level and possess the elfbane bloodrune to select this bloodrune.

Hunter Rune: You can activate this rune to move up to double your normal speed as an immediate action but you can only use this ability when an adjacent foe uses a withdraw action to move away from you. You must

end your movement adjacent to the enemy that used the withdraw action. You provoke attacks of opportunity as normal during this movement.

Iron Rune: When you activate this rune, you gain DR equal to $\frac{1}{2}$ your runereaper level until the end of your next turn. A runereaper must be at least 10th level to select this bloodrune.

Life Rune: You may activate this rune if you would be reduced below 0 hit points and 1 hit point of lethal damage per runereaper level is converted to nonlethal damage. If you activate it when you are at negative hit points due to lethal damage, you immediately stabilize.

Greater Life Rune: When using the Life Rune power, 1 additional hit point of lethal damage per runereaper level is converted to nonlethal damage. A runereaper must be at least 6th level and possess the life bloodrune to select this bloodrune.

Lightning Rune: When activated, you gain a +4 bonus to your initiative roll.

Luck Rune: When you activate this rune, you gain a +1d6 bonus on one d20 roll you have just made. You can activate this rune after seeing the result of the d20 roll.

Oak Rune: By using this rune, you try to avoid serious harm from an attack. You must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. Your armor check penalty applies on this saving throw. If the save succeeds, you take half damage from the attack and the damage is nonlethal. You must elect to activate this rune after the attack roll is made, but before the damage is rolled. A runereaper must be at least 10th level to select this bloodrune.

Owl Rune: You may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. A runereaper must be at least 8th level to select this bloodrune.

Quake Rune: You must activate this rune on your turn. When activated, you can attack the floor around you as a standard action. This attack automatically hits and deals damage normally. If you manage to deal more damage than the floor's hardness, the space you occupies and all of the squares adjacent to you become difficult terrain. All creatures except for you in this area must make a DC 15 Reflex save or be knocked prone. A runereaper must be at least 6th level to select this bloodrune.

Greater Quake Rune: When using the quake rune power, the runereaper can extend the radius of the effect by 5 feet. This bloodrune power can be selected up to

three times, and its effects stack. A runereaper must be at least 8th level and possess the quake bloodrune to select this bloodrune.

Running Hare Rune: You may activate this rune on your turn to use a single full-round run action to move up to 6 times your speed or a single full-round charge action to move up to 3 times your speed. A runereaper must be at least 4th level to select this bloodrune.

Shipwreck Rune: When activated, you can make a bull rush attempt against one target in place of a melee attack. You gain a +4 bonus to this bull rush attempt. If successful, the target takes damage equal to your Strength modifier and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Spear Rune: While using this rune, in addition to your normal damage, the runereaper deals 1 point of ability damage to the target's Strength or Dexterity score for every four class levels the runereaper has attained. The target can attempt a Fortitude saving throw (DC 10 + 1/2 the runereaper's level + the runereaper's Strength modifier) to halve this ability damage. This enhancement lasts until the end of your next turn. A runereaper must be at least 8th level to select this bloodrune.

Standing Man Rune: Upon activation, you heal 1d8 points of damage + your Constitution modifier. For every four levels you have attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. Using this power leaves you vulnerable, however; you take a -2 penalty to AC until the end of your next turn when you activate this rune. This power can be used only once per day. A runereaper must be at least 4th level to select this bloodrune.

Star Rune: You gain a +3 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities when you activate this rune. This bonus lasts until the end of your next turn. This bonus increases by +1 for every 4 levels you have attained.

Storm-Eater Rune: Upon selecting this bloodrune power, choose an energy type. While this rune is activated you can absorb energy from a single attack of your chosen energy type. You do not make a saving throw against the effect but take no damage from it, instead gaining 1 temporary hit point per 3 points of damage the attack would have inflicted. These temporary hit points last until the end of the battle. This bloodrune can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. A runereaper must be at least 12th level and possess the

elemental bloodrune to select this bloodrune.

Thorn Rune: When activated, whenever you suffer an attack of opportunity, you may make a counterattack at your full attack bonus against your attacker, resolved after the attack of opportunity. This power lasts until the end of your next turn. A runereaper must be at least 10th level to select this bloodrune.

Thunder Rune: When activated, you're treated as if you have the Improved Unarmed Strike and Two-Weapon Fighting feats until the end of your turn. Your unarmed strikes deal 1d8 points of damage (1d6 if you're Small).

SAMPLE CHARACTER

Kruisk fights in the gladiator pits of the Jheriak Continuance. Though not as blood-thirsty as some of the other opponents, Kruisk has demonstrated a level of situational awareness not commonly seen among half-orcs. He has gained a lot of favor from the crowds that he kills for, now he just needs to locate a means of escape.

KRUIISK (CR 1/2; XP 200)

Male half-orc runereaper 1

N Medium humanoid (human, orc)

Init +4; **Senses** darkvision; Perception +1

DEFENSE

AC 13, touch 10, flat-footed 13

(+1 armor, +2 shield)

hp 14(1d12+2)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 30 ft.

Melee sickle+4 (1d6+3)

Ranged chakram +1 (1d8+3)

Special Attacks bloodlust +1d6, orc ferocity

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 14

Feats Extra Bloodrune Power, Improved Initiative,

Skills Climb +7, Intimidate +7, Survival +5; **Racial**

Modifiers +2 Intimidate

Languages Common, Orc

SQ bloodrunes (crooked road, luck), rune (3), weapon familiarity

Combat Gear vial of antitoxin; **Gear** barbarian's kit, belt pouch (7 gp), 2 chakram, heavy wooden shield, khopesh, leather armor

These two feats round out the information on the runereaper class.

Extra Bloodrune Power

You have unlocked a new bloodrune.

Prerequisite: Bloodrune power class feature.

Benefit: You gain one additional bloodrune power. You must meet all of the prerequisites for this bloodrune power.

Special: You can gain Extra Bloodrune Power multiple times.

Extra Rune Points

You have more rune points uses than the average runereaper.

Prerequisites: Bloodrune class feature.

Benefit: You gain 2 extra rune points at the start of each day, and your runepoints increases by 2.

Normal: If you are a runereaper, you gain your Strength modifier in rune points at the start of each day, which is also your maximum rune.

Special: If you possess levels in the runereaper class, you can take this feat multiple times.

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of runereaper, the following races have the option of choosing an alternate bonus depending on their race.

Aasimar: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Anumus: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Avoodim: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Blue: Add +1/4 initiative bonus.

Boggard: Add +1/4 point to the runereaper's rune points.

Boggle: Add +1/5 rounds that bloodlust is active.

Catfolk: Add +1/4 initiative bonus.

Changeling: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Dark Folk: Add +1/5 rounds that bloodlust is active.

Dhampir: Add +1/3 points of spell resistance.

Dhosari: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Dragonblood: Add +1 to the runereaper's CMD to

resist grapple and bull rush.

Dromite: Add +1/4 point to the runereaper's rune points.

Drow: Add +1/3 points of spell resistance.

Duergar: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Dwarf: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Elan: Add +1/5 rounds that bloodlust is active.

Elf: Add +1/4 initiative bonus.

Entobian: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Erkunaec: Add +1/4 point to the runereaper's rune points.

Eventual: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Fetchling: Add +1/5 rounds that bloodlust is active.

Feykissed: Add +1/4 initiative bonus.

Forlarren: Add +1/3 points of spell resistance.

Gillmen: Add +1/3 on critical hit confirmation



rolls made with a weapon in which the runereaper has Weapon Focus.

Goblin: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Gnome: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Grindylow: Add +1/5 rounds that bloodlust is active.

Gripli: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Half-Cyclops: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Half-Elf: Add +1/5 rounds that bloodlust is active.

Half-Giant: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Half-Harpy: Add +1/4 initiative bonus.

Half-Medusa: Add +1/3 points of spell resistance.

Half-Orc: Add +1/4 point to the runereaper's rune points.

Half-Ogre: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Half-Rakshasa: Add +1/5 rounds that bloodlust is active.

Halfling: Add +1/4 initiative bonus.

Hhundi (Kripar): Add +1/5 rounds that bloodlust is active.

Hobgoblin: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Human: Add +1/4 point to the runereaper's rune points.

Ifrit: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Ith'n Ya'roo: Add +1/4 point to the runereaper's rune points.

Kitsune: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Kobold: Add +1/4 initiative bonus.

Kval: Add +1/3 points of spell resistance.

Living Ghoul: Add +1/4 point to the runereaper's rune points.

Lizardfolk: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Maenad: Add +1/4 initiative bonus.

Mahrog: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Merfolk: Add +1/5 rounds that bloodlust is active.

Mogogol: Add +1/4 point to the runereaper's rune points.

Muse: Add +1/4 natural armor bonus.

Nagaji: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Numistian: Add +1/3 points of spell resistance.

Oakling: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Obitu: Add +1/5 rounds that bloodlust is active.

Ogrillon: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Ophidian: Add +1/4 natural armor bonus.

Orc: Add +1/4 point to the runereaper's rune points.

Oread: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Qi'tar: Add +1/3 points of spell resistance.

Polkan: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Ratfolk: Add +1/4 initiative bonus.

Relluk: Add +1/4 point to the runereaper's rune points.

Samsaran: Add +1/4 natural armor bonus.

Sahuagin: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Saurian:

Skulk: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Squole: Add +1/3 points of spell resistance.

Strix: Add +1/4 initiative bonus.

Svirfneblin: Add +1/4 natural armor bonus.

Sylph: Add +1/4 initiative bonus.

Taddol: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Tengu: Add +1/3 on critical hit confirmation rolls made with a weapon in which the runereaper has Weapon Focus.

Tiefling: Add +1/4 point to the runereaper's rune points.

Undine: Add +1/4 natural armor bonus.

Urisk: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Vanara: Add +1/4 natural armor bonus.

Vishkanya: Add +1/3 points of spell resistance.

Wayang: Add +1/5 rounds that bloodlust is active.

Xax: Add +1/3 points of spell resistance.

Xeph: Add +1/4 initiative bonus.

Xesa: Add +1/4 natural armor bonus.

Zendiqi: Add +1/2 to the DC of opponents to cast defensively when threatened by the runereaper.

Zif: Add +1/3 points of spell resistance.

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