The Genius Guide to: Feats of Runic Might II

Runes are an ancient form of writing often linked to strange and magical powers. In history, runes are nearly two-thousand-year-old alphabets whose origins remain shrouded in mystery. In legend, wizards, shamans, and warriors use runes to imbue the places, items, and people on which they are inscribed with fantastic powers. Some say runes hold the power to foretell the future and even bring the dead back to life.

In *The Genius Guide to Feats of Runic Might*, Super Genius Games presented runes that took the form of magic powers for any character class and set them up so that you could add them easily to any campaign. The idea proved popular enough for us to produce this follow-up product, which provides new Runic feats that follow our first book's lead, as well as gives you new options in the form of Runebound feats. A subcategory of the rune feat, Runebound feats represent runes that a character has tied directly to his own life energy, and this allows him to use several of these feats simultaneously.

Although this book works well with *The Genius Guide to Feats of Runic Might*, the two products are completely independent. All the rules needed for each are presented in their entirety in their respective volumes, and the one feat that any rune-drafter might crave (Rune Mastery) is reprinted here to ensure that those who have only *The Genius Guide to Feats of Runic Might II: Runebinding* aren't missing anything crucial to maximize this product. Every other feat we present here is new. They are fully compatible with those found in *The Genius Guide to Feats of Runic Might*, but they also stand alone as a complete set of new options.

RUNIC AND RUNEBOUND FEATS

Both Runic and Runebound feats involve using magic symbols and glyphs to create magic effects. The process of creating runes (referred to as "drafting" a rune) and gaining magic benefits from them is known as runecrafting, and it is an art similar to, though distinct from, spellcasting. Unlike spellcasting, with determination and patience anyone can learn enough runecrafting to make practical use of his power. Runic feats represent sigils a character has learned to draft and use, but they remain external to the character's own personal mystic energy. Runebound feats also represent magic sigils a character has mastered, but they are connected directly to his personal aura. Runic feats have serious limitations to how many you can use at once, but they gain in strength as you learn more of them. Runebound feats generally don't have the power increase of Runic feats, but they also don't count against the maximum number of Runic feats a character can use at once. Runebound feats count as Runic feats for most other purposes.

Many scholars believe that runecrafting is the oldest form of magic manipulation that mortals used, with the earliest cyclopean empires and witch-lords depending on runecrafting long before magic was well enough understood to allow for the safe use of spells. Many gods and their followers embraced the power of runes, and runes have been the basis of the first magic writings. Runebinding was an advanced form of rune use, and it was developed as the first forms of magic spells came into existence.

Eventually, the more flexible and powerful art of spellcasting eclipsed runecrafting, but a handful of runecrafters find the ease and spontaneity of rune magic valuable enough to keep the old tradition alive. In some cases they've found ways to use it in conjunction with spells. Runic feats represent the art of runecrafting.

Characters can learn just one or two Runic feats as they dabble with aspects of an ancient tradition, or they can dedicate themselves to becoming masters of this nearly forgotten art by learning numerous Runic feats. Although the power of a character's runes grows as he takes additional Runic feats, a character can benefit from only a single rune at a time and can create runes only a limited number of times per day (as detailed below).

Feat	Prerequisites	Benefit
Absorption	Int, Wis, or Cha 17; Improved Counterspell	Absorb energy from counterspelling
Archmage	Int, Wis, or Cha 17; caster level 9	Cast a spell with each hand
Assail	Improved Disarm	Gain a free disarm attempt
Black Parlance	Skill Focus (Linguistics)	Speak a dark rune language
Chakra	Cha 13, level 6	Gain an additional body slot for magic items
Enmity	Proficient with all martial weapons	Declare one foe your special enemy
Fracture	Improved Sunder	Gain a free sunder attempt
Glyphfire	Linguistics 6 ranks, caster level 6	Increase your spell's range, duration, and area
Golden Parlance	Skill Focus (Linguistics)	Speak an inspiring runic language
Ironfist	Shield proficiency	Use your free hand as a shield
Ironskin	Light Armor proficiency	Turn your skin into armor
Isolation	Linguistics 6 ranks, any metamagic feat	Exclude a target caught in your spell's area
Mindtrap	Con 17	Damage those who dare to scry on you or affect your mind
Overwhelm	Improved Trip	Gain a free trip attempt
Precision	Base attack bonus +6	Avoid minimum damage with Dex-based attacks
Rune Binder	Linguistics 9 ranks, three Runic feats	Bind runes from Runic feats
Rune Master	Con or Wis 17, Linguistics 5 ranks	Bind 3 additional runes per day
Shadow Sigil	Stealth 5 ranks	Retain concealment long enough to make a Stealth check
Spell Sigil	Int, Wis, or Cha 17; Spell Focus; Heighten Spell	Increase the DC of one spell
Spellstorm	Int, Wis, or Cha 19; caster level 9	Redirect overkill from spells
Third Eye	Alertness	Perceive auras
Thunderclap	Improved Bull Rush.	Gain a free bull rush attempt
Unravel	Int, Wis, or Cha 17; Improved Counterspell	Counterspell with any spell
Wardbreaker	Base attack bonus +6	Dispel foe's abjuration spells

ACQUIRING RUNE FEATS

The core assumption of *The Genius Guide to Feats of Runic Might 2* is that any character who meets the prerequisites for a Runic or Runebound feat can select it when he has an open feat slot. Some GMs might wish to restrict Runic feats to certain cultures (for example, only characters trained by the Runelords of Eald, or only those from the primitive tribes living in the lost cities of Queltzica). Others might wish to add additional prerequisites (dwarf or orc race, Constitution 13, Magical Aptitude, Skill Focus for Linguistics) to mold rune-based feats to fill a different role for a specific campaign.

RUNIC LITERACY

Both Runic and Runebound feats allow a character to master and create a specific magic rune. All rune-based feats have a prerequisite of "runic literacy," a term that encompasses the set of knowledge needed to perform runecasting. (A few feats in this book, such as Rune Master and Rune Binder, affect how a character manipulates rune feats but are not themselves Runic or Runebound feats.) Some also have other prerequisites, which function normally, but runic literacy is universal to rune-based feats. To have runic literacy, a character must be literate. This is not a heavy burden since player characters in the *Pathfinder Roleplaying Game* are assumed to be literate, unless players and the GM agree there is

a background reason for them not to be. Obviously, the GM has complete discretion over which NPCs are and aren't literate. A character can be literate in runes without being literate in any other language.

Like ordinary literacy, it is presumed that a player character has runic literacy unless the player and GM agree on a specific reason for him not to. Alternatively, the GM might decide that gaining runic literacy requires a player character to dedicate one of his languages known to this endeavor (though we do not recommend that as the default option since runecrafting is meant to be easily available to any character). As a compromise, a GM might decide that some languages (such as Aklo, Dwarven, Giant, and Orc) share a single runic alphabet, and runic literacy requires a character to speak one of these languages.

CREATING AND DISCHARGING A RUNE

Runic and Runebound feats allow you to create or "draft" a rune that has a magic effect. Some runes grant their effect as soon as you draft the rune, others must be invoked before they take effect, and some give one benefit continuously but can be discharged for an additional effect. The details on how each rune feat functions are detailed in the "Benefit" section of the individual feats.

Drafting a rune is a standard action that does not provoke an attack of opportunity. You must have at least one hand free to draft a rune, since you draw it out on yourself or on an item in your possession. The rune

glows slightly (though not enough to make Stealth more difficult), and can be noticed with a DC 15 Perception check. Anyone who sees a rune and has runic literacy can identify it with a DC 15 Linguistics or DC 20 Spellcraft check.

Some runes must be discharged to have an effect, or they have an additional effect when invoked. This normally requires a separate action from drafting the rune, though, with some runes, both drafting and discharging can be performed on the same turn. Also, some runes discharge as a free action. Once discharged, a rune dissipates. A dissipated rune has no further effect (though it can be drafted again).

Drafting a rune takes personal energy, and a character has a limit as to how many times a day she can draft a rune. The total number of runes a character can draft each day is equal to 2 + the number of rune feats (both Runic and Runebound) the character has. Discharging a rune does not take additional energy—it is the act of drafting the magic sigil that draws on the character's mystic resources. No time limit exists for how long a rune can remain active, though if the character who drafted a rune sleeps or is knocked unconscious, all her drafted runes fade.

RUNIC FEATS

Although Runic and Runebound feats both involve the use of runes, they are slightly different. Each Runic feat represents mastery of a single complex mystic symbol that is summoned and controlled as a power external to the character. Learning such symbols takes its toll on both the mind and body of the student. Though learning runes is not the same

as learning spells, the process is similar enough that spellcasters often have an easier time picking up new Runic feats.

Because each Runic feat represents a power the character must control and even wrestle with, a character knows a limited number of them. This limit is the highest of the character's Constitution modifier, his Wisdom modifier, his ranks in Linguistics, or the level of the highest-level spell he can cast.

Additionally, maintaining a rune from a Runic feat requires a modest act of will even after it has been drafted. You can have only one Runic feat's rune drafted at a time. If you draft a second such rune while you already have one drafted, the older rune is lost.

Because Runic feats require a level of skill at manipulating exterior magic forces, the more rune feats a character has taken (including both Runic and Runebound feats), the more powerful all his Runic feats become. Each Runic feat details in its Benefit section how its power increases with additional rune feats known.

RUNEBOUND FEATS

Runebound feats signify a character's ability to draft a rune and tie it directly to her personal aura. This makes a Runebound feat a part of the character's own power, answering to her will as easily as the movement of her own limbs. The advantage of this is that unlike Runic feats, Runebound feats do not have a limit on the number a character can know, and a character can have all the Runebound feats she knows drafted simultaneously. A character is still limited to how many runes she can draft in a day, but not in how many she has actively drafted at once.

Because they draw power directly from the aura of their user, Runebound feats do not increase in power based on how many rune feats a character has selected.

ERASING RUNES

Once a rune has been drafted, it is vulnerable to the *erase* spell. Runes qualify as magic writing, so a caster attempting to use the spell against a character bearing an active rune must first succeed at a melee touch attack against the target, then succeed at a caster level check to *erase* the rune. The DC is 15 for Runic feats, and 10 + one-half the character's level + Constitution modifier for Runebound feats.

RETRAINING

Rune-based feats are very much comparable to minor spells that any character can learn regardless of class. Since characters are limited in how many such feats they can know, this comparison is closest to bard or sorcerer spells. Like the spells of those classes, evolving character attributes and abilities can make a previous rune feat selection sub-par. As a result, we take a page from bard and sorcerer spells: Characters can periodically change what rune feats they know. At every even-numbered character level, a character can remove one rune feat (either a Runic or Runebound feat) he knows and replace it with a different rune feat. The feat removed must not be a prerequisite for any other feat the character knows, and the character must meet all the prerequisites of the new rune feat selected.

THE RUNE DOMAIN

Characters with the Rune domain have some advantages when using rune feats. Such characters add 1 to the maximum number of Runic feats they can know *and* the total number of times per day they can draft rune feats. The Rune domain also increases the effective number of runes a character is considered to have for purposes of determining the effectiveness of Runic feats. The character is considered to have +1 effective Runic feats known at 1st level, and +2 effective Runic feats known at 8th level.

ABSORPTION (RUNEBOUND)

You can absorb a foe's spell energy, rather than just negating it.

Prerequisites: Int, Wis, or Cha 17; Improved Counterspell.

Benefit: As a standard action, you can draft an *absorption rune*. While you have this rune, if you successfully counterspell another spellcaster's spell, you gain temporary hit points equal to the level of the spell you counterspelled. These temporary hit points do not stack. (If you have 4 temporary hit points and counterspell a 7th-level spell, you have a total of 7 temporary hit points.)

If you successfully counterspell, you can discharge the *absorption rune* as a free action to also gain an additional temporary spell slot. You gain an additional spell slot of a level up to the level of the spell you counterspelled, to a maximum of a spell level two levels lower than the highest-level spell you can cast. If you are a preparation spellcaster (such as a cleric, druid, or wizard), you must take time to prepare a

spell in your bonus spell slot. If you have not used the bonus spell slot within 24 hours, it fades away.

ARCHMAGE (RUNIC)

You can use runes to allow you to cast two spells at once.

Prerequisite: Int, Wis, or Cha 17; caster level 9.

Benefit: As a standard action, you can draft an *archmage rune*. While you have the rune, you can cast two spells, each with a casting time of 1 standard action, as a full-round action. Your caster level for the first spell is treated as being four levels lower than usual, and your caster level for the second spell is treated as being eight levels lower than usual. You must have one hand free for each spell with somatic components. You cannot cast a spell if your effective caster level is reduced to lower than one-half the spell's level.

For every five Runic or Runebound feats you possess, your effective caster level is reduced by 1 less for both spells (to a maximum of no level reduction).

ASSAIL (RUNEBOUND)

You can summon rune power to knock your foe's weapons from their hands.

Prerequisite: Improved Disarm.

Benefit: As a standard action you can draft an *assail rune*. While you have the rune, you gain a +2 bonus to all CMB checks you make to perform the disarm maneuver.

When you successfully hit a foe with a weapon attack (including ranged and unarmed weapon attacks), you can discharge the *assail rune* as a free action to attempt to disarm the target. This does not provoke an attack of opportunity, and you do not drop a weapon even if you fail the CMB check by 10 or more. You cannot pick up the item your foe drops.

You can also discharge an *assail rune* to make a combat maneuver against a creature you damaged with a spell. You can attempt to disarm only a single creature each time you discharge the rune, regardless of how many creatures you damaged with your spell. Instead of a normal CMB check, you make a special check of 1d20 + caster level + the highest of your Intelligence, Wisdom, or Charisma bonuses. This does not provoke an attack of opportunity (though casting the spell might), and you do not drop a weapon even if you fail the CMB check by 10 or more. You cannot pick up the item your foe drops unless you use the *telekinesis* spell, in which case you automatically take the item if you have at least one hand free.

BLACK PARLANCE (RUNEBOUND)

You speak the darkest of rune speech.

Prerequisite: Skill Focus (Linguistics).

Benefit: As a standard action you can draft a *black parlance rune*. While you have the rune, you can access the verbal version of the primal runic language of dread, death, power, and magic. You can use a Linguistics check in place of any Intimidate or Use Magic Device check you make.

CHAKRA (RUNEBOUND)

You can use a rune to gain access to another body slot.

Prerequisites: Cha 13, level 6.

Benefit: Select a body slot. Once made, this decision cannot be changed. As a standard action you can draft a *chakra rune*. While you have this rune, you can have one more magic item active in that body slot. Some body slots have limitations or consequences to what items can be used at once, as outlined below.

Armor: You can wear one suit of light armor, and one suit of medium or heavy armor. (Historically, many heavy armors were worn over under-suits that could easily qualify as padded, leather, or even studded leather armor.) Your armor check penalty is 1 worse than the combined penalties of both suits. You maximum Dexterity to AC is 1 less than the worse of the two suits. Your movement rate is 5 feet slower than the slower of the two suits. Note that armor bonus to AC and enhancement bonuses from multiple suits of armor do not stack, even with this feat.

Belt: You can wear and use an additional belt. The belt need not be worn at the waist. Indeed, it is often run from the hip over the back (to carry a sword or quiver), or around an arm or upper leg.

Body: You can wear multiple sets of robes or vestments. However, doing so counts as wearing light armor for purposes of using special abilities (if you are not already wearing armor), and increases your armor check penalty by 1 (to a minimum of a –1 penalty).

Chest: You can wear multiple mantles, shirts, or vests. However, doing so counts as wearing light armor for purposes of using special abilities (if you are not already wearing armor), and increases your armor check penalty by 1 (to a minimum of a –1 penalty).

Eyes: You can wear one pair of magic eye lenses, and one pair of glasses or goggles. You cannot wear two sets of eye lenses, or two sets of glasses or goggles.

Hands: You can wear one pair of gloves and one pair of gauntlets. You cannot wear two pairs of gloves or two pairs of gauntlets.

Head: You can wear one circlet, crown, or hat, and one helm or mask. You cannot wear two circlet, crowns, or hats, or two helmets or masks.

Headband: You can wear two headbands or phylacteries, normally one atop the other.

Neck: You can wear two neck items.

Ring: You can wear a third ring.

Shield: You can gain the benefits of two shields. Normally one is held, and one is worn on the back, though you could hold a shield in each hand. Note that shield bonuses to AC, as well as enhancement bonuses from shields, don't stack, even if you have this feat.

Shoulders: You can wear two capes or cloaks.

Wrist: You can wear two pairs of bracelets or a pair of bracelets and a pair of bracers. You cannot wear two pairs of bracers.

Special: You can take this feat more than once. Its effects do not stack. Each time you select it, your gain the ability to draft a *chakra rune* for a different body slot.

ENMITY (RUNEBOUND)

You can use runes to mark an enemy, focusing all your attention on that foe.

Prerequisite: Proficient with all martial weapons.

Benefit: As a standard action you can draft an *enmity rune*. While you have the rune you can, as a move action, declare enmity with a creature you can see that is within 30 feet of you. Your enmity lasts until the creature is killed, or an hour passes. You cannot declare enmity on a new creature while a previous enmity remains. While you have enmity with a creature, you gain a +2 morale bonus to AC and saving throws against attacks and effects from the target, and a –5 penalty to all Diplomacy checks with the creature. You also take a –1 penalty to AC and saving throws against any creature other than the one with which you have enmity.

FRACTURE (RUNEBOUND)

You can summon rune power to shatter a foe's weapon.

Prerequisite: Improved Sunder.

Benefit: As a standard action, you can draft a *fracture rune*. While you have the rune, you gain a +2 bonus to all CMB checks you make to perform the sunder maneuver.

When you successfully hit a foe with a weapon attack (including ranged and unarmed weapon attacks), you can discharge the *fracture rune* as a free action to attempt to sunder an item held by the target. This does not provoke an attack of opportunity. On a successful check, the object is dealt the same damage as the attack that triggered the rune discharge.

You can also discharge a *fracture rune* to make a combat maneuver against a creature you damaged with a spell. You can attempt to sunder only one item held by a single creature each time you discharge the rune, regardless of how many creatures you damaged with your spell. Instead of a normal CMB check, you make a special check of 1d20 + caster level + the highest of your Intelligence, Wisdom, or Charisma bonuses. This does not provoke an attack of opportunity (though casting the spell might). On a successful check, the object is dealt half the damage taken by the target of the spell that triggered the rune discharge.

GLYPHFIRE (RUNIC)

You can empower your spells with the power of runes you have learned.

Prerequisites: Linguistics 6 ranks, caster level 6.

Benefit: You can draft a *glyphfire rune* as a standard action. While you have it, your effective caster level is one higher for purposes of determining the range, duration, or area of any spell you cast or spell-like ability you use. This bonus to your effective caster level increases by 1 for every two Runic or Runebound feats you possess.

GOLDEN PARLANCE (RUNEBOUND)

You speak the runic language of hope and healing.

Prerequisite: Skill Focus (Linguistics).

Benefit: As a standard action, you can draft a *golden parlance rune*. While you have the rune, you can access the verbal version of the primal runic language of life, peace, and compassion. You can use a Linguistics check in place of any Diplomacy or Heal check you make.

IRONFIST (RUNEBOUND)

You can use runes to turn your limb into a shield.

Prerequisite: Shield proficiency.

Benefit: As a standard action you can draft an *ironfist rune*. While you have the rune, if you have one hand free (not holding anything), you gain a +1 shield bonus to AC. This does not stack with any other shield bonus to AC you have. (The enhancement bonus of magic shields increases its shield bonus to AC, so a character with the *ironfist rune* and a *+1 buckler* is better off with the +2 AC from his shield, rather than the +1 from his rune).

IRONSKIN (RUNEBOUND)

You can use runes to turn your skin into armor.

Prerequisite: Light Armor proficiency.

Benefit: As a standard action, you can draft an *ironskin rune*. While you have the rune, you gain an armor bonus to AC equal to one-half your base attack bonus. This does not stack with any other armor bonus to AC you have. (The enhancement bonus of magic armor increases its armor bonus, so a character with the *ironskin rune* and a +10 base attack bonus wearing a *+2 chain shirt* is better off with the +6 AC from his armor, rather than the +5 from his rune).

ISOLATION (RUNIC)

You can use runes to exclude targets from your spells.

Prerequisite: Linguistics 6 ranks, any metamagic feat.

Benefit: As a standard action, you can draft an *isolation rune*. While you have the rune, when casting a spell with a duration of instantaneous and an area defined as a burst, radius, spread,

cone, cylinder, line, or sphere, you can exclude a single target caught within the area. If two or more targets are grappling, you cannot exclude any of them. An excluded target is not affected by the spell in any way. For every two Runic or Runebound feats you possess, you can exclude an additional target.

MINDTRAP (RUNEBOUND)

You have laid rune traps in your mind to harm those who would trespass there.

Prerequisite: Con 17.

Benefit: As a standard action, you can draft a *mindtrap rune*. While you have it, when you are subject to a mind-affecting or divination effect or spell (regardless of whether the effect is harmful or beneficial to you), the creatures causing the effect must make a Will saving throw against a DC equal to 10 + one-half your character level + your Constitution bonus or take damage equal to 2d6+ your character level. You also cannot use any mind-affecting or divination spell or ability while you have a *mindtrap rune*.

OVERWHELM (RUNEBOUND)

You can summon rune power to knock your foe to the ground.

Prerequisite: Improved Trip.

Benefit: As a standard action, you can draft an *overwhelm rune*. While you have the rune, you gain a +2 bonus to all CMB checks you make to perform the trip maneuver.

When you successfully hit a foe with a weapon attack (including ranged and unarmed weapon attacks), you can discharge the *overwhelm rune* as a free action to attempt to trip the target. This does not provoke an attack of opportunity, and you are not tripped even if you fail the CMB check by 10 or more.

You can also discharge an *overwhelm rune* to make a combat maneuver against a creature you damaged with a spell. You can attempt to trip only a single creature each time you discharge the rune, regardless of how many creatures you damaged with your spell. Instead of a normal CMB check, you make a special check of 1d20 + caster level + the highest of your Intelligence, Wisdom, or Charisma bonuses. This does not provoke an attack of opportunity (though casting the spell might), and you are not tripped even if you fail the CMB check by 10 or more.

PRECISION (RUNEBOUND)

You can summon rune power to guide your precision attacks.

Prerequisite: Base attack bonus +6.

Benefit: As a standard action, you can draft a *precision rune*. While you have it, you gain extra power for your accuracy-dependent attacks. When dealing damage from an attack for which you added your Dexterity to your attack roll (such as ranged weapon attacks, and melee weapon attacks made with Weapon Finesse), you reroll any natural result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. You must keep the result of the reroll, even if it is another 1.

RUNE BINDER

You can bind one or more runes to become part of your personal aura.

Prerequisite: Linguistics 9 ranks, three Runic feats.

Benefit: You can draft a rune from a Runic feat so that it is bound to your aura. Doing so causes the rune to no longer count toward your maximum number of Runic feats you can have active at once, but also causes the rune to gain no additional power from the total number of rune feats you know. Each time you draft a rune from a Runic feat, you can choose to draft it as bound, or unbound. You cannot have the same rune active more than once (you can't draft a bound and unbound rune simultaneously).

RUNE MASTER

You have learned to get the most out of your runes.

Prerequisite: Con or Wis 17, Linguistics 5 ranks.

Benefit: The maximum number of times per day you can draft a rune increases by 3. When determining the effectiveness of your Runic feats, you are treated as if you have three more Runic feats than your true total.

SHADOW SIGIL (RUNIC)

You can drag shadows with you to extend your concealment.

Prerequisite: Stealth 5 ranks.

Benefit: As a standard action, you can draft a *shadow sigil rune*. While you have it, you drag shadows with you to retain some level of concealment when you move out of an area that granted concealment. While the retained concealment is not enough to give you a miss chance, it does allow you to make Stealth checks as if you had concealment. The concealment remains with you until the beginning of your next turn. For every two Runic feats you possess, the concealment lasts one more round. If you make an attack, the concealment ends immediately.

SPELL SIGIL (RUNIC)

Choose a single spell of a school to which you already have applied the Spell Focus feat. It cannot be the highest-level spell you can cast. You can draft a rune to make that spell more potent than normal.

Prerequisite: Int, Wis, or Cha 17; Spell Focus; Heighten Spell.

Benefit: As a standard action, you can draft a *spell sigil rune*. While you have it, add +1 to the DC for all saving throws against the spell selected. For every five Runic or Runebound feats you possess, the DC increases by an additional +1.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

SPELLSTORM (RUNEBOUND)

You can use runes to focus excess damage into additional foes.

Prerequisites: Int, Wis, or Cha 19; caster level 9.

Benefit: As a standard action, you can draft a *spellstorm rune*. While you have it, you can redirect some overkill spell damage. If you cast a spell that deals hit point damage and defines creatures affected as one or more targets, and you deal enough damage to kill a target, you can redirect the excess damage to an additional target within 30 feet of you. You can redirect the damage from only one slain target, even if you kill multiple targets with the same spell. If the spell requires an attack roll, you must successfully hit the secondary target, and if it allows a saving throw, the new target is allowed to make one.

THIRD EYE (RUNEBOUND)

You can summon rune power to grant you mystic sight.

Prerequisite: Alertness.

Benefit: As a standard action, you can draft a *third eye rune*. While you have the rune, you can see hidden and mystic auras around important events and creatures. You gain a +4 bonus to Perception checks made to act in a surprise round. You can also make a Perception check (rather than the appropriate Knowledge check) to identify a monster you can see, as well as learn its special powers or vulnerabilities. The DC for this check is the same as the appropriate Knowledge check would be.

THUNDERCLAP (RUNEBOUND)

You can summon rune power to knock your foe back from you.

Prerequisite: Improved Bull Rush.

Benefit: As a standard action, you can draft a *thunderclap rune*. While you have the rune, you gain a +2 bonus to all CMB checks you make to perform the bull rush maneuver.

When you successfully hit a foe with a weapon attack (including ranged and unarmed weapon attacks), you can discharge the *thunderclap rune* as a free action to attempt to bull rush the target. This does not provoke an attack of opportunity, and you cannot choose to move with the target if you successfully bull rush it.

You can also discharge a *thunderclap rune* to make a combat maneuver against a creature you damaged with a spell. You can attempt to bull rush only a single creature each time you discharge the rune, regardless of how many creatures you damaged with your spell. Instead of a normal CMB check, you make a special check of 1d20 + caster level + the highest of your Intelligence, Wisdom, or Charisma bonuses. This does not provoke an attack of opportunity (though casting the spell might), and you cannot choose to move with the target if you successfully bull rush it.

UNRAVEL (RUNEBOUND)

You can attempt to counterspell with any spell you cast.

Prerequisite: Int, Wis, or Cha 17; Improved Counterspell.

Benefit: As a standard action you can draft an *unravel rune*. While you have the rune, you can attempt to counterspell a foe's spellcasting

with any spell you can cast that is the same level or higher than your foe's spell. However, unlike true counterspelling, your counterspell is not automatically successful. Instead it functions as the counterspelling option of *dispel magic*. You can choose to discharge your *unravel rune* as a free action when making a dispel check to counterspell, which grants you a +4 bonus to your check.

If you successfully counterspell a spell with the *unravel rune*, the target cannot cast the same spell for 1d6 rounds.

You can summon rune power to defeat your foe's defensive spells..

Prerequisite: Base attack bonus +6.

Benefit: As a standard action, you can draft a *wardbreaker rune*. While you have the rune, whenever you score a critical hit on a target with a weapon attack, you also make a dispel check against the highest-level abjuration spell or spell-like ability currently affecting the target. You can also discharge the rune as a free action to make the dispel check on any successful weapon attack. Your dispel check is 1d20 + base attack bonus against a DC of 11 + caster level of the abjuration. This otherwise functions as the targeted dispel function of *dispel magic.* You gain a +1 bonus to your dispel checks with this feat for every two Runic or Runebound feats you possess.

If you successfully dispel an abjuration spell with the *wardbreaker rune*, the target cannot cast the same spell for 1d6 rounds.

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