

The Genius Guide to: FEATS OF Runic Might



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Runes—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 places, items, and even people on which they are inscribed with fantastic powers. Runes, it has been said, hold the power to foretell the future and even to bring the dead back to life.

Although you can clearly see the graphic influence runes have in the *Pathfinder Roleplaying Game*—with rune-like symbols appearing in many pieces of art—they enter into the core rules only through the cleric's rune domain. Although many campaign worlds hint that runes contain some kind of primeval power, there is nothing in the mechanics to back those concepts.

The Genius Guide to Feats of Runic Might presents a way to use runes to bring a little “old-school” magic to a campaign—magic that is available to anyone who takes the time to study runes and master their creation.

RUNIC FEATS

Runic feats all involve using magic symbols and glyphs to create magic effects. The more such symbols you have mastered, the greater benefit you get from all your runes. The process of creating (or drafting) runes 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 their power.

Many scholars believe runecrafting is the older form of wielding magic, with the earliest dragon empires and plane-traveling conquerors depending on runecrafting long before magic was well enough understood to allow spells to be safely used. The power of runes was embraced by many gods and their followers, and may

have been the basis of the first magic writings. Creatures with natural spell-like abilities used runes to augment their magic powers. Eventually, runecrafting was eclipsed by the vast superiority of spellcasting, 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 even 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. While the power of a one's runes grows as a he takes additional runic feats, a character may only benefit

from a single rune at a time and can only create runes a limited number of times per day (as detailed below).

ACQUIRING RUNIC FEATS

The core assumption of *The Genius Guide to Feats of Runic Might* is that any character that meets the prerequisites for a runic feat may select it when they have an open feat slot. Some GMs may wish to restrict runic feats to certain cultures (only dwarves or only the Sorcerer-Kings of Te Essar).

A wizard may select a runic feat as a bonus feat.

RUNIC LITERACY

A runic feat allows a character to master and create a specific magic rune. All runic feats have a prerequisite of "runic literacy," a term that encompasses the set of knowledge needed to perform runecrafting. (A few feats in this book, such as Rune Master, affect how a character manipulates runes but are not themselves runic feats.) Some also have other prerequisites, which function normally, but runic literacy is universal to runic 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

Feat	Prerequisites	Benefit
Air Jaunt	Light encumbrance, runic literacy	Make a very brief flight.
Blacklife	Spell Focus (necromancy), evil, runic literacy	Gain bonuses to casting necromancy spells.
Bladedance	Two-Weapon Fighting, runic literacy	Enchant your second weapon to parry for you.
Cindershard	Base attack bonus +3, runic literacy	Deal fire damage with your melee attacks.
Death	Endurance, Die Hard, base attack bonus +4, runic literacy	Improve the chance you kill a foe you strike for massive damage.
Draft Master	Con 13, Wis 13, Linguistics 8 ranks, Rune Master*	Draft runes onto other creatures.
Enfeeble	Str 9 or less, runic literacy	Weaken your foes.
Falter	Dex 9 or less, runic literacy	Slow down your foes.
Feign Death	Con 9 or less, runic literacy	Seem dead.
Iceflame	Able to cast 3rd-level spells, runic literacy	Change the damage type of your spells.
Ironguard	Proficiency with shields, runic literacy	Gain bonuses to the full defense action, or brief bonus to AC.
Life Warden	Cast conjuration (healing), Panacea*, runic literacy	Grant defensive bonuses to those you heal.
Mystify	Int 9 or less, runic literacy	Make foes less discerning.
Narrow-Minded	Wis 9 or less, runic literacy	Gain bonuses to Will saves but restrict special initiative choices.
Panacea	Cast conjuration (healing) spells, runic literacy	Heal extra hp with magic healing.
Rage	Cha 9 or less, runic literacy	Infuriate your foes.
Rune Master	Con or Wis 17, Linguistics 5 ranks	Gain benefits with runic feats.
Seaborne	Light encumbrance, runic literacy	Gain a swim rate.
Shadowlight	Darkvision, runic literacy	Blind your foe.
Silvergate	Augment Summoning, runic literacy	Increase your caster level for conjuration (summoning) spells.
Soul Ward	Spell focus (abjuration), runic literacy	Increase your caster level for abjuration spells.
Surge	No movement penalty, runic literacy	Gain bonuses to jumping and surprise initiative.
Third Eye	Alertness, runic literacy	Increase your caster level for divination spells.
Thunderstrike	Power Attack, base attack bonus +8, runic literacy	Deal sonic and electricity damage on critical weapon hits.
Veil	Stealth 5 ranks, runic literacy	Gain bonuses to Stealth.
Whitefire	Spell Focus (evocation)	Increase your caster level for evocation spells.

*New feat outlined in this volume.

to be. Obviously, the GM has complete discretion over which NPCs are and aren't literate.

It is possible for a character to be literate in runes but not in any other language.

Like ordinary literacy, it is presumed that a player character has runic literacy unless the player and GM agree that there is a specific reason for him not to. Alternatively, the GM may decide that gaining runic literacy requires a player to dedicate one of his languages known to this endeavor (though we do not recommend that as the default option as runecrafting is meant to be easily available to any character).

MAXIMUM RUNIC FEATS KNOWN

Each runic feat represents mastery of a single complex mystic symbol. 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.

The maximum number of runic feats a character can have is the highest of his Constitution modifier, his Wisdom modifier, his ranks in Linguistics, or the level of the highest-level spell he can cast.

CREATING AND INVOKING A RUNE

Runic feats allow you to create or "draft" a rune that has a magic effect. Some runes have their effect as soon as you draft the rune, others must be invoked before they take effect. The details on how each runic

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, as you draw it out on yourself or some item in your possession. The rune glows slightly (though not enough to make Stealth more difficult), and can be noticed by anyone who sees you that makes a DC 15 Perception check.

Anyone who sees a rune and is rune literate can identify it with a DC 15 Linguistics or DC 20 Spellcraft check.

You can only have one rune drafted at a time. If you draft a second rune while you already have one drafted, the older rune is lost. There is no time limit to how long a rune can remain active, though if the character who drafted a rune sleeps or is knocked unconscious, all his drafted runes fade.

Some runes must be invoked to have an effect, or have an additional effect when invoked. This normally requires a separate action from drafting the rune, though both may be able to be performed on the same turn. Once invoked, a rune dissipates. A dissipated rune has no further effect.

Drafting a rune takes personal energy, and there is a limit to how many times a day a character may do so. The total number of runes a character may draft each day is equal to 2 + the number of runic feats that character has. Invoking a rune does not take any additional energy—it is the act of drafting the magic sigil that draws on the character's mystic resources.



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 DC 15 caster level check in order to *erase* the rune.

RETRAINING

Runic 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 runic feat selection sub-par. As a result, we take a page from the bard and sorcerer spells—characters may periodically change what runic feats they know. At every even numbered character level, a character may remove one runic feat he knows and replace it with a different runic 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 runic feat selected.

THE RUNE DOMAIN

Characters with the rune domain have some advantages when using runic feats. Such characters add +1 to the maximum number of runic feats they may know *and* the total number of times per day they can use runic 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.

Thus, for example, a 9th level cleric with the rune domain and the Air Jaunt feat (and no other runic feats) would be able to use the rune to fly for 2 rounds: 1 round + 1 round for having three runic feats (Air Jaunt + 2 effective runic feats known for the rune domain).

NEW FEATS

AIR JAUNT (RUNIC)

Your sigil summons the power of air to give you a brief lift.

Prerequisite: Light or no encumbrance, runic literacy.

Benefit: You can draft an *air jaunt rune* as a standard action. When you invoke this rune (a swift action), you gain a flight speed equal to your movement rate. This flight lasts until the end of your current turn. For every three runic feats you know, your flight lasts one additional round. If you are still airborne at the end of the flight's duration, you fall.

AVALANCHE (RUNIC)

You draw on the power of crashing stone and ice to force back your foes.

Prerequisites: Knowledge (nature) 3 ranks, runic literacy.

Benefit: As a standard action you can draft an *avalanche rune*. While you have the rune, you gain a +1 bonus to your CMB (for bull rush and overrun maneuvers only) and deal +1 damage on a charge. For every three runic feats you have, your bonus to CMB and charge damage increases by 1.

You may invoke the *avalanche rune* as part of a standard action to make a single ranged CMB check to bull rush a foe within 25 feet, +5 feet/2 runic feats you have. This bull rush pushes the foe back the maximum distance as determined by the maneuver, but you do not move in the process. Therefore, if your CMB check fails, you do not end up in front of the target.

SITUATIONAL PREREQUISITES

A few runic feats, such as Air Jaunt, have situational prerequisites (in the case of Air Jaunt it is "light or no encumbrance"). Such prerequisites should not prevent a creature from selecting the feat, but they may prevent him from using it at a particular time. If a creature can meet the prerequisite without resorting to spells or magic items, it is allowed take the feat. However, when the situational prerequisite is not met, the creature is prevented from using the feat in any way.

Taking Air Jaunt as an example. Obviously most creatures have the potential to be in a state of light or no encumbrance, allowing them to select the feat even if they normally move around in medium or heavy encumbrance. However, since the encumbrance is a prerequisite for the feat, the creature cannot use Air Jaunt while in heavier encumbrance. A character who finds himself in medium or heavy encumbrance can neither draft an *air jaunt rune*, nor invoke one that has already been drafted.

In some rare cases, situational prerequisites may make it impossible for characters to even select some runic feats. For example, if a character is suffering under a curse of oppression, causing him to always be in heavy encumbrance, he couldn't take the Air Jaunt feat until the curse was lifted.

BLACKLIFE (RUNIC)

You can enhance necromancy spells with a rune of death and darkness.

Prerequisites: Spell Focus (necromancy), evil alignment, runic literacy.

Benefit: You can draft a *blacklife rune* as a standard action. While you have the rune, you treat your caster level as if it were one higher when casting necromancy spells. For every three runic feats you know, treat your caster level as an additional one higher for necromancy spells.

You may invoke the *blacklife rune* as part of the action to cast a necromancy spell. This allows the spell to be cast without provoking any attacks of opportunity.

BLADEDANCE (RUNIC)

Your rune makes your off-hand weapon an effective shield.

Prerequisite: Two Weapon Fighting, runic literacy.

Benefit: You may draft a *bladedance rune* as a standard action. While you have the rune, whenever you have two weapons in hand for a full round but only attack with one of them, you gain a +1 shield bonus to armor class until the beginning of your next turn. You may invoke the *bladedance rune* as a move action to grant yourself a +1 shield bonus to armor class until the end of your next turn even if you attack with both weapons. For every three runic feats you have, these bonuses to AC increase by +1.

CINDERSHARD (RUNIC)

You imbue the weapons in your possession with the power fire.

Prerequisites: Base attack bonus +3, runic literacy.

Benefit: As a standard action you can draft a *cindershard rune*. While you have the rune, half the weapon damage of any melee attack you make is fire damage. For every 3 runic feats you have, such attacks deal an additional +1 point of fire damage.

You may invoke the *cindershard rune* as part of a standard action to make a single ranged attack with your melee weapon. The attack has a range increment of 60, uses your melee attack bonus for that weapon, and on a successful hit deals your full weapon damage as fire damage.

DEATH (RUNIC)

You enhance your attacks with the power of death.

Prerequisites: Diehard, Endurance, base attack bonus +4, runic literacy.

Benefit: You can draft a *death rune* as a standard action. While you have the rune, if you deal enough damage to force a creature to make a Fortitude save against massive damage (using the optional rules as described in the “Injury and Death” section of Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook*), the DC of the Fortitude save is increased by +3. You can invoke the rune as a free action if you are forced to make a Fortitude save against massive damage, this grants you a +3 bonus to your save. For every runic feat you have, the DC increase and bonus you receive for invoking improve by an additional +1.

DRAFT MASTER

You can draft your runes onto other creatures.

Prerequisites: Con 13, Wis 13, Linguistics 8 ranks, Rune Master.

Benefit: You can draft a rune onto a willing creature. This counts as two drafts toward your daily limit for drafting runes. It takes five minutes of uninterrupted concentration to draft a rune onto another creature, which must be adjacent for the whole process.



A rune drafted onto another creature does not count as a rune you have, it does not end a rune you have already drafted for yourself, nor does your drafting a rune for yourself end the rune you draft onto another creature. You may use any runic feat you know with Draft Master.

The creature you draft the rune onto acts as if it had the runic feat you used, and had drafted the rune onto itself. The creature selected can still only have one drafted rune at a time, and uses the number of runic feats it knows to determine the power of the runic feat you draft onto it.

ENFEEBLE (RUNIC)

You tap into your own weakness to draft a rune to weaken your enemies.

Prerequisites: Str 9 or less, runic literacy.

Benefit: As a standard action you can draft an *enfeebling rune*. The rune is invoked as a free action by the next attack you make or spell you cast. If your attack or spell targets multiple creatures, you must select one to be the target of the *enfeebling rune*. If the attack misses, or the spell has no effect (as a result of SR, the target making a saving throw that negates the spell, or some similar circumstance), the rune dissipates and is wasted. If the attack or spell has at least some effect, the target must also make a Fortitude save (DC 10 + 1/2 your class level + the number of runic feats you have). On a failed save, the target takes 1d6 Strength damage. For every 2 runic feats you know, the Strength damage you deal increases by +1.

FALTER (RUNIC)

You tap into your own lack of coordination to draft a rune to hamper your enemies.

Prerequisites: Dex 9 or less, runic literacy.

Benefit: As a standard action you can draft

MAXIMUM ABILITY SCORE

PREREQUISITES?!

A few runic feats, such as Enfeeble, list as a prerequisite an ability score of 9 or less. These feats allow a character to use runes to invoke their own failings for a mystic effect (such as placing those failings onto their foes). A character must have an ability score of 9 or less to select such feats and cannot use them if the listed ability score is temporarily raised above the prerequisite maxima.

This design flies in the face of typical feat design philosophy, which is based on the idea that you never want to reward characters for low ability scores. There are good reasons for that philosophy. If there existed a feat called Too Ugly to Die, which gave you +1 hp/level and had a max Cha of 9, it would make Cha a more attractive dump stat. It would also create a weird situation if an ally, trying to be helpful, cast *eagle's splendor* on a character that had

a *falter rune*. The rune is invoked as a free action by the next attack you make or spell you cast. If your attack or spell targets multiple creatures, you must select one to be the target of the *falter rune*. If the attack misses, or the spell has no effect (as a result of SR, the target making a saving throw that negates the spell, or some similar circumstance), the rune dissipates and is wasted. If the attack or spell has at least some effect, the target must also make a Dexterity save (DC 10 + 1/2 your level + the number of runic feats you have). On a failed save, all the target's movement rates are cut in half for one round. For every two runic feats you have, the reduced movement lasts an additional round.

the feat, it would cause him to lose hp—and, in general, it's just not a good idea to punish characters for improving in something.

However, once you know the rules of design you can often see cases where bending them leads to interesting options. The ability-score-maximum feats are developed to take some of the sting out of low-ability-score characters, create some interesting options, and be easily (and relatively painlessly) ignored should a character temporarily be boosted to a score too high to use them.

By making these feats embody actions that thematically suit the way a character with such a burden would already act toward the world, most of the pitfalls of rewarding low scores are avoided. Coupled with the retraining rules (presented at the start of this book), the score-maximum options should cause few problems, and can easily be removed from a campaign through retraining if either player or GM end up displeased with the result.

FEIGN DEATH (RUNIC)

Since you don't look that healthy to begin with, it takes just a little runic power to make you look dead.

Prerequisite: Con 9 or less, runic literacy.

Benefit: You may draft a *feign death rune* as a standard action. While you have the rune, you gain a +1 bonus to any Stealth checks made when you take no movement and to saving throws against necromancy spells and effects. For every two runic feats you have, these bonuses increase by +1.

You can invoke the *feign death* rune as a swift action. This causes you to fall into a catatonic state for 10 rounds. In this state you appear dead, with only a DC 20 Perception check or DC 20 heal check revealing your continuing life. You take half damage

from all sources, do not breathe, and end all bleed effects while in the feign death state. You are aware of your surroundings, but can take no actions of any kind. You cannot communicate, not even to respond to telepathic inquiries.

ICEFLAME (RUNIC)

You channel the power of your spells through a rune that strips their raw power and changes them to match your needs.

Prerequisite: Able to cast 3rd level spells or spell-like abilities, runic literacy.

Benefit: You can draft an *iceflame rune* as a standard action. While you have the rune, whenever you cast a spell that deals acid, cold, electricity, fire, force, or sonic damage, you can instead have it deal your choice of cold, fire, or electricity damage. If the spell has the acid, cold, electricity, fire, force, or sonic descriptor, it loses that descriptor and gains a descriptor matching the damage type you have chosen. For every three runic feats you know, your spell deals +1 additional hit point of damage when you change its damage type.

You can invoke the *iceflame rune* as part of the action to cast a spell that deals acid, cold, electricity, fire, force, or sonic damage, to have it instead deal your choice of acid, force, or sonic damage. As above, the spell changes descriptors to match the new damage type.

IRONGUARD (RUNIC)

Your rune makes your efforts to defend yourself more effective.

Prerequisite: Proficiency with shields, runic literacy.

Benefit: You may draft an *ironguard rune* as a standard action. While you have the rune, whenever you take the full defense action you gain a +1 bonus to armor class. You may invoke the *ironguard rune* as a move action to grant yourself a +1 bonus to armor class until the end of your next turn. For every three runic feats you have, these bonuses to AC increase by +1.

LIFE WARDEN (RUNIC)

When you heal, you empower the conjured energies with a ward to guard the lives you are saving.

Prerequisite: Able to cast conjuration (healing) spells, Panacea, runic literacy.

Benefit: You may draft a *life warden rune* as a standard action. While you have the rune, whenever you restore hit points to a creature, that creature gains a +1 bonus to armor class and saving throws for 5 rounds. For every four runic feats you have, these bonuses increase by +1 and the effect's duration is extended by 1 round.

You can invoke the *life warden rune* as a swift action any time you heal a creature. This results in you receiving the bonus to AC and saves, as well.

MYSTIFY (RUNIC)

You channel your own bewilderment at the complex events of your life through a rune, into your foe.

Prerequisite: Int 9 or less, runic literacy.

Benefit: As a standard action you can draft a *mystify rune*. The next attack you make or spell you cast causes the rune to be invoked. If your attack or spell targets

multiple creatures, you must select one to be the target of the *mystify rune*. If the attack misses, or the spell has no effect (as a result of SR, the target making a saving throw that negates the spell, or some similar circumstance), the rune is wasted. If the attack or spell has at least some effect, the target must also make a Will save (DC 10 + 1/2 your level + the number of runic feats you have). On a failed save, the target suffers a -1 penalty to all Perception and Sense Motive checks for 1 round. For every two runic feats you have, the penalties you inflict increase by -1, and the duration of the effect lasts +1 additional rounds.

NARROW-MINDED (RUNIC)

You enhance your stubborn streak to make a virtue of your simple-mindedness.

Prerequisite: Wis 9 or less, runic literacy.

Benefit: You may draft a *narrow-minded rune* as a standard action. While you have the rune, you gain a +1 morale bonus to Will saves, but cannot take the ready or delay special initiative actions. When you successfully make a Will save, the rune dissipates. You may invoke the *narrow-minded rune* as a swift action. When the rune dissipates (either because of a successful Will save or its being invoked) you gain a +1 morale bonus to the next attack roll or skill check you make. For every three runic feats you have, your bonus to Will saves when you possess this rune and your bonus to a check when it dissipates increase by +1.

PANACEA (RUNIC)

You call upon the ultimate rune of healing to augment all your restorative magic.

Prerequisite: Able to cast conjuration (healing) spells, runic literacy.

Benefit: You can draft a *panacea rune* as a standard action. While you have the rune, all magic healing you perform (such as with the channel energy ability or *cure* spells) heals +1 additional hit points. For every three runic feats you have, the number of additional hit points granted by the *panacea rune* increases by +1.

You may invoke the rune as a swift action when you perform any magical healing. Doing this adds additional hit points to the healing equal to your Wisdom or Charisma modifier (your choice).



RAGE (RUNIC)

You use runes to enhance your naturally sour disposition to the point where you can drive a target to distraction.

Prerequisite: Cha 9 or less, runic literacy.

Benefit: You may draft a *rage rune* as a standard action. While you have the rune, you gain a +2 bonus to Sense Motive checks, but take a -1 penalty to Diplomacy checks. For every two runic feats you have, the bonus increased by +1 and the penalty increases by -1.

You may invoke the *rage rune* as a standard action to enrage a single foe within 25 feet + 5 feet/2 runic feats you have. The target must make a Will save (DC 10 +1/2 your level + the number of runic feats you have). On a failed save, if the target can see you, it cannot take the delay or ready actions and takes a -1 penalty to all attack rolls that do not include you as a target. This effect lasts for 1 round. The penalty to attacks that do not include you increased by -1 and the duration of the effect increased by 1 round for every two runic feats you have.

RUNE MASTER

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

Prerequisite: Con or Wis 17, Linguistics 5 ranks.

Benefit: Your maximum number of runes per day increases by +3. When determining the effectiveness of your runic feats, you are treated as if you have 3 more runic feats than your true total.

SEABORNE (RUNIC)

Your sigil summons the power of water to propel you through the waves

Prerequisite: Light or no encumbrance, runic literacy.

Benefit: You can draft a *seaborne rune* as a standard action. When you invoke this rune (a swift action), you gain a swim speed equal to your movement rate. This swim rate lasts until the end of your next turn, and as long as the swim rate lasts you can breathe water as if it was air. For every two runic feats you know, the swim rate lasts one additional round.

SHADOWLIGHT (RUNIC)

You draw upon the power of the darkness to blind a foe.

Prerequisites: Darkvision, runic literacy.

Benefit: As a standard action you can draft a *shadowlight rune*. The next attack you make or spell you cast causes the rune to be invoked. If your attack or spell targets multiple creatures, you must select one to be the target of the *shadowlight rune*. If the attack misses, or the spell has no effect (as a result of SR, the target making a saving throw that negates the spell, or some similar circumstance), the rune is wasted. If the attack or spell has at least some effect, the target must also make a Will save (DC 10 + 1/2 your class level + the number of runic feats you have). On a failed save, the target is blinded for 1 round. For every 3 runic feats you know, the duration of the blindness is increased by 1 round.

SILVERGATE (RUNIC)

You can enhance conjuration (summoning) spells with a rune of calling and control.

Prerequisites: Augment Summoning, runic literacy.

Benefit: You can draft a *silvergate rune* as a standard action. While you have the rune, you treat your caster level as if it were one higher when casting conjuration (summoning) spells. For every three runic feats you know, treat your caster level as an additional one higher for conjuration (summoning) spells.

You may invoke the *silvergate rune* as part of the action to cast a conjuration (summoning) spell. This allows the spell to be cast without provoking any attacks of opportunity.

SOULWARD (RUNIC)

You can enhance abjuration spells with a rune of defense and protection.

Prerequisites: Spell Focus (abjuration), runic literacy.

Benefit: You can draft a *soulward rune* as a standard action. While you have the rune, you treat your caster level as if it were one higher when casting abjuration spells. For every three runic feats you know, treat your caster level as an additional one higher for abjuration spells.

You may invoke the *soulward rune* as part of the action to cast an abjuration spell. This allows the spell to be cast without provoking any attacks of opportunity.

SURGE (RUNIC)

You can draft a rune that seems to strain at the boundaries of its own shape, filling you with a desire to move decisively and suddenly.

Prerequisites: No penalty to movement, runic literacy.

Benefit: You may draft a *surge rune* as a standard action. While you have the rune, you gain a +1 bonus to Acrobatics checks made to jump and to initiative checks made in

a surprise round. For every two runic feats you have, these bonuses increase by +1.

You can invoke a *surge rune* as part of a move action to stand from being prone. This movement does not provoke an attack of opportunity.

THIRD EYE (RUNIC)

You can enhance divination spells with a rune of knowledge and foresight.

Prerequisites: Alertness, runic literacy.

Benefit: You can draft a *third eye rune* as a standard action. While you have the rune, you treat your caster level as if it were one higher when casting divination spells. For every two runic feats you know, treat your caster level as an additional one higher for divination spells.

You may invoke the *third eye rune* as part of the action to cast a divination spell. This allows the spell to be cast without provoking any attacks of opportunity.

THUNDERSTRIKE (RUNIC)

You enhance a weapon with the power of the storms.

Prerequisites: Power Attack, base attack bonus +8, runic literacy.

Benefit: You can draft a *thunderstrike rune* as a standard action. While you have the rune, when you confirm a critical hit, you deal an additional die of damage as follows: If you are using a weapon that has a x2 critical multiplier, you deal an additional 1d4 sonic damage; If you are using a weapon that has a x3 or higher critical multiplier, you deal an additional 2d4 sonic damage. For every four runic feats you have, you deal an additional 1d4 sonic damage on a critical hit.

If you make a confirmed critical hit, you can invoke the rune as a free action to deal electricity damage in addition to the sonic damage. The number of dice of electricity damage is equal to the number of dice of sonic damage granted by this rune.

VEIL (RUNIC)

Your sigil allows you to blend in with your background.

Prerequisites: Stealth 5 ranks, runic literacy.

Benefit: You can draft a *veil rune* as a standard action. While you have this rune, you gain a +1 bonus to Stealth checks. For every two runic feats you have, the bonus to Stealth from the rune increases by +1.

You may invoke the rune as a swift action. When invoked, the rune allows you to make Stealth checks for one round even if you have no cover or are in bright light. These effects last until the beginning of your next turn. You continue to gain the bonus from the rune to all Stealth checks made during that time.

WHITEFIRE (RUNIC)

You can enhance evocation spells with a rune of damage and power.

Prerequisites: Spell Focus (evocation), runic literacy.

Benefit: You can draft a *whitefire rune* as a standard action. While you have the rune, you treat your caster level as if it were one higher when casting evocation spells. For every three runic feats you know, treat your caster level as an additional one higher for the purposes of casting evocation spells.

You may invoke the *whitefire rune* as part of the action to cast an evocation spell. This allows the spell to be cast without provoking any attacks of opportunity.

WE ERR ON THE SIDE OF AWESOME! CREDITS

Designer:

Owen K.C. Stephens

Editor:

Stan!

Additional Editing:

Paul Fisher

Cover Art:

Joseph J. Calkins and Cerebus Illustrations

Interior Art:

Shaman Stockart, Peter Szabo Gabor, and Joseph J.
Calkins and Cerebus Illustrations

Graphic Design and Typesetting:

R. Hyrum Savage

Produced By:

Super Genius Games

www.supergeniusgames.com

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upcoming products, follow us on Facebook:

www.facebook.com/supergeniusgames, via Twitter: Owen:

@Owen_Stephens, Stan: @stannex, and/or Hyrum: @
savageplanet, or at our Yahoo Group: [http://games.groups.](http://games.groups.yahoo.com/group/super-genius/)

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Owen K.C. Stephens