

<b>RUNECASTING .....</b>	<b>2</b>
<b>THE SCHOOLS OF RUNECASTING .....</b>	<b>2</b>
<b>RUNECASTER .....</b>	<b>4</b>
<b>CASTING A RUNE .....</b>	<b>8</b>
<b>DEFENDING AGAINST RUNECASTING .....</b>	<b>10</b>
<b>SACRIFICE .....</b>	<b>11</b>
<b>GENERAL RUNECASTING FEATS.....</b>	<b>16</b>
<b>POWER RUNE PATHS .....</b>	<b>18</b>
<b>FORM RUNES (HAMRUNAR).....</b>	<b>37</b>
<b>CONDITION RUNES.....</b>	<b>43</b>
<b>RUNE EFFECTS &amp; SYNERGIES .....</b>	<b>45</b>

## Runecasting

### The Schools of Runecasting

These two major schools still exist among Runecasters (sing. = *vitki*, pl. = *vitkar*) today, called the Well of Wyrd (*Urdur*) or Runelearners, and the Lucky (*Nanringjw'*), the mad wisdom seekers. The former forms an organization with membership roles and means of handing down runelore to apprentices. The latter consist individual runecasters making their own ways in the world by hook and crook, choosing their own apprentices based on their own criteria.

#### *Urdur - Well of Wyrd*

The advantages of joining the Well are access to other runecasters and their lore (at least what lore they choose to share: most still keep their deeper secrets), spread across the Vuldrok worlds in various cities or steadings of their own. In addition, many *jarls* or other leaders seek to ally with the Well, and offer protection and boarding in return for their aid -- although few are so foolish to not first bind the *vitkar* with oaths of loyalty (not binding in any occult sense. but any who break it will lose regard).

Disadvantages include swearing an oath of loyalty to the school. which includes recognizing a heirarchy of ranks and obeying those of higher rank - much like a guild. Members must follow orders given by the higher ranks, even if they seem insane or immoral.

#### ***New Feats: Urdur Rank [Social]***

This feat is like Church Ordination, but for the Well of Wyrd sect of Runecasters. The rank titles are as follows :

Title	
1 <sup>st</sup>	Athling
2 <sup>nd</sup>	Ondling
3 <sup>rd</sup>	Erulian
4 <sup>th</sup>	Runeskald
5 <sup>th</sup>	Erilaz
6 <sup>th</sup>	Theal

#### *Hamingjur – The Lucky*

While the majority of *vitkar* join or are apprenticed to the *Urdur* school, some prefer a less-structured path to power. These are called *myrkir vitkar*, or dark and untrustworthy, by the *Urdur vitkar*, although *Hamingjur* (sing. = *Hamingja*) rarely recognize themselves as such, let alone agree that they form a "school." They include wise and conscientious *vitkar* working to better everybody's lives to megalomaniacal scum seeking only power and fame, or even nigh-insane wanderers and beggars whom none - let alone other *vitkar* - can always recognize as runecasters.

Learning rune-lore from such a loner requires the applicant to petition a *vitki* and hope he is accepted as a pupil. Once accepted, there are certain traditional rules he must usually uphold: the pupil looks after the mundane, worldly concerns of the *vitki* (cooking, cleaning, managing expenses) while the *vitki* occasionally imparts runelore to the pupil at a pace he deems acceptable. Often, pupils feel they are being purposefully held back by a jealous teacher, and abandon the tutelage to join the Urdur instead - or cut out on their own if they feel they have learned enough.

While the disadvantages to this relationship are obvious, many of the most powerful *vitki* are Hamingjur, and their pupils have a great advantage in being so close to such mastery. While worldly wealth and regard may not be as readily available as for the Urdur, a Hamingja's chances of rising in true rune wisdom - if he truly seeks it - are high.

### ***New Skill: Runescrye [Int] (Trained)***

Check: You can recognize, cipher, and some cases understand the occult nature of a Rune.

Runescrye is a learned skill used to make rolls for certain runes and in sensory rolls to actually perceive runes and sometimes rune effects. This skill can be learned by anyone, but only those with at least one level in the Runecasting can actually see the true occult dimensions of a rune, and thus analyze it fully (using *Improved Runescrye*).

Using the Runescrye skill, a *vitki* can recognize runes by their common two-dimensional images, and sometimes see their multiple dimensions. The *Urdur* catalog rune images and teach them to all members, in case one of their kind finds one amidst ruins - or even finds a new one. (The search for new or lost runes is a fanatical affair for most *vitkar* of any school.)

The wisest *vitkar* speculate that certain runes are actually the same rune seen from different angles or perspectives. Some even speculate that all runes are but many aspects of one rune; if one could gain a higher-dimensional perspective, he might perceive this ur-rune stretching throughout the universe.

The base DC is 10 for the simplest runes, 15 for standard runes, and 20 or higher for intricate, exotic, or very old runes. A *vitki* trying to understand the runes a rival uses suffers a +5 to the DC.

If the check succeeds, you understand the general translation of the rune. If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Action: Deciphering a rune takes 1 minute (ten consecutive full-round actions).

Try Again: No.

## Runecaster

### *New Base Class*

Even though runecasting has enough of a tradition in Vuldrok space to develop such schools, it is still extremely rare - no other occult path, whether it be psychic powers, theurgy, or even Antinomy, can be said to be as difficult or so rarely practiced as runecasting. The ability to become a *vitki* is not in everyone's make-up. *Vitkar* themselves argue over tired old questions of nature versus nurture in rune ability, but all they can conclusively say is that not all applicants can work the runes, regardless of desire and perseverance.

So this rareness instigates a certain stigma. Even the rawest *vitki* pupils elicit awe and fear wherever they walk in Vuldrok society. Both luck and ruin seem to accompany them, and others either court or shun them for it.

Runecasting is an incredibly powerful activity - so immense are the energies the *vitki* must main and mutilate himself and run the risk of the power driving him mad. Some swear that the runes were not meant for humankind, that only the ancient Anunnaki can decipher and use them properly.

Unlike Psi or Theurgy, Runecasting does not have an opposing trait: no Urge or Hubris equivalent. However, *vitkar* don't get off easy - learning the runes require harsh sacrifices; a sacrifice is required at certain stages (see the Rune and Sacrifice Charts). *Vitkar* rarely get powerful without suffering physical or mental mutilation.

*Vitkar* cannot mult – class into Psychic, Theurgist or Antinomist class, however the reverse is possible. If a Psychic, Theurgist or Antinomist enters the Runecaster class, the character can no longer gain levels in the other occult classes.

While there are many actual runes, they can each be categorized into three different types: Power (or action), Form (object), and Condition (modifier). The act of runecasting is like forming a sentence with these three rune types: I (the *vitki*) shape (Power rune) that human (Form rune) over there (Space rune) for the next 30 seconds (Time rune)." All are described later.

**NOTE:** The Gifted feat is a prerequisite for all Runecaster power runes. A Runecaster must spend one of his starting feats on the Gifted feat.

**Hit Die:** d4

**Class Skills:** A Runecaster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (Arcana, Religion) (Int), Occultcraft (Int), Ride (Dex), Runecasting skills (by power rune, see below), Runescrye (Int), Speak Language, Survival (Wis), Swim (Str), Use Artifact (Wis).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Int modifier

**Runecaster**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Sect Affiliation, Wyrd, Improved Runescrye, Create Runestaff
2	+1	+0	+0	+3	Primary 1 <sup>st</sup> level Power Rune, Form Rune
3	+1	+1	+1	+3	Primary 2 <sup>nd</sup> level Power Rune
4	+2	+1	+1	+4	Primary 3 <sup>rd</sup> level Power Rune
5	+2	+1	+1	+4	Primary 4 <sup>th</sup> level Power Rune
6	+3	+2	+2	+5	Form Rune, Condition Rune
7	+3	+2	+2	+5	Secondary 1 <sup>st</sup> level Power Rune
8	+4	+2	+2	+6	Secondary 2 <sup>nd</sup> level Power Rune
9	+4	+3	+3	+6	Secondary 3 <sup>rd</sup> level Power Rune
10	+5	+3	+3	+7	Secondary 4 <sup>th</sup> level Power Rune
11	+5	+3	+3	+7	Form Rune, Condition Rune
12	+6	+4	+4	+8	Tertiary 1 <sup>st</sup> level Power Rune
13	+6	+4	+4	+8	Tertiary 2 <sup>nd</sup> level Power Rune
14	+7	+4	+4	+9	Tertiary 3 <sup>rd</sup> level Power Rune
15	+7	+5	+5	+9	Tertiary 4 <sup>th</sup> level Power Rune
16	+8	+5	+5	+10	Form Rune, Condition Rune
17	+8	+5	+5	+10	Quaternary 1 <sup>st</sup> level Power Rune
18	+9	+6	+6	+11	Quaternary 2 <sup>nd</sup> level Power Rune
19	+9	+6	+6	+11	Quaternary 3 <sup>rd</sup> level Power Rune
20	+10	+6	+6	+12	Quaternary 4 <sup>th</sup> level Power Rune, Form Rune

**Class Features**

The following are class features for the Runecaster

**Weapons and Armor Proficiencies:** A Runecaster is proficient with the use of all simple and martial weapons. He is also proficient in light armor.

**Sect Affiliation:** Runecasters have two primary sects to choose from:

- *Urdur - Well of Wyrd* (see above for description). **Knack:** At each level the runecaster gains a new 1<sup>st</sup> level power rune, he gains a Spell Focus feat for any of the previous power runes or a Scrye By Memory feat.
- *Hamingjur – The Lucky* (see above for description). **Knack:** At each level the runecaster gains a new 1<sup>st</sup> level power rune, he gains a extra Form or Condition feat.

**Improved Runescrye:** At first level, the Runecaster gains a +4 competence bonus to Runescrye skill. Once he gains ranks in Runescrye, he can also spend a Wyrd to discern the specific occult nature of a rune.

**Runestaff:** At first level, the Runecaster can use his Runescrye skill to create an item to inscribe his runes. Most use a staff, but the character can choose any practical item for this purpose.

**Power Rune Levels:** At the indicated levels, the Runecaster progressively learns power level runes. There are 8 Power Runes

Concealing	Knowing
Making	Revealing
Shaping	Shielding
Traveling	Unmaking

Each Power rune forms the basis for an occult path; as with psychic paths, the *vitki* progresses by learning levels of power runes, from level 1<sup>st</sup> through 4<sup>th</sup>. Each power rune level requires a Will save roll to avoid a sacrifice (see the sacrifice table).

**Power Rune Sacrifice Check Chart**

Power Runes (Orlogrunar)	Sacrifice check			
Rune	1 <sup>st</sup> Level Power Rune	2 <sup>nd</sup> Level Power Rune	3 <sup>rd</sup> Level Power Rune	4 <sup>th</sup> Level Power Rune
Concealing	Mild	Major	Major	Severe
Knowing	Mild	Major	Major	Severe
Making	Major	Major	Severe	Severe
Revealing	Mild	Major	Major	Severe
Shaping	Mild	Major	Severe	Severe
Shielding	Mild	Major	Major	Severe
Traveling	Mild	Major	Major	Severe
Unmaking	Mild	Major	Severe	Severe

The listed sacrifice check must be made upon learning each of the listed levels.

See the Sacrifice section below for more details on Sacrifice.

**Form Rune:** The Forms Runes are feats the runecaster has to choose from. The Form runes a *vitki* knows determine what kinds of targets he can use his Power runes against. For instance, if he does not know the Human rune, he can not Shape human flesh. If he doesn't know the Human and Emotion runes, he cannot manipulate a person's emotions. Once a Form rune is learned, it can be used with any Power rune. It requires no sacrifice to learn a Form rune. At 2<sup>nd</sup>, 6<sup>th</sup>, 11<sup>th</sup>, 16<sup>th</sup> and 20<sup>th</sup> the Runecaster gains a Form Rune Feat from the Form Rune list.

**Condition Rune:** The Condition Runes Feats govern a runecasting's duration (Time rune), range (Space rune) and number of targets (Quantity rune). Knowledge of these runes is necessary if the *vitki* wishes to extend any of these effects. Without Condition Feats, each Power Rune has a default Range, Duration and Number of Targets. Once a Condition Rune Feat is learned, it can be used with any Power rune. It requires no sacrifice to learn a Condition rune. The Runecaster gains Condition Rune feat at 6<sup>th</sup>, 11<sup>th</sup>, and 16<sup>th</sup> level.

## Casting a Rune

Casting a Rune is full action (unless stated otherwise) that involves a Rune check vs. the DC of the Rune. Each Power Rune is treated as their own skill (like Theurgy Rites). No Power Rune ranks can exceed his Runescrying skill level. Some additional Runes (Conditions and Form) increase that DC by their modifier.

Unless stated otherwise in a Power rune description, the *vitki* must know at least one more Form runes. Without knowledge of that rune, the *vitki* cannot manipulate that form (substance, object, thing, etc.).

Additionally, the Condition runes feat must be known to change the duration, range or number of targets of the casting beyond the defaults of instant, touch and self. It takes one turn to perform a runecasting. during which time no other actions may be taken.

***Drawing the Rune:*** The *vitki* must first "draw the rune" onto (for runes iwht a range of touch) or on a surface within the range near (for runes with ranges other than touch) the target - he must paint, carve or in some visual way represent all the Power runes being used on the target or surface near the target. The drawing does not have to be permanent; it must simply exist for as long as it takes the *vitki* to cast the effect. It must also be physical - laser pointers or other projectors are not properly efficacious.

Obviously, some targets may object to being painted or carved upon. *Vitki* can also pass an image of the rune(s) to the target in the form of a slip of paper or book with the rune painted inside it - the rune does not have to be visible for the effect to work (although the *vitki* must have her own image of all the runes involved - see Components. below). This can be done surreptitiously without the target's knowledge, as long as Move Silently or Sleight of Hand rolls are made.

The rune does not have to be drawn by the *vitki* performing the runecasting. As long as the proper rune image is on the target, the rune is considered drawn for any *vitki* who can use that rune. For instance, the target may be carrying a runescroll given to him earlier by another *vitki*, or he might hold the *vitki's* own ***runestaff*** (see below).

Casting without drawing the rune physically on or near the target can be accomplished through the use of the *Windscrye* Feat.

**Components:** Just as a theurgic rite has certain components (liturgy, gestures, and prayer), runes



have a component of their own: image - the actual image of the rune being used.

Theoretically, it is the image of a rune in one's mind that actually fuels the power, not the physical representation of the rune. Drawing or tracing the rune in one's mind and then projecting the completed image onto a target is what "casts" a rune. However, very few *vitkar* can properly form the runes in their minds unaided - they are more complex than they at first appear, and the visual mnemonic of the rune's common two-dimensional image as gleaned from Anunnaki rums) is necessary.

Thus, most *vitkar* carry necklaces or bags holding rune images painted or carved onto bone, stone, plastic or even ceramsteel. Others prefer runestaves - staffs carved up and down their lengths with all the runes a *vitki* is liable to need quick access to. A rare few *vitkar* avail themselves of more technological means, such as portable think machines or cyber implants that display three-dimensional computer models of the runes in their minds as needed.

It is possible to perform a runecasting without seeing the necessary runes, to call up the image in memory alone. However, this is incredibly difficult and increases the difficulty of the Rune cast by 10. A turn may be spent in Concentration (DC 15 – Wis bonus) to reduce that difficulty modifier to 5.

**Using Multiple Form Runes:** It is not uncommon for a runecasting to require the use of multiple Form runes, such as using the Human rune to target a man and the Earth rune to turn him to stone (with the Shaping rune). However, the *vitki* suffers a penalty of +2 per extra Form rune used (no penalty for using a single Form rune) to the DC of the Rune Power.

**Using Multiple Power Runes:** Most castings involve a single Power rune. Multiple power runes can be bound together in one casting (*brutdrun*) with the following conditions: one turn must be spent per Power rune used (the casting takes effect on the final turn, at the runecaster's initiative) and the Wyrld Cost is the sum of all the Power Runes cast. Only one roll is made for the casting; if the DCs of the Power rune effects are different, the highest goal is used.

**Critical Failure:** A "fumble" (rolle of a 1 on the d20, followed by failure on the Critical Failure check) on a runecasting roll can lead to dire consequences. The desired effect may turn back on the caster, although in a mild and unpredictable way - if he sought to turn a bridge to stone and fumbled, his hand might instead turn to stone for that turn and the next (regardless of the intended duration of the casting). Or he might develop a temporary insanity, such as a fear of the runecasting's intended target, or people or things like him/ it, or just a behavioral quirk, such as an inability to stop cursing around warlords or priests for the next 10 turns. See Critical Failure effects table.

Members of the *Urdur* enforce a degree of training to prevent such side effects. They can make Concentration check (with synergy bonus of +2 if Runescrye skill is 5 ranks or higher) to avoid exhibiting negative mental afflictions, but they must take no actions the duration of the ill effect; if they do, their attempts to avoid it fail.

**Critical Failure Table:** Roll 1d10 + the difference between the roll on the Critical Failure check and the Runecasting DC . These are only suggestions. If the GM can come up with a better critical failure that fits the situation, it is encouraged that he use that.

Result	Critical Failure Table
1-5	Rune power fails, the Wyrd Cost is doubled
5-10	Rune power fails, caster takes 1d4 point nonlethal damage per Wyrd point cost
11-15	Rune power fails, caster takes 1d4 damage per Wyrd point cost
16-20	Rune Power turns back on caster, mild effect (GM's discretion)
20-25	Rune Power Fails, Mnor Insanity (GM's Discretion)
25+	Rune Power turns back on caster, major effect (GM's discretion)

**Wyrd Cost:** Working with or casting runes costs a *vitki* much energy - it is exhausting opening one's mind and bending one's will to alien technology. Thus, casting a Power rune costs Wyrd; unless otherwise noted in the description of a rune, the cost is one Wyrd per Power Level, per Power Rune (incase of multiple power rune casting). Condition runes can change duration, range or number of targets as per their Wyrd costs.

## Defending Against Runecasting

One defends against runecasting as with most occult effects, with the denoted save and effect (see Power Rune). In addition, those with Runescrye skill have a chance to detect and analyze runecasting when they see it.

The DC of the resisting a Power Rune is a **10 + 1/2 occultist's skill rank + occultist's key ability modifier**

## Sacrifice

Sacrifices are rated as mild, major and severe. The runecaster must make a Will save vs. a DC equal to 10 + his Runecaster level to avoid these sacrifices. If he fails the Will save, the *Vitki* can choose which sacrifices they make to gain runelore. The following are different categories of Sacrifices the runecaster can choose from

### Actions

While this category can be sacrificed for many times, the same sacrifice may not be used twice.

<i>Rating</i>	<i>Sacrifice</i>
<b>Mild</b>	Perform an important deed/task/quest: a vision quest, a selfless and unsolicited act of compassion, etc.
<b>Major</b>	Perform dangerous/harsh deed: sell oneself into slavery, etc.
<b>Severe</b>	Perform deadly deed: harass a Grackle Fox, kiss a Symbiot, etc.

### Vows

Vows do not have to be completed to gain the rune they are pledged for, as long as the *vitki* works towards that goal in good faith. Breaking a vow results in losing the runelore sacrificed for. For instance, if the sacrifice was an oath to humiliate a famous *jarl* of Frost to gain a Shaping rune, the *vitki* must work towards that goal. If an instance to successfully perform the feat arises and he does not take it, he loses the runepower until the oath is completed.

<i>Rating</i>	<i>Sacrifice</i>
Mild	Swear oath: loyalty to another, to spiritual or political ideals. etc. Adopt mild taboo: never curse, eat meat, etc.
Major	Swear dangerous oath: seek revenge against powerful foe, etc. Adopt major taboo: celibacy, vow of silence
Severe	Swear deadly oath: vow to assassinate Emperor Alexius or the Caliph, etc. Adopt severe taboo: avoid all contact with fellow kind, never walk or ride in vehicles but always crawl, etc.

### **Scarification**

The *vitki* cannot heal the scar or cover it with plastic surgery (although hiding it under clothing or bandages is acceptable) as long as he wishes to retain the runelore. If he does, then the feat sacrificed for is lost until the scar is reproduced. If a tattoo is ever broken or smudged beyond recognition (perhaps by a wound), it must be reapplied within a month or else the rune power is lost until it is recovered.

<i>Rating</i>	<i>Sacrifice</i>
Mild	Concealable tattoo, scar or piercing. A <i>vitki</i> can lake multiple different such scars for sacrifices.
Major	Nonconcealable tattoo, scar or piercing (on one's face perhaps). Only one such sacrifice can be made; other nonconcealables only count as Mild sacrifices.
Severe	Full body tattoo, scar or piercing. Only one such sacrifice can be made.

### **Flesh Offering**

The *vitki* cannot heal or replace the lost limb or organ as long as he wishes to retain the runelore. If he does, such as with a cybernetic replacement, then the runepower is lost until the pseudo-limb is removed. Occult powers which regenerate such a sacrificed limb or organ can inadverdantly cause the loss of the runelore, until the limb or organ is again removed.

<i>Rating</i>	<i>Sacrifice</i>
Mild	Lose minor body part: tooth, hair (at the roots)
Major	Lose digit (finger, toe)
Severe	Lose limb (anti, leg)
Severe	Lose sensory organ (eye, ear, tongue)
Severe	Lose redundant organ (lung. kidney)

### ***Bodily Ailment***

The *vitki* cannot heal or repair these loses except through the means listed below. If he does, then the runepower is lost until the sacrifice is again made. Occult powers which permanently repair these loses can inadvertently cause the loss of the runelore, until the traits are again lowered.

<i>Rating</i>	<i>Sacrifice</i>
Mild	<b>Palsy:</b> The <i>vitki</i> permanently loses 1 point of Dexterity due to uncontrollable shaking. The Dexterity score cannot go below 1; this sacrifice cannot be chosen if the Dexterity level is already 1. The <i>vitki</i> can later raise his Dexterity again through physical therapy and leveling.
Mild	<b>Frailty:</b> The <i>vitki</i> permanently loses one point of Strength due to muscle degeneration. The Strength score cannot go below 1; this sacrifice cannot be chosen if the Strength level is already 1. The <i>vitki</i> can later raise his Strength again through physical therapy and leveling.
Mild	<b>Deterioration:</b> The <i>vitki</i> permanently loses one point of Constitution due to immune system disorder, anemia, etc. The Constitution score cannot go below 1; this sacrifice cannot be chosen if the Constitution level is already 1. The <i>vitki</i> can later raise his Constitution again through physical therapy and leveling. (Note: This does effect Hit Points)
Major	<b>Extreme Palsy:</b> The <i>vitki</i> loses two points of Dexterity (otherwise treat as above).
Major	<b>Extreme Frailty:</b> The <i>vitki</i> loses two points of Strength (otherwise treat as above),
Major	<b>Extreme Deterioration:</b> The <i>vitki</i> loses two points of Constitution (otherwise treat as above).
Severe	<b>Enervation:</b> The <i>vitki</i> permanently loses 1d6 points of Hit points due to a loss of lifeforce, elan vital, or spark of life. This level cannot be regained. The sacrifice can be made multiple times; each level loss is considered a severe sacrifice.

**Mental**

<i>Rating</i>	<i>Sacrifice</i>
Mild	<b>Stupefaction:</b> The <i>vitki</i> permanently loses one point of Wisdom or Intelligence due to neuronal degeneration. The Wisdom score cannot go below 1: this sacrifice cannot be chosen if the Wisdom is already 1. The <i>vitki</i> can later raise his Wisdom again through mental acuity games (puzzles, brain teasers) and mental focus practice (meditation) and the expenditure of experience points.
Mild	<b>Neurosis:</b> Develop a neurosis about something: must always wash hands, must pray at five set times throughout the day, etc. Effects are permanent until the <i>vitki</i> willingly forsakes the runelore sacrificed for (this does not count as another sacrifice).
Mild - Major	<b>Mental Block:</b> Suffer a mental block concerning a certain important or cherished memory: your mother's name, the face of a loved one, the last time your deceased lover kissed you, etc.
Major	<b>Extreme Stupefaction:</b> The <i>vitki</i> loses two points of Wisdom or Intelligence (otherwise treat as above).
Major	<b>Phobia:</b> Develop a phobia (fear) of something: Kurgans, Ukari, rats, runes, etc. Effects are permanent until the <i>vitki</i> willingly forsakes the runelore sacrificed for (this does not count as another sacrifice).
Severe	<b>Psychosis:</b> Develop a psychosis about something: urge to murder strangers, urge to jump out of high windows, etc. Effects are permanent until the <i>vitki</i> willingly forsakes the runelore sacrificed for (this does not count as another sacrifice).
Severe	<b>Madness:</b> Descend into complete madness: schizophrenia, megalomania, etc. Effects are permanent until the <i>vitki</i> willingly forsakes the runelore sacrificed for (this does not count as another sacrifice).

## Occult Powers

Psychic or theurgic *vitkar* must forsake their occult powers to learn runecasting.

<i>Rating</i>	<i>Sacrifice</i>
Varies	<b>Forsake all Psi powers</b> ( <i>if multi-classed into Runecasting</i> ). If the character's Psychic level was below 6, this is considered a Mild sacrifice; if it was 6-10, it is a Major sacrifice; if it was 10 or above, it is a Severe sacrifice.
Varies	<b>Forsake all Theurgy (or Antinomy) powers</b> ( <i>if multi-classed into Runecasting</i> ): If the character's Theurgy level was below 6, this is considered a Mild sacrifice; if it was 6-10, it is a Major sacrifice; if it was 10 or above, it is a Severe sacrifice.
Mild	<b>Forsaking a Condition rune:</b> Give up all knowledge of a previously-learned rune. The lost rune can be relearned in the normal fashion (i.e. it must be sacrificed for and the proper amount of experience points must be spent).
Major	<b>Forsaking a Form rune:</b> Must have the Form feat to begin with. That Form feat can no longer be used.
Severe	<b>Forsaking a Power rune:</b> Must have the Power rune to begin with. That Power rune can no longer be used.

## Events

Certain rare events that occur or happen to the *vitki* can catalyze runelore, and act as sacrifices in place of the more debilitating ones listed above. These do not need to be "spent" immediately; the experiences can be saved until needed.

<i>Rating</i>	<i>Sacrifice</i>
Mild	Exposure to religious (theurgic) relic
Mild	Exposure to Second Republic Psi Clinic
Mild	Exposure to Soul Shard
Major	Exposure to Philosophers Stone
Major	Exposure to Gargoyle
Major	Experience the Sathra Effect for the first time

## General Runecasting Feats

At any level the Runecaster gains a feat due to leveling, he may also choose from these feats.

### ***WINDSCRYE [OCCULT]***

For certain runes, you can cast without actually physically drawing the rune on the target, as long as you have a copy of the rune with you in some form.

**Prerequisites:** Runecaster level 5+

**Benefit:** Theoretically, it is the image of a rune in one's mind that actually fuels the power, not the physical representation of the rune. Drawing or tracing the rune in one's mind and then projecting the completed image onto a target is what "casts" a rune. However, very few vitkar can properly form the runes in their minds unaided - they are more complex than they at first appear, and the visual mnemonic of the rune's common two-dimensional image as gleaned from Anunnaki rums) is necessary. The more mastery a vitki gains with a Power rune, the less beholden he is to drawing the rune on his targets. This is called Windscribing.

The Runecaster can Windscribe runes for a select set of Runes. When selecting this feat, the Runecaster must have at least learned one 4<sup>th</sup> level Power Rune. The Windscribe feat is selected for that specific type of Power Runes and for the lowest level of Runes not already selected with a Windscribe feat. For example, if the Runecaster earned 4<sup>th</sup> level Making Power Rune and has selected this feat for the first time when it is appropriate, he can associate the Windscribe feat to the 1<sup>st</sup> level Power Runes of Making. He may select this a second time when it is appropriate to apply it to his 2<sup>nd</sup> level power runes or apply it to another Power Rune type of which he knows the 4<sup>th</sup> level rune.

**Special:** This Feat can be selected multiple times for a different level of Power Runes

**Note:** The Runecaster still must see the Rune.



### **SCRYE BY MEMORY [OCCULT]**

It is possible to perform a runecasting without seeing the necessary runes, to call up the image in memory alone.

**Prerequisites:** Int 14+

**Benefit:** With this feat, the difficulty to perform a 1<sup>st</sup> level Rune by memory is reduced by 5 automatically without Concentration.

**Special:** This feat can be taken multiple time, with the following effects.

# of feats	Scrye by Memory Effect
First	Reduce memory penalty by 5 for Primary 1 <sup>st</sup> level runes
Second	Reduce memory penalty by 5 for Primary 2 <sup>nd</sup> level runes, no penalty for Primary 1 <sup>st</sup> ,
Third	Reduce memory penalty by 5 for Primary 3 <sup>rd</sup> level runes, no penalty for Primary 1 <sup>st</sup> and Primary 2 <sup>nd</sup>
Forth	Reduce memory penalty by 5 for Primary 4 <sup>th</sup> level runes, no penalty for Primary 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup>
Fifth	No Concentration Roll is needed for all Primary runes.
Sixth	Reduce memory penalty by 5 for Secondary 1 <sup>st</sup> level runes

*So on ...*

**Normal:** It is possible to perform a runecasting without seeing the necessary runes, to call up the image in memory alone. However, this is incredibly difficult and increases the difficulty of the Rune cast by 10. A turn may be spent in Concentration (DC 15 – Wis bonus) to reduce that difficulty modifier to 5.

### **MULTI-FORM SCRYE [OCCULT]**

You can use multiple Form runes at a reduced penalty.

**Benefit:** With this feat, you can cast multiple form feats at -1 penalty instead of a -2.

**Normal:** The *vitki* suffers a penalty of -2 per extra Form rune used (no penalty for using a single Form rune).

## Power Rune Paths

Provided below are descriptions of effects available with each of the known Power runes. Space precludes a detailed explanation of how each level can work for, against or with certain Form runes; gamemasters must improvise decisions concerning their workings. Each Power Rune is accompanied by a primary ability score associated to that Rune and the ability modifier adds to the skill ranks of that Rune.

**Duration:** Unless otherwise stated, Power rune effects last only as long as the runecasting's duration. For example, a temporary Shaping runecasting will only last for 10 turns, so a human turned to stone with that casting would revert back to flesh 10 turns later.

The **default duration, range and number of targets** for any runecasting without Condition runes is instant, touch, and self. (Note: Unless otherwise noted in a rune's description, rune effects can be extended to perpetual with the Condition Rune Time and the expenditure of the proper amount of Wyrd.)

Some power runes have a duration other than the default, and are in terms of one of the following increments.

Level    Duration Increment

1. **Instantaneous:** The power lasts only for the moment in which it was activated, although its long-term effects (healing, wounding) may last longer.
2. **Concentration:** The power lasts as long as you concentrate on it. This requires a standard action but does not provoke attacks of opportunity. Anything that might cause you to lose concentration requires you to make a Concentration check or lose the power. You cannot activate another power while concentrating on an active one.
3. **Round:** 1d10 rounds + 1 round per skill rank.
4. **Minutes:** 1d10 minutes + 1 minute per skill rank
5. **Hours:** The power lasts for 1 hour + 1 additional hour per skill rank.
6. **Days:** The power lasts for 1 day + 1 additional day per skill rank.
7. **Perpetual:** The power lasts until its effect is altered dispelled

**Range:** There are several range levels a power can be increased to with the right Condition feat and Wyrd expenditure. The runecaster must still somehow paint the rune on the target either through touch or other means or the target must be within the range. The Runecaster still needs the proper Condition Rune to effect multiple targets and needs a Space Rune to have an area of effect. When the power causes a secondary area effect, however (i.e. causes something to explode) that effect can effect multiple targets.

Level    Range

1. **Self/Personal:** The power affects only you.
2. **Touch:** The rune must touch the target to affect him.
3. **Close:** The rune can reach up to 25 feet + 5 per 2 skill ranks.
4. **Medium:** The rune can reach up to 100 feet + 10 per skill rank.
5. **Long:** The rune can reach up to 400 feet + 40 per skill rank.
6. **Extreme:** The rune can reach up to 1 mile + 1 mile per skill rank.
7. **Grand:** The rune can reach up to 100 miles + 10 mile per skillrank.
8. **Planetwide:** The rune can reach anywhere on the planet.
9. **Solar System:** The rune can reach anywhere in the solar system.
10. **Unlimited:** The rune can reach anywhere in the universe.

**Targets:** Most Power Runes default Targets as Self, meaning the Rune Power can only be applied to one self. Some runecasters are happy with that, while others like to expand beyond that. It requires the applicable Condition Feat to go beyond yourself as a target.

## ***Concealing [Dex]***

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

This rune hides things from even the most expert physical and occult saying, or locks them away. It can accomplish the following effects:

### **Level 1 Concealing Rune**

DC      **Power**

DC 10    **Camouflage:** The target is camouflaged for the duration. It gains a runecaster Power Rune skill ranks + 1 per 5 points rolled above the DC occult bonus to Hide. The target must remain still. **Duration:** Rounds **Range:** Self

DC 15    **Dull sense:** The runecaster can blacken another's senses (blind, deaf, dumb. Etc.). Target gains the desired effect for the duration. **Duration:** minutes. **Range:** Touch.

### **Level 2 Concealing Rune**

DC      **Power**

DC 10    **Innocuous:** Target's actions go unnoticed. It gains a skill ranks + 1 per 5 points rolled above the DC occult bonus to Sleight of Hand for once action. **Duration:** Rounds **Range:** Self

DC 15    **Misdirection:** Project image of something the target is not. The target gains runecaster level + 1 per 5 points rolled above the DC occult bonus to Disguise for duration **Duration:** minutes. **Range:** Touch

### Level 3 Concealing Rune

DC      **Power**

DC 10    **Hide moment:** Runecaster can blacken out a moment in time from a target. For that time period, the target completely forgets what has happened. **Duration of moment:** Rounds. **Range:** Touch

DC      **Dimensional Pocket:** create a dimensional pocket where things medium sized or smaller may be stored:

15+	DC	Size
	15	Fine
	18	Diminutive
	20	Tiny
	22	Small
	24	Medium

This Pocket can be detected with any occult sense oriented to Wyrđ.

The **Duration** of the Pocket is 1 minute per rank + 1 minute per 5 points above the DC. The Runecaster must make a second attempt to retrieve any items stored there. If the duration expires, the item reappears in the same place as it was placed in the pocket. **Range:** Special. Pocket is formed within 1 foot of caster

DC 20    **Runeseal:** create a lock on something (window, door, box, etc.) Disable Device or Lock Pick DC = 5 + 1 point per rank + 1 per 5 points rolled above the DC. **Duration:** The Runeseal lasts until cancelled by the original runecaster by spending one Wyrđ and casting Runeseal again or when broken. **Range:** Touch

### Level 4 Concealing Rune

DC      **Power**

DC 20    **Invisibility:** *vitki* is invisible to one physical sense (sight, sound, touch, occult, etc.). This Power Rune requires two Forms – target and the sense. **Duration:** 1 round per rank + 1 round per 5 points above the DC. **Range:** Self

DC 25+    **Dimensional Sanctum:** create a dimensional pocket where things larger than Medium may be stored.

DC	Size
25	Large
30	Huge
35	Gargantuan
40	Colossal

This Sanctum can be detected with any occult sense oriented to Wyrđ.

The **Duration** of the Sanctum is 1 minute per rank. The Runecaster must make a second attempt to retrieve any items stored there. If the duration expires, the item reappears in the same place as it was placed in the pocket. **Range:** Special. Pocket is formed within 1 foot of caster

DC 25    **Intangible:** *vitki* is invisible to all senses: he cannot physically affect the world except through runecasting. **Duration:** Rounds. **Range:** Self

## **Knowing [Wis]**

**Activation Time:** 1 full round

**Range:** As per power

**Target:** One

**Duration:** Instantaneous

**Saving Throw:** Will negates (where applicable)

This rune reveals meanings, relation-ships and knowledge. No Knowing runecasting can be perpetual.

### **Level 1 Knowing Rune**

<b>DC</b>	<b>Power</b>
10	<b>Converse:</b> understand another person across language barriers. <b>Duration:</b> Minutes. <b>Range:</b> Touch
15	<b>Analyze/Examine/Diagnose</b> a person or thing: diagnose necessary repairs, analyze a book's text, examine a crime scene for clues, etc. <b>Duration:</b> Instantaneous <b>Range:</b> Touch

### **Level 2 Knowing Rune**

10	<b>Clue:</b> acts as the Eskatonic Order Divine Revelation rite, but more effective. <b>Duration:</b> Instantaneous <b>Range:</b> Touch
15	<b>Know unknown:</b> detect lies and others' unstated intentions or goals. <b>Duration:</b> Instantaneous <b>Range:</b> Touch

### **Level 3 Knowing Rune**

10	<b>Converse with Other:</b> understand another living thing governed by different Form runes other than one's own (beast. Plant). <b>Duration:</b> Minutes <b>Range:</b> Touch
15	<b>Wordless conversation (telepathy):</b> The Quantity rune governs the number of targets involved, while the caster's Intelligence bonus + 1 per 5 points above the DC provides the amount of ideas that can be conveyed or read per turn. <b>Duration:</b> Rounds <b>Range:</b> Close

### Level 4 Knowing Rune

10	<b>Converse With Other:</b> understand another thing governed by Form runes in different (lasses (Earth - tracking; Air - weather; Soul Shard - understand its use, etc.) <b>Duration:</b> Minutes <b>Range:</b> Touch
15	<b>Advisor:</b> basic lore skill (equal to Int bonus in ranks) on any desired topic. <b>Duration:</b> Instantaneous <b>Range:</b> Touch
20	<b>Akashic Records:</b> complete lore on a topic (temporary Knowledge skill of the subjectwith ranks equal to 10 + Int bonus, ignoring class skill rank limits) - including private or secret matters ("how does the queen feel about me?"); does not disclose meanings and understanding beyond one's means (all the data in the world about Ur tech means nothing unless you have high enough Tech score). <b>Duration:</b> Instantaneous <b>Range:</b> Touch

## ***Making [Int]***

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

Perhaps the most powerful rune, Making creates things from nothing. The *vitki* must know the Form rune that governs the new thing created (and the one that governs the target, if any). With this rune and various Mind runes (along with the proper Sentient Race rune), he can also make targets do things they don't want to. Note: Unless a target is required, things created from nothing require no runemark (the *vitki* does not need to "draw" a rune on anything that does not yet exist).

**Duration Notes:** Some Making Runes have a specific duration defining how long the object exists within reality. Once this duration is over, the object vanishes. Others have a duration of Instantaneous, meaning the power takes effect instantaneously, however the effect is perpetual (like Replenish renewable function – the actual function is perpetual).

### **Level 1 Making Rune**

<b>DC</b>	<b>Power</b>
10	<b>Increase mass:</b> make a person or thing larger, fatter, taller, heavier, etc. Total increase equal to +50% for every 5 points above the DC (minimum one). <b>Duration:</b> Rounds <b>Range:</b> Self
15	<b>Create a small, simple thing:</b> ignite candle flame, conjure pebble, algae or fungi (simple living things); or deliver a single word mental command or feeling (using the Mind rune) which the target must obey/experience. <b>Duration:</b> Rounds <b>Range:</b> Close

### **Level 2 Making Rune**

10	<b>Replenish renewable function:</b> refill a drained pond, recharge a fusion cell (1d4 + one charge per 5 points above DC), restore spent or lost Wyrd (1d4 + 1 point per 5 points above DC) or Hit points (1d4 + 1 die per 5 points above DC). <b>Duration:</b> Instantaneous <b>Range:</b> Touch
15	<b>Create large, simple thing:</b> bonfire, boulder, tree; or deliver a one sentence mental command. <b>Duration:</b> Rounds <b>Range:</b> Close



### Level 3 Making Rune

10	<b>Increase/improve function:</b> fire burns brighter and more efficiently, rock or metal is stronger Increase Hardness 1d6 + 1 point per 5 points above DC), a character's traits (ability scores, skills ranks, Wyrd) are boosted (1 + 1 point per 5 points above the DC) or Hit points (1d4 + 1 per 5 points above the DC). This effect cannot be made perpetual. <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Create small, complex thing:</b> firearm, fruit fly or sparrow (any animal with a central nervous system is complex); detailed mental command. <b>Duration:</b> Rounds <b>Range:</b> Close
20	<b>Restore nonrenewable function:</b> fire burns without fuel, living things regrow lost limbs or regain lowered traits, starship hulls or systems are repaired (one point/level/system + 1 per 5 points above DC). <b>Duration:</b> Instantaneous <b>Range:</b> Touch

### Level 4 Making Rune

10	<b>Create large, complex thing:</b> landcraft, mastodon, self-regulating environment bubble (to keep someone alive in a vacuum); complete mental control. <b>Duration:</b> Rounds <b>Range:</b> Close
15	<b>Restore destroyed or dead thing:</b> rebuild a gutted spacecraft (Earth, Air, Fire, Ether), resurrect a human being (Human, Emotion, Intellect, Dream, Wyrd runes) <b>Duration:</b> Instantaneous <b>Range:</b> Touch
25	<b>Enliven:</b> add a new Form to an object or living thing's being (bring a stone to life with a Life rune. make a dog sentient with Mind runes, etc.). Note that this power can be made perpetual by spending the requisite Wyrd and devising a new rune to govern the newly-made target. Some believe this level (or a higher version of this rune) raised the Ishkin to sentience. <b>Duration:</b> Instantaneous <b>Range:</b> Touch

## Revealing [Dex]

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

This rune provides perception and sensation. The *vitki* must know the Form rune that governs the target or object of the casting.

### Level 1 Revealing Rune

DC	Power
10	<b>Keen sense</b> boost existing sense: 1 point +1 per for every 5 points above the DC. <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Kinaesthesia:</b> Senses mix - "hear" sights or "smell" sounds. This can be confusing, but skilled use can allow one to operate in situations of sensory overload or deprivation (touch can become a form of sight). <b>Duration:</b> Rounds <b>Range:</b> Touch

### Level 2 Revealing Rune

10	<b>Weird sense:</b> use a Form rune to develop a new sense organ associated with that rune (IR vision = Fire; UV vision = Ether; Empathy = Emotion; Aura vision = Psi; Second sight = Wyrd). Note: Using the Intellect rune can sense thoughts, but not understand them - that requires the Knowing rune effect. <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>See Inside:</b> sort of like "X-ray vision." the <i>vitki</i> can see the interior of a target (a person's organs, a box's contents, etc.). <b>Duration:</b> Rounds <b>Range:</b> Touch

### Level 3 Revealing Rune

15+	<b>Past Vision:</b> reveals the past, similar to the Omen psychic power Postcognition.
15+	<b>Omen:</b> reveals the future, similar to the Omen psychic power Precognition.

### Level 4 Revealing Rune

10	<b>Detect/Dowse:</b> find or track an unseen person or thing. <b>Duration:</b> Rounds <b>Range:</b> Touch										
15	<b>Shared sense:</b> project sense perceptions onto another or read that person's senses not thoughts). <b>Duration:</b> Rounds <b>Range:</b> Touch										
20+	<p><b>Unseal:</b> unlock any barred entrance or blockage.</p> <table> <thead> <tr> <th>DC</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>20</td> <td>Simple Key Locks.</td> </tr> <tr> <td>25</td> <td>Physically Barred Doors</td> </tr> <tr> <td>30</td> <td>Gen Locks</td> </tr> <tr> <td>35</td> <td>Jumpgate</td> </tr> </tbody> </table> <p>In the case of Runeseals (Concealing rune), add +10 to the DC.</p> <p><b>Duration:</b> Instantaneous <b>Range:</b> Touch</p>	DC	Type	20	Simple Key Locks.	25	Physically Barred Doors	30	Gen Locks	35	Jumpgate
DC	Type										
20	Simple Key Locks.										
25	Physically Barred Doors										
30	Gen Locks										
35	Jumpgate										

## Shaping [Int]

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

This rune remolds existing objects, but does not create new things from nothing (see Making). In other words, to turn a human into stone, a human and a stone must be present to merge together - and the *vitki* must know both the Human and Earth Form runes. (Note: The target will still live, but will suffer a loss of tactile sense, and may have trouble moving if his Strength cannot accommodate his new bulk - the gamemaster should devise reasonable boons and limitations for such effects, remembering that unless the Unmaking rune is involved or damage is inflicted, targets of Shapings will not be injured - their bodies adjust to their new states.)

The *vitki* cannot add size or mass not already present, but can rearrange present elements. All these shapings have a duration, meaning that once the duration has expired, the item returns to its original form. These are all can be made perpetual with the proper Condition rune and Wyrd expenditure.

### Level 1 Shaping Rune

DC	Power
10	<b>Mold basic shapes:</b> Change the shape of something basic and non-complex. Ex - bend knives <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Carve shapes:</b> Carve a basic non-complex item out of a specific material. Ex - make a sword from metal <b>Duration:</b> Rounds <b>Range:</b> Touch

### Level 2 Shaping Rune

10	<b>Carve complex shapes</b> (change facial features, give a dog opposable thumbs). <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Carve complex shapes:</b> Carve an item with moving parts out of a specific material like make a clock or landcraft out of wood or metal. <b>Duration:</b> Rounds <b>Range:</b> Touch

### Level 3 Shaping Rune

10	<b>Change function:</b> reverse gravity (Ether rune). make a Human breath water instead of air (Human and Water Rune). <b>Duration:</b> Rounds <b>Range:</b> Touch
20	<b>Carve complex shapes that require multiple Forms:</b> starship fusion drives = Earth, Fire and Ether. <b>Duration:</b> Rounds <b>Range:</b> Touch

### Level 4 Shaping Rune

15	<b>Merge one or more Forms:</b> Ex - Mix Earth and Water to create mud, or Human and Bird to make a human-animal hybrid, or Human and Psi to make a psychic-remember, all Forms must already be present in some fashion. <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Change target's Form completely to another within the same class:</b> ex - Human into newt. The class in this case means bioforms vs. non-bio forms; solid vs. liquid, etc. <b>Duration:</b> Rounds <b>Range:</b> Touch
20	Change target's Form completely to another within a different class (Human to Earth: i.e., turn a man into stone). <b>Duration:</b> Rounds <b>Range:</b> Touch

## Shielding [Str]

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

This rune protects things from physical and occult harm, and can even mist runecastings.

### Level 1 Shielding Rune

DC	Power
10	<b>Harden:</b> increase hardness of form without increasing mass. This can act as DR to a living form or increased Hardness to non-organic objects. The amount increased is equal to 1 point per ranks + 1 point per 5 points above the DC. <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Armor:</b> Increase the Armor Class bonus of armor. 1 point per ranks + 1 point per 5 points above the DC. <b>Duration:</b> Rounds <b>Range:</b> Touch

### Level 2 Shielding Rune

10	<b>Good Offense:</b> Spikes, thorns, etc. damage incoming attacks - 1d4 point per ranks + 1d4 per 5 points above the DC.
15	<b>Repulse:</b> Like a personal energy shield. Absorbs physical damage only with a DR equal to 3 + 1 point per 5 points above the DC. <b>Duration:</b> Rounds <b>Range:</b> Self

### Level 3 Shielding Rune

10	<b>Protection:</b> Resistance against a variety of attacks, depending on the Form runes used - Fire defends against fire and/or energy, Psi against psychic powers, etc. Resistance value equal to 3 + 1 per 5 points above the DC. <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Ward:</b> Creates an area of warding used to repulse a specific form. This rune requires a form rune to define what is repulsed and can be expanded to define what type of repulsion is involved. It acts as a trap or invisible shield against the target for to prevent it from entering or crossing a specific threshold. This is most useful if it perpetual but requires the proper Condition Rune and Wyrd Expenditure. A ward can simply prevent entry with an force field or actually cause damage with a fire ward field. The general strength of the field is equal to 5 + 1 per 5 points above the DC + 1d6 per additional Wyrd spent. <b>Duration:</b> Minutes <b>Range:</b> Close * <b>Targets:</b> All qualifying forms based on Form rune.  * The Ward creates a field of repulsion equal to the range, centered around the Rune itself.

### Level 4 Shielding Rune

15	<b>Absorb:</b> Damage from a successful attack is converted into a bonus to a declared trait (Hit Points, Wyrd, Dexterity, Hardness, etc.). Amount absorbed equal to 1 point plus 1 point per 5 points over the rune's DC, plus 1 point per extra Wyrd expenditure.
20*	<b>Counter:</b> Turn an attack or occult effect back on its user. DC for this Rune either the base or the DC of the power or attack directed to the caster, which ever is higher. If successful, the effect is completely reversed. <b>Duration:</b> Rounds <b>Range:</b> Touch
25	<b>Impervious:</b> complete immunity to all attacks from one declared Form. Cannot be made perpetual. <b>Duration:</b> Rounds <b>Range:</b> Touch

## Traveling [Cha]

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

This rune empowers motion and even allows the *vitki* to travel without moving.

### Level 1 Traveling Rune

DC	Power																								
10+	<p><b>Celestial Alignment:</b> This rune, drawn on the ground of a particular planet or celestial body the caster is one, enables a caster to keep perfect mental notation of all the movements of the surrounding solar system, as well as the constellations (as they appear to an observer on planetside). Thus the caster, with but a glance at the sky, can reckon sidereal time and track his position, direction and motion as he travels across the planet. This rune requires no Form rune.</p> <p>The effect of this rune is instantaneous and permanent, but applies only to the planet upon which it was drawn, and does not need to be recast if the theurge returns to that planet. Celestial Alignment has some application to interplanetary navigation (i.e., travel within a solar system), but not to interstellar travel or complex maneuvers like combat, docking or landing on a planet. The accuracy with which a theurge can figure his relative position in time and space is based on the success from casting the run.</p> <table border="1"> <thead> <tr> <th>Roll</th> <th>Time</th> <th>Position</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>+1- 10 minutes</td> <td>4-10 kilometers</td> </tr> <tr> <td>12</td> <td>+1- 9 minutes</td> <td>+1- 8 kilometers</td> </tr> <tr> <td>14</td> <td>+/- 7 minutes</td> <td>+1 - b kilometers</td> </tr> <tr> <td>16</td> <td>+/- 5 minutes</td> <td>+1- 4 kilometers</td> </tr> <tr> <td>18</td> <td>+1- 3 minutes</td> <td>+1-2 kilometers</td> </tr> <tr> <td>20+</td> <td>+1-1 minute</td> <td>+/- 1 kilometer</td> </tr> <tr> <td>Nat 20</td> <td>exact second</td> <td>exact centimeter</td> </tr> </tbody> </table>	Roll	Time	Position	10	+1- 10 minutes	4-10 kilometers	12	+1- 9 minutes	+1- 8 kilometers	14	+/- 7 minutes	+1 - b kilometers	16	+/- 5 minutes	+1- 4 kilometers	18	+1- 3 minutes	+1-2 kilometers	20+	+1-1 minute	+/- 1 kilometer	Nat 20	exact second	exact centimeter
Roll	Time	Position																							
10	+1- 10 minutes	4-10 kilometers																							
12	+1- 9 minutes	+1- 8 kilometers																							
14	+/- 7 minutes	+1 - b kilometers																							
16	+/- 5 minutes	+1- 4 kilometers																							
18	+1- 3 minutes	+1-2 kilometers																							
20+	+1-1 minute	+/- 1 kilometer																							
Nat 20	exact second	exact centimeter																							
15	<p><b>Move:</b> add to person or thing's speed +1 ft per rank + 1 ft per 5 points above DC. This also allows inanimate things to gain motion. <b>Duration:</b> Rounds <b>Range:</b> Touch</p>																								



## Level 2 Traveling Rune

10	<p><b>Impede:</b> slow a person or thing's speed</p> <table> <tr> <td>DC</td> <td>Decrease in Damage</td> <td>Decrease Speed</td> </tr> <tr> <td>10</td> <td>-1 die of damage</td> <td>-20%</td> </tr> <tr> <td>20</td> <td>-2 die of damage</td> <td>-30%</td> </tr> <tr> <td>30</td> <td>-3 die of damage</td> <td>-40%</td> </tr> </table> <p>For every 10 points above the base DC, decrease the damage 1 die or the speed of an object 10%. <b>Duration:</b> Rounds <b>Range:</b> Touch</p>	DC	Decrease in Damage	Decrease Speed	10	-1 die of damage	-20%	20	-2 die of damage	-30%	30	-3 die of damage	-40%
DC	Decrease in Damage	Decrease Speed											
10	-1 die of damage	-20%											
20	-2 die of damage	-30%											
30	-3 die of damage	-40%											
15	<p><b>Flight/Swim:</b> must know the Form rune for the new medium traveled in. <b>Duration:</b> Rounds <b>Range:</b> Touch</p>												

## Level 3 Traveling Rune

10+	<p><b>Kinetics:</b> impart extra motion to items, i.e. increased bullet velocity or increased movement in a vehicle.</p> <table> <tr> <td>DC</td> <td>Increase in Damage</td> <td>Increase Speed</td> </tr> <tr> <td>10</td> <td>+1 die of damage</td> <td>+20%</td> </tr> <tr> <td>20</td> <td>+2 die of damage</td> <td>+30%</td> </tr> <tr> <td>30</td> <td>+3 die of damage</td> <td>+40%</td> </tr> </table> <p>For every 10 points above the base DC, increase the damage 1 die or the speed of an object 10%. <b>Duration:</b> Rounds <b>Range:</b> Touch</p>	DC	Increase in Damage	Increase Speed	10	+1 die of damage	+20%	20	+2 die of damage	+30%	30	+3 die of damage	+40%
DC	Increase in Damage	Increase Speed											
10	+1 die of damage	+20%											
20	+2 die of damage	+30%											
30	+3 die of damage	+40%											
20	<p><b>Phase:</b> Walk through an obstructing substance without being affected by it; must use proper Form rune (Earth for walls, Fire for flame, Human for a man, etc.). The amount of meters moved is equal to victory points. <b>Duration:</b> Rounds <b>Range:</b> Touch.</p>												

## Level 4 Traveling Rune

10	<p><b>Teleport:</b> teleport across distances. The <i>vitki</i> can take others, as long as he knows the Form runes governing his targets and can spend the Wyrd to affect them. The base Range of the Teleport is close without a travel rune on the destination. If there is a Travel Rune at the destination and it is within 4 times the base range, he can travel to it. The base range can be increased with Condition Runes. If the <i>vitkar</i> wishes to travel multiple jumps, he must know the Infinity rune, and then spend one extra Wyrd per jump. The <i>vitki</i> cannot travel to unfamiliar places - he can only go to places he (or a fellow runecaster) has left a "travelmark," a unique runic inscription, as long as it is within range. This inscription can be small and innocuous, but must be within sight of the <i>vitki</i> when he appears, It cannot be hidden behind a panel or curtain). <b>Duration:</b> Instantaneous <b>Range:</b> Special.</p>
20+	<p><b>Runegate:</b> two-way teleportation portal, or automatic teleportation of anyone who touches a declared object painted with a unique runemark. This Travel Rune is a permanent Teleport through a standard portal (door, gate, opening of some kind). A Travel Rune must be drawn on both ends and no Form Rune is required. Anything that walks through the Runegate after touching the Rune will teleport (people must carry objects through). The Rune must be cast on</p>

	both ends (spending the Wyrd twice). The Base range is Extreme and can be increased with Condition Runes
--	--

## **Unmaking [Con]**

**Activation Time:** 1 full round

**Range:** As per power

**Target:** Single

**Duration:** As per power

**Saving Throw:** Will negates (where applicable)

This rune damages objects, negates experiences and destroys Forms. Remember, unless otherwise noted, the effect lasts only as long as the casting's duration. Unless otherwise noted, no Unmaking effect can be made perpetual.

### **Level 1 Unmaking Rune**

DC	Power
10	<b>Decrease mass:</b> make a person or thing smaller, thinner, shorter, lighter, etc. Total decrease equal to -50% for every 5 points above the DC (minimum one). <b>Duration:</b> Rounds <b>Range:</b> Self.
15	<b>Wound:</b> deliver 3d6 + 1 dir for every 5 points above the DC to target. If the Fire and Ether Form runes are used in the attack, energy shields are ignored. The damage is permanent, although it may be healed. <b>Duration:</b> Instantaneous <b>Range:</b> Touch. <b>Special:</b> Damage can be increase by extra Wyrd, 1 die per Wyrd OR increase 1 die type for 3 Wyrd.

### **Level 2 Unmaking Rune**

10	<b>Weaken:</b> fire burns dimly and provides less heat, rock or metal is weaker, a character's traits (ability scores, skills, Wyrd, Hit Points) are lowered, armor is eroded. (one level/point per 5 points per 5 points over the DC, minimum 1). <b>Duration:</b> Rounds <b>Range:</b> Touch
15	<b>Unravel:</b> things fall apart, but the pieces are not damaged (leaving little evidence of cause) - starships engines malfunction, money bags develop holes, people catch colds or suffer aches and pains ,no damage but uncomfortable). <b>Duration:</b> Instantaneous <b>Range:</b> Touch

### Level 3 Unmaking Rune

10	<b>Heavy Wound:</b> Deal 6d6 damage (plus 1 die per 5 points above the DC) to target. If the Fire and Ether Form runes are used in the attack, energy shields are ignored. The damage is permanent, although it may be healed. <b>Duration:</b> Instantaneous <b>Range:</b> Touch. <b>Special:</b> Damage can be increase by extra Wyrd, 1 die per Wyrd OR increase 1 die type for 3 Wyrd.
15	<b>Negate:</b> permanently undo a recent (last turn) action or occult effect (it is not replayed or forgotten, but its effects are undone). The proper Form rune used is that which governs the target (Human for a person. Psi for a psychic power, etc.). Use the Quantity rune to increase the number of actions affected. <b>Duration:</b> Instantaneous <b>Range:</b> Touch (must touch the target of the action or with in the area of effect)

### Level 4 Unmaking Rune

15	<b>Destroy:</b> Deal 9d6 damage (plus 1 die per 5 points above the DC) to target. If the Fire and Ether Form runes are used in the attack. energy shields are ignored. The damage is permanent, although it may he healed. <b>Duration:</b> Instantaneous <b>Range:</b> Touch
20	<b>Nullify:</b> Creates an "energy shield" like effect around the <i>vitki</i> which can permanently negate undesired actions or powers affecting him. Whenever such an event occurs, the <i>vitki</i> decides whether or not to activate the "shield," up to a maximum number of times equal to 1 per rank in the Rune plus 1 per 5 points above the DC on the casting roll (as long as the duration lasts). The shield nullities effects from whichever Form runes were used in the casting (Human for a person's physical actions, Intellect for a decision or command, Psi for a psychic power, etc.) <b>Duration:</b> Rounds <b>Range:</b> Touch
25	<b>Unmake a Form:</b> Ex: Remove all oxygen in an area (Air rune), undo a human's sentience (Intellect rune). <b>Duration:</b> Instantaneous <b>Range:</b> Touch

## Form Runes (Hamrunar)

Learning Form runes does not require sacrifices, but the *vitki's* Runecasting trait must equal the listed level. Learning a rune also provides the *vitki* with knowledge of objects that rune governs, as if he had a Lore skill in that subject (equal to the *Vitki's* Wits score); this is general lore only. more specific details can he had using the Revealing rune.

Some *vitki* claim that, between the Artifact and Cosmic rune classes, belongs an Entity class, which includes gods and demons. However, none have been able to produce such runes - or none have revealed them yet.

Form runes are grouped into classes which form a continuum from the most familiar to most grand, or the easiest to manipulate to the most difficult (at least for the human mind): Element, Life, Mind. Artifact and Cosmic. Only the most adept rise to become Mindworkers; the Artifact and Cosmic runes are nigh-incomprehensible to humans

### ***Element [Occult]***

You have learned one Element form rune.

**Benefit:** This feat can pick chosen multiple times, once per Element type. Every time this feat is chosen, you may pick from the following list:

#### ***Element Type***

Earth (solids)

Water (fluids)

Air (gases)

Fire (energy)

Ether (fields)

Note: When the target of an Elemental Form runecasting is an indistinct patch of ground, region of air or a river rather than a thing (rock, door, tank), an area of one-meter radius is affected. The *vitki* must know the Infinity rune to affect a larger region.

***Earth:*** This rune governs solid, non-organic objects and materials, such as stone, metal, ceramsteel, etc. When combined with the Water rune, it can affect semi-solid masses, like mud. When combined with the proper Life rune, it can affect organic solid objects like bone or carapace.

**Water:** This rune governs non-organic fluids, such as water, oil, beer, etc. When combined with the Air rune, it can affect disparate fluids, like fogs or mists. When combined with the proper Life rune, it can affect organic fluids, like blood or plant sap.

**Air:** This rune governs non-organic gaseous material, such as oxygen, and cold temperatures. When combined with the Fire rune, it can ignite unstable or namable gases; with the Water rune it affects ice. When combined with the proper Life rune, it affects the breath.

**Fire:** This rune governs gross energy, such as fire, electricity or even fusion. It also governs hot temperatures. When combined with the Ether rune, it can affect energy fields, like jumpdrives or those of personal energy shields. When combined with the proper Life rune, it can affect metabolic systems.

**Ether:** This rune governs subtle energy fields, such as gravity or the subtle fields generated by certain Vau tech. When combined with the proper Life rune, it can affect an organism's sense of balance. **Additional DC penalty:** +5 to Power Rune DC.

**Special:** This feat may be taken multiple times.

### ***Life [Occult]***

You have learned one Life form rune.

**Benefit:** This feat can be chosen multiple times, once per Life type. Every time this feat is chosen, you may pick from the following list:

#### ***Life Type***

Sentient Race

Beast

Plant

**Sentient Race Runes:** Each sentient race has a rune that governs it, although most *vitkar*, unfamiliar with many Known Worlds races, have not yet identified the runes for many species. The most commonly exchanged rune is the Human (also called Man) rune. Without this rune, *vitkar* cannot affect a human being directly with runecasting (although elemental Form runes can be used to affect a person's environment). One Sentient Life Rune must be taken for each species the Runecaster wishes to effect, so each time this run is taken, the *vitkar* must choose a race it effects.

**Additional DC penalty:** +5 to Power Rune DC.

Some races seem to have no runes, perhaps because their runes are lost or the race achieved sentience after the Anunnaki disappeared. Known (although not necessarily properly identified) alien race runes include: Ur-Obun and Ur-Ukar, Ascorbite, Vau, Symbiots, Gannok, Oro'ym, Nizdharim, Ishkin and Ming (of Gizeh). Most *vitkar* believe that the Ishkin were created with runepower, and that, in doing so, some mysterious *vitki* made that race's rune. Also, some Haniingjur swear that whenever a race is "scanned" by a Gargoyle or Philosopher's Stone, a rune is created for it somewhere in the universe.

**Beast Runes:** As with the sentient races, above, there are many beast runes, seemingly one for each animal type. The following runes have been classified: Fish, Amphibian, Reptile, Bird and Mammal. In addition, there are some as-yet unidentified runes that some *vitkar* speculate belong to unknown alien species (one of these is for silicates, like the ancestors of the sentient Ming of Gizeh). Each time this Rune is learned, it must be associated to a specific type of animal, as list above.

**Plant Runes:** As with Beasts, above: Monera (bacteria), Protist (algae), Fungi, Flower (includes herbs), Tree (includes shrubs), and Crops (includes grains and vegetables, anything cultivated - wild versions are governed by the Flower rune). Each time this Rune is learned, it must be associated to a specific type of plant, as list above.

**Special:** This feat may be taken multiple times.

### ***Mind [Occult]***

You have learned one Mind form rune.

**Benefit:** This feat can be chosen multiple times, once per Mind type. Every time this feat is chosen, you may pick from the following list:

#### ***Mind Type***

Emotion

Golem

Wyrd

Psi

Theurgy

Shadow Mind

Each of these runes usually needs to be combined with a Life rune. However, using the rune of Making, non-organic things represented by Element runes (rocks, streams) can be made sentient (for the duration of the casting) with one or more of the following runes.

**Emotion:** This rune governs emotions or feelings.

**Intellect:** This rune governs conscious thought.

**Dream:** This rune governs unconscious thoughts (including memories) and dreams.

**Golem:** This odd rune seemingly governs the thought processes of an artificially intelligent mind, one that works from programming rather than organic brain-functions. It also works on think machine programs. **Additional DC penalty:** +5 to Power Rune DC.

**Wyrd:** This rune governs spiritual energy or willpower. **Additional DC penalty:** +5 to Power Rune DC.

**Psi:** This rune governs psychic powers. **Additional DC penalty:** +5 to Power Rune DC or the Psychic level of target which ever is applicable.

**Theurgy:** This rune governs theurgic rituals. interestingly, it also governs Antinomic rituals. **Additional DC penalty:** +5 to Power Rune or the Theurgist level of the target, which ever is applicable.

**Shadow Mind:** This rune governs psychic Urge, theurgic Hubris (including Gjartin Antipathy) or Antinomic Fealty. **Additional DC penalty:** +5 to Power Rune DC or level of Urge/Hubris/Fealty, which ever is applicable.

**Special:** This feat may be taken multiple times.

### ***Artifact [Occult]***

You have learned one Artifact form rune.

**Benefit:** Runes in this class govern super-tech items made by the Anunnaki. The runecaster must learn the rune for the individual artifact type like jumpgates, philosopher stones, etc.. This is a very rare rune. **Additional DC penalty:** +5 to Power Rune DC.



**Special:** This feat may be taken multiple times, once per artifact type.

### ***Cosmic [Occult]***

You have learned one Cosmic form rune.

**Benefit:** Runes in this class govern cosmic forces. You pick from the following types:

Day (Stars)	Night (Stellar void)
Past	Present
Eternity (Future)	Infinity (Space)

*Vitkar* theorize that the last two runes are integral to jumpgates.

**Infinity (Space):** This rune governs space differently from Condition Runes. Instead of changing the number of targets on a runecasting, a *vitki* might want to affect an area that many targets are standing in. The runecasting must be performed on the area (the ground, region of space. etc.), rather than directly against a target and thus the effects are indirect - the target cannot resist them normally (although he may try to counter them with other runecasting or occult powers). The Wyrds costs for increasing area of effect - governed by the Infinity rune - are as follows:

Additional Cost	Area (radius)
1	1 meter
2	5 meters
3	10 meters
4	50 meters
5	100 meters
6	1 kilometer
7	5 kilometers
8	10 kilometers
9	25 kilometers
10	50 kilometers
15	100 kilometers
20	1,000 kilometers
25	planetwide/ 1 AU
30	solar system
35	Interstellar*

\* Between two systems connected by a jumproule. +5 Wyrđ per jump to extend the runic jumpweb to other worlds.

It is possible, with enough Wyrđ, for a *vitki* using the Traveling rune to teleport a house or even a region somewhere else. It is also conceivable (with extreme amounts of Wyrđ) for a *vitki* using the Shaping, Making, or Unmaking runes to temporarily change the laws of physics in entire regions of space by extending the area of effect to interstellar distances.

**Eternity (Future):** This rune controls time itself. One of the rarest of runes, it supposedly allows *vitkar* to speed up or slow down time, or to travel in time.

**Night (Stellar Void):** This rune controls the spaces between the stars, including all those outside of planetary atmospheres. Very few *vitkar* have experience with it, but some claim to be able to create livable environments in space, or vaccums on a planet. Some claim that Froljir the Ill-Fated had a *vitki* aboard his flagship that could steer the ship through the void even when its engines were damaged.

**Day (Stars):** This rune is rumored to exist but even the Urdur cannot claim to know what it looks like. They theorize that a powerful *vitki* with this rune could remake the stars and prevent their fading.

## Condition Runes

These runes are concerned exclusively with a runecasting's effect, and govern only runecasting.

**Time:** The default duration for runecastings without this rune is instant. With this rune, an effect can be extended with Wyrd points.

### ***Time Rune [Occult]***

This rune governs the duration of a runecasting.

**Prerequisite:** Runecaster 1+.

**Benefits:** For each extra Wyrd point spent above a power's base activation cost, you can increase the duration increment by one level.

For example, a Psychic using the Lifting Hand power, which has a duration of Concentration, can increase the duration to one turn by spending one extra Wyrd point. This way, he no longer has to concentrate on the power to keep it going. You must declare how much Wyrd you are spending before the check is made. If the check fails, the extra Wyrd must still be spent.

Some powers cannot be extended or made permanent; see power descriptions. Powers with an instantaneous duration cannot be extended.

### ***Space Rune [Occult]***

This rune governs the range of a runecasting.

**Prerequisite:** Runecaster 1+

**Benefits:** For each extra Wyrd point spent above a power's base activation cost, you can improve the range type by one level.

You must declare how much Wyrd you are spending before the check is made. If the check fails, the extra Wyrd must still be spent.

Some powers cannot be enlarged or have an upper limit to how far they may be enlarged; see power descriptions.

: This rune governs the number of targets affected by a runecasting. The default number for runecastings without this rune is self. With this rune, more targets can be added with Wyrd points.

### ***Quantity Rune [Occult]***

Your psychic powers can affect multiple targets.

**Prerequisite:** Runecaster 6+

**Benefits:** For each extra Wyrd point spent above a power's base activation cost, you can add one additional target. A single activation check is required to affect all targets, but each target makes his own saving throw to resist the power. You must declare how much Wyrd you are spending before the check is made. If the check fails, the extra Wyrd must still be spent. Only one rune is needed and the targets must be within range of the Rune.

## Rune Effects & Synergies

The number of possible effects from runecasting is nigh infinite, as long as the *vitki* has mastery of the proper runes and the ingenuity to use them. In many cases, the GM and the Runecaster have to work together to work out the Runecast. Some sample powers attributed to runecasters are listed below. Many more have been witnessed or rumored besides. Some skills also may add in synergy bonuses.

**Bend the Laws of Physics:** *Vitkar* have been known to make rocks roll uphill, water flow backwards, gravity reverse itself, etc. This most often involves a Shaping of a particular Form - Earth for the rocks, Ether for gravity, etc. Sometimes, the Making rune is used to create entirely new laws rather than betiding existing laws, but this requires ingenuity. As with any runecasting, its duration, range and area of effect are governed by the Condition runes and Wyrđ expenditure. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Decipher Ur Tech:** As below with Detect/Find, but the rune of Knowing is used to understand the tech's operation and use (only high levels of mastery will reveal its working, however). The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Detect/Find Ur Tech:** The proper Form rune must be used (an Artifact class rune) for the particular tech item sought (i.e., when searching for the Gargoyle of Nowhere. its rune must be known). The rune of Revealing is used to find it. and a Perception + Search roll can be complementary. The caster may gain a +4 Synergy Bonus from applicable Knowledge or Search skills with ranks 5 or higher.

**Detect Occult Powers:** The Revealing rune is used in conjunction with any of the occult power Form runes. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Enliven Tech/Matter:** One of the most impressive runecasting feats is to make inanimate objects and things come to life. Using the Making rune, a *vitki* can grant a form of intelligence and animation to nature or technology. Various Form runes govern what objects can be brought to life. The duration, of course, depends on the Time rune and Wyrđ expended. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Generate Wyrđ:** By combining the Making and Wyrđ runes, *vitkar* can generate new Wyrđ points. They will only last as long as the duration of the runecasting, and the Human rune must be used to

grant these points to others. Using the Time rune and Wyrd point expenditure (these new points can't be spent on the runecasting used to generate them!), the generated points can be made perpetual and thus will last until they are spent. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

*Vitkar* often Imbue objects with Wyrd or the proper Form rune to invest them in an object (Earth for a leather pouch, Water for a draft of ale, Fire for a fusion cell. etc.). (Note: If invested in a living being, the points cannot be taken from that being for expenditure by the *vitki* except by further runecasting - see Stealing Wyrd, below).

**Occult Protection:** Ur artifacts like Gargoyles are renowned for providing protection against occult powers such as psi and theurgy. A *vitki* can replicate similar effects with the Shielding rune. The Psi or Theurgy Form runes are required to block those particular effects. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Repair Technology:** Depending on the nature of the tech, various Form runes may be involved. A sword or gun may simply involve the Earth rune (it represents solid things like metal). A starship drive, however, would involve Earth (mechanics), Fire (fusion energy), and Ether (the field emitted by the jumpdrive). The actual act of repair would involve the Shaping or Making rune. The caster may gain a +4 Synergy Bonus from applicable Knowledge or Craft skills with ranks 5 or higher.

**Seal/Unseal lumpgates:** The required Form rune is jumpgate (an Artifact class rune), while the Concealing rune will seal a gate and the Revealing rune unseal it.

**Scrying/Mind Reading:** Remote viewing, clairvoyance and clairaudience can be mimicked with the Revealing rune in conjunction with the Space rune. The Form runes are determined by whichever aspect of the mind one wants to read (Emotion, Intellect, Dreams) and the Human rune (or proper sentient race). Alternatively, simple scrying (sending out a distant eye or camera) requires no Mind rune, but Element runes may be useful - the *vitki* can see through walls with the Revealing and Earth runes.

**Shapeshifting:** A *vitki* may change his or another's shape with the Shaping rune and the proper Form rune (Man for a human being, etc.). To properly mimic another shape, however, he also needs to know the Form rune of the shape he intends to mimic: i.e. the proper Beast rune to become an animal, etc. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Stealing Wyrd:** A *vitki* can use another being's Wyrd points to fuel his runecasting or to add to his own. The Shaping rune, in combination with the Wyrd and Human runes, is used.

**Teleportation:** See the Traveling rune description.

**Terraforming:** Vicki have performed terraforming acts (some even with perpetual effects) using the Shaping and Making runes, as with *Bend the Laws of Physics*, above. The caster may gain a +4 Synergy Bonus from applicable Knowledge skills with ranks 5 or higher.

**Time Warp:** The legendary *vitki*, Smolder Satrar Foe, was said to have the power to speed up or slow down time itself. Rune scholars theorize that he used the Eternity Form rune, along with either Shaping (to stretch or condense time) or Making (to create more time) or Unmaking (to destroy moments of time). Needless to say, such mastery is extremely rare.