

## The Rune Scribe

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Rune Scribe have spent a lifetime in the pursuit of their craft and can create an array of powerful runes to be of aid in almost any situation. Forging their runes beforehand makes them powerful but limited allies; thus a runesmith is patient and uses his abilities with wisdom and forethought. On the battlefields of Legend, Rune Scribes are versatile, using their abilities to empower their or allies' weapons and armor while casting their runes defensively or at enemies offensively.

**Martial Class** - The rune scribe is a martial class.

**Garb Requirement** - Rune Scribe must be visibly adorned with at least three runes measuring at least 1.5"x1.5" on their body or garb and must carry with them a forging hammer.

**Armor** - The rune scribe may wear any armor.

**Shields** - The rune scribe may use any shield.

**Weapons** - The rune scribe may use any green or blue weapons as well as great hammers and axes.



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### Level One

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**Runic Enchantments** - The Rune Scribe can create enchantments, that are functionally like their spell counterparts, but may not be dispelled or nullified. Each function as a limited enchantment. The Rune Scribe can enchant themselves or others. In addition, Rune Scribes may not bear other enchantments, except those granted by background skills and racial abilities. Each rune has 3 effects, only one may be chosen for each rune and it must be written on an enchantment strip. Runes require a 30 count to activate.

**Forging Hammer** – *State: “Forging Hammer”*. The Rune Scribe must carry a hammer if they wish to create runes. This hammer may be a green or red melee weapon, or a blue throwing weapon shaped like a hammer. It must be adorned in runes. The Rune Scribe is not required to wield the hammer but must have it with them while creating a runic enchantment, like a spell book. The forging hammer is indestructible.

**Rune of Stones** – *State: “Rune of Stones (effect)”*. The Rune of Stones is the first rune usable by the Rune Scribe. It has an offensive and defensive ability which must be selected when the Rune is used.

*Offensive* – Choose a weapon, and that weapon becomes unbreakable.

*Defensive* – Choose a shield, and that shield gains 1 additional hit (3 or 4) against shield-breaking hits.

*Utility* – Choose a door or similar barrier (not walls), that door gains an additional hit from siege weapons and other effects which would destroy it.

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## Level Two

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**Rune Crafter 1** – *State: “Rune Crafter 1 or Rune Crafter”*. The Rune Scribe may create one additional runic enchantment. This ignores the limit of one for limited enchantments.

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## Level Three

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**Rune of Waves** – *State: “Rune of Waves (effect)”*. The Rune of Waves is the second rune usable by the Rune Scribe. It has an offensive and defensive ability which must be selected when the Rune is used.

*Offensive* – The player with this rune gains the sunder ability.

*Defensive* – The player gains a limited “wave stance” which will be active for a 30 count before it must be recharged.

*Utility* – The player gains the ability to breathe underwater, they may not drown per the effects of any scenario. This does not protect against other effects of water terrain.

### Level Four

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**Enchanted Forging Hammer** - *State: "Enchanted Forging Hammer or Magic".* The Forging Hammer gains the magic carrier permanently.

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### Level Five

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**Rune of Winds** - *State: "Rune of Winds (effect)".* The Rune of Winds is the third rune usable by the Rune Scribe. It has an offensive and defensive ability which must be selected when the Rune is used.

*Offensive - Gains one lightning bolt (ability) on recharge.*

*Defensive - The player gains the ability to resist any single hit from a projectile weapon on recharge, with the obvious exception of the Black Arrow.*

*Utility - The player gains the feather fall ability.*

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### Level Six

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**Rune Crafter 2** - *State: "Rune Crafter 2 or Rune Crafter".* The Rune Scribe may create two additional runic enchantments. This ignores the limit of one for limited enchantments. This ability replaces Rune Crafter 1.

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### Level Seven

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**Rune of Embers** - *State: "Rune of Embers (effect)".* The Rune of Embers is the fourth rune usable by the Rune Scribe. It has an offensive and defensive ability which must be selected when the Rune is used.

*Offensive - One weapon gains the flame carrier.*

*Defensive - When the player would be struck by a weapon or ability with the flame carrier, they ignore both the strike and the effect and instead heal a wound, on recharge.*

*Utility - The player can create an area, like a circle of protection that is wreathed in flame. In essence, it functions the same way as a flame wall, but the bearer can pass in and out of it without harm.*

### Level Eight

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**Runic Armor** - *State: "Runic armor"*. Armor worn by the Rune Scribe is immune to any spell which uses a spell ball. This does not negate an engulfing effect. Bolts that deal damage will simply act as 1pt of damage.

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### Level Nine

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**Rune of Spirits** - *State: "Rune of Spirits (effect)"*. The Rune of Spirits is the final rune usable by the Rune Scribe. It has an offensive and defensive ability which must be selected when the Rune is used.

*Offensive* - *State: "Break Soul"*. When the Player bearing this enchantment **Kills** a player with a Melee weapon, that player may not be resurrected or otherwise be brought back to life except by normal rules for respawning. requires a 30-second recharge.

*Defensive* - The respawn count of a player bearing this enchantment is reduced by half. 30-second respawn would be reduced to 15. 50 would be reduced to 25 etc.

*Utility* - Create a permanent artifact of any rune except *Rune of Spirits*. One per event. Offensive may be placed on weapons only, defensive on armor or shields, and utility on small items.

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### Level Ten

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**Rune Crafter 3** - *State: "Rune Crafter 3 or Rune Crafter"*. The Rune Scribe may create three additional runic enchantments. This ignores the limit of one for limited enchantments. This ability replaces Rune Crafter 2.