

RUNE PRIEST

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	RUNE POINTS	CLASS ABILITIES
1	25	10	6	Single	1S	12		Discern Nature Of Wounds Recognise Undead Utilise Light Armour Utilise Light Weapons Utilise Power for miracles Utilise Priestly Cantrips
2	27	13	12		1S			
3	29	16	18	Any 1 Skill*	2S / 2D	1	5	Utilise Runic Energy Sense Runes/Runic Discern Runes
4	31	19	24		2S / 3D	1	10	
5	33	22	30	Any 1 Skill*	3S / 3D	1	15	
6	35	25	36		3S / 3D		20	Excommunication
7	37	28	42	Double handed	3S / 4D	1	25	
8	39	31	48		4S / 5D	1	30	
9	41	34	54		4S / 5D	1	35	
10	43	37	60		4S / 5D		40	Utilise Power for Miracles
11	46	42	69		5S / 6D	4	48	
12	49	47	78		6S / 7D	5	56	

* Choice Of: Ambidextrous, Thrown, Missile, Firearms,

A Human Rune Priest Gains 25:2 Life Points

An Elven Rune Priest Gains 25:1 Life Points

Skill picks are chosen from the Priest Tables

Rune Priests gain 5 Rune Points per level. Ullratha Rune Priests gain 8 Rune Points per level (twice *normal* Ullratha trooper).

Discern Nature of Wounds – This allows the priest to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

Recognise Undead – The priest is able to recognise undead on sight, this provides no further information about the undead such as a special type or its summoning level.

Utilise Light Armour – This allows the priest to be able to use armour of up to a maximum of 4 AC.

Utilise Light Weapon – This allows the priest to be able to use any Light Weapon.

Utilise Power for Miracles – this is what makes a priest. Their devotion to their deity has been recognised to the extent that the priest is able to perform miracles on the deity’s behalf. The miracles a priest can perform are based on their alignment. As a result of this a priest is one of the few classes where alignment **must** be chosen at first level.

At first level the priest receives a number of miracle points to spend on miracles (one point per level of miracle which must be spent at first level). The initial number of points available to a priest is 75 which can be used as the table below shows.

Alignment	Good Miracles	Neutral Miracles	Evil Miracles
Lawful Good	30 - 40	35 - 45	0
Neutral Good	45 - 60	15 - 30	0
Chaotic Good	30 - 45	30 - 45	0
Lawful Neutral	15 - 30	45 - 60	0
Chaotic Neutral	0	45 - 60	15 - 30
Lawful Evil	0	35 - 45	30 - 40
Neutral Evil	0	15 - 30	45 - 60
Chaotic Evil	0	30 - 45	30 - 45

* Permission is required from a referee to play this alignment. Note only good or evil miracles may be chosen not both.

In order for a priest to cast a miracle they must spend points of temporary power equal to the level of the miracle being cast. A priest may cast any miracle of a level up to one higher than their current casting rank (as long as the miracle is on their miracle list). E.g. an 8th rank priest may cast up to 9th level miracles. A priest may never cast their last point of power.

All priests are limited to using blunt weapons. This is due to oaths taken to the deities upon the priest taking their initiation into priesthood. Should a priest use bladed weapons without gaining the gift granted to them by their deity (by use of skill picks, etc) then they will explode and be forever spiritually annihilated. This also opens a gateway to the hells and calls undead from there to be unleashed upon the mortal world. (A number of undead of types up to the priest’s level and equal in number to the priest’s level multiplied by their remaining power squared.)

Utilise Priestly Cantrips – This allows the priest to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the cantrips list for details of which are accessible to priests.

Utilise Runic Energy – This ability grants the Rune Priest access to the runic abilities and casting of their profession. When this ability is gained, the Rune Priest loses their ability to utilise power for miracle casting until this skill is regained at 10th Rank. Rune points refresh themselves at midnight every night regardless of resting

Sense Runes/Runic – This allows the Rune priest to detect the presence of Runes or runic items within 30’. Does not give the type, number or location of such runes/items.

Discern Runes – Following a brief inspection, the Rune Priest may discern the type(s) and number of Runes currently in use by an individual rune user within 30’. It will also reveal any runic enhancements or effects active upon an item.

Excommunication - this allows the rune priest to cut of follower of the same runic religion as themselves from the rune source thus preventing them from accessing and casting runic spells.

Utilise Power for Miracles_ as per the 1st rank skill

RUNES

How They Work

Absorption each level of absorption will soak 1 hit of damage.

e.g Absorption 5 will absorb the **first** 5 hits of damage.

Each level of Absorption also absorbs a level of spell cast at you, whether beneficial or detrimental.

e.g Absorption 5 could absorb 3 *Halt* spells and still have 2

Absorptions left.

Speedself reduces the amount of physical damage taken. In monster terms, it increases your total number of hits. Speedself 1 **doubles** your hits, Speedself 2 **triples** your hits etc...

One drawback is that Speedself only affects **physical melee** damage.

Release makes you immune to restricting effects (halt, standstill, entangle...) for 30 seconds as long as it is cast prior to the restricting effect. If it is cast following the effect (usually by the pair) then it merely cancels the effect and is lost.

Standstill will cause the target to stand motionless for 30 seconds or until hit.

Standstill2 will cause the target to stand motionless for 5 seconds **no matter what is done to them.**

Strength increase the targets strength (and hence damage) – see below.

Raunensong increase the effectiveness of the subject weapon – see below.

Reflection causes a number of blows to be reflected back at the attacker. It reflects the number of blows equal to the level of the *Reflection*. It will **not** reflect a *Poleaxe, Decapitation, Range Blow, Death Blow*.

Protection will grant a number of points of *Runic Armour* equal to the number of Rune Points used, to a maximum of 12 LPs AC (2 Hit AC for monsters)

Com allows you to send a short message to someone you know.

To get to Strength 2 you must have already bought Strength 1. Likewise you have to purchase Speedself 1 & Speedself 2 if you want Speedself 3.

Costs

All Runes cost One Rune Point per level to buy and cast with two exceptions. Speed Self & Reflection both cost one more rune point than the level they are cast at. So Rune Strength 3 would cost 3 Rune Points to cast. Speed Self 4 would cost 5 Rune Points to cast.

The “Falls”

Protection, Heal, Blast & Absorption

Once learned, these abilities may be cast with the number of Rune Points equal to double your Rune Wielder Level (this is counted from the level at which you gain the ability to cast runes) to a maximum of 10.

e.g a 4th level Rune Priest (a 2nd level Rune wielder) could cast Absorption 4 or Rune Heal 4.

An 8th level Rune Priest (a 6th level Rune wielder) could cast at best Absorption 10 or Rune Heal 10.

Exponential Effects

Raunensong, Strength, Blast, Heal

Take the number of Runes used, add one and then square it.

e.g. *Raunensong 2* = $(2 \text{ [rune points]} + 1)^2 = 3^2 = 9$

so *Raunensong2* puts an extra 9 LPs Runic damage on a normal weapon.

Likewise, Rune Strength 2 would give a person an extra 9 points of Strength.

Rune Heal 2 would heal 9 LPs Rune Blast 2 would do 9 LPs Runic damage.

Therefore, Strength3 would be 16 points – Heal4 is 25 points etc...

Range

All Runes have a range of TOUCH or 30 FEET. With one exception...

Rune Blast range is the same as damage - in feet.

e.g. *Rune Blast 5* = $(5+1)^2 = 36$

That is 36 LPs damage at a range of 36 Feet.

Rune Blast 10 = $(10 + 1)^2 = 121$

121 LPs at a range of 121 Feet.

(For the number of hits in damage divide the life points damage by 3 eg Rune Blast 5 does 36 lps damage or 12 hits to a monster)

Touch

Heal, Strength, Raunensong, Release, Speedself, Reflection, Absorption, Protection

30'

Weakness, Bladedull, Standstill, Slow Other.

Reversing Runes

Raunensong, Strength & Speedself may be reversed and cast upon the enemy.

These become **Bladedull, Weakness & Slow Other**.

They work as the normal version except in exact reverse.

Bladedull **reduces** weapon damage by the number of life points.

Weakness **reduces** strength by the expected number of points.

Slow Other **increase** the damage the target will take.

Standard Runes available to all Rune Priests

Speed Self/ Slow Other 1 to 5

Runic Standstill 1 & 2

Runic Release

Rune Comm 1

Rune Heal

Runic Strength/ Runic Weakness 1 to 4

Raunensong/Bladedull 1 to 4

Runic Protection

Runic Reflection 1 to 3

Runic Absorption

Rune Blast

Runic Bless

Runic Curse