

Protection Runes

Level	Spell	Area of Effect	Duration	Range
1)	Reinforce	1 Object	1 Day	Touch
2)	Kinetic Shield I	1 Object	1 Day	Touch
3)	Heat Sink I	1 Object	1 Day	Touch
4)	Insulator I	1 Object	1 Day	Touch
5)	Shield Basher	1 Object	1 Day	Touch
6)	Capacitor I	1 Object	1 Day	Touch
7)	Sword Breaker	1 Object	1 Day	Touch
8)	Kinetic Shield II	1 Object	1 Day	Touch
9)	Extinguish I	1 Object	1 Day	Touch
10)	Radiate I	1 Object	1 Day	Touch
11)	Heat Sink V	1 Object	1 Day	Touch
12)	Insulator V	1 Object	1 Day	Touch
13)	Reduction I	1 Object	1 Day	Touch
14)	Kinetic Shield III	1 Object	1 Day	Touch
15)	Capacitor V	1 Object	1 Day	Touch
16)	Extinguish II	1 Object	1 Day	Touch
17)	Radiate II	1 Object	1 Day	Touch
18)	Heat Sink X	1 Object	1 Day	Touch
19)	Insulator X	1 Object	1 Day	Touch
20)	Reduction II	1 Object	1 Day	Touch
25)	Kinetic Shield V	1 Object	1 Day	Touch
30)	Capacitor X	1 Object	1 Day	Touch
35)	Elemental Dampening	1 Object	1 Day	Touch
40)	Kinetic Shield X	1 Object	1 Day	Touch
45)	Elemental Sink True	1 Object	1 Day	Touch
50)	Elemental Dampening True	1 Object	1 Day	Touch

1. Reinforce - This rune will add +50 to the next breakage check.
2. Kinetic Shield I - The rune will activate upon a missile attack, +5 DB.
3. Heat Sink I - This rune will absorb 10 points of heat damage.
4. Insulator I - This rune will absorb 20 points of cold damage.
5. Shield Basher - This Rune will activate on a successful bash attack and deliver an extra unbalance crit of equal severity.
6. Capacitor I - This rune will absorb 10 points of electricity damage.
7. Sword Breaker - When a weapon hits the wielder's shield/armor (misses by less than the shield bonus) the attacking weapon must make a breakage check at -50 or shatter.
8. Kinetic Shield II - The rune will activate upon a missile attack, +10 DB.
9. Extinguish I - This rune will reduce a heat critical by 1 severity.
10. Radiate I - This rne will reduce a cold critical by 1 severity.
11. Heat Sink V - This rune will absorb 50 points of heat damage.
12. Insulator V - This rune will absorb 50 points of cold damage.
13. Reduction I - This rune will reduce electricity crit by 1 severity.
14. Kinetic Shield III - The rune will activate upon a missile attack, +15 DB.
15. Capacitor V - This rune will absorb 50 points of electricity damage.
16. Extinguish II - This rune will reduce a heat critical by 2 severity.

17. Radiate II - This rune will reduce a cold critical by 2 severity.
18. Heat Sink X - This rune will absorb 100 points of heat damage.
19. Insulator X - This rune will absorb 100 points of cold damage.
20. Reduction II - This rune will reduce electricity crit by 2 severity.
25. Kinetic Shield V - The rune will activate upon a missile attack, +25 DB.
30. Capacitor X - This rune will absorb 100 points of electricity damage.
35. Elemental Dampening - The rune will reduce any elemental critical by 2 severity.
40. Kinetic Shield X - The rune will activate upon a missile attack, +50 DB.
45. Elemental Sink True - This rune will absorb 150 points of any elemental damage.
50. Elemental Dampening True - This rune will reduce any elemental crit by 4 severity.