Weapon Runes

Level	Spell	Area of Effect	Duration	Range
1)	Gripping	1 Weapon	24 Hours	Touch
2)	Drawing	1 Weapon	24 Hours	Touch
3)	Strengthening	1 Weapon	24 Hours	Touch
4)	Throwing	1 Weapon	24 Hours	Touch
5)	Returning	1 Weapon	24 Hours	Touch
6)	Breaking	1 Weapon	24 Hours	Touch
7)	Extending	1 Weapon	24 Hours	Touch
8)	Stunning	1 Weapon	24 Hours	Touch
9)	Fatiguing	1 Weapon	24 Hours	Touch
10)	Guarding	1 Weapon	24 Hours	Touch
11)	Bleeding	1 Weapon	24 Hours	Touch
12)	Crushing	1 Weapon	24 Hours	Touch
13)	Slashing	1 Weapon	24 Hours	Touch
14)	Piercing	1 Weapon	24 Hours	Touch
15)	Gating	1 Weapon	24 Hours	Touch
16)	Burning	1 Weapon	24 Hours	Touch
17)	Freezing	1 Weapon	24 Hours	Touch
18)	Unbalancing	1 Weapon	24 Hours	Touch
19)	Shattering	1 Weapon	24 Hours	Touch
20)	Electrifying	1 Weapon	24 Hours	Touch
25)	Exploding	1 Weapon	24 Hours	Touch
30)	Transferring	1 Weapon	24 Hours	Touch
35)	Slaying	1 Weapon	24 Hours	Touch
40)	Elemental Triad	1 Weapon	24 Hours	Touch
45)	Pulsing	1 Weapon	24 Hours	Touch
50)	Fell Rune	1 Weapon	24 Hours	Touch

1. Gripping - Rune will negate 1 fumble.

2. Drawing - Rune will negate 1 drawing penalty.

3. Strengthening - Rune will give +50 to a weapon breakage check.

4. Throwing - Rune will allow any weapon to be thrown up to 25' with no penalty.

5. Returning - Rune will "fly" a thrown weapon back to thrower up to 100'.
6. Breaking - When weapon hits an object (armor, weapon, shield) that item much make a breakage check at -25.

7. Extending - When thrown or shot weapons ranges will be doubled.

8. Stunning - Rune will cause +2 rnd stunning on a crit result.

9. Fatiguing - Rune will drain target of energy. On a crit, target makes a fatigue check at -25.
10. Guarding - Rune will give a "C" Electricity crit to anyone besides the wielder who touches the weapon. No RR

11. Bleeding - Rune will increase a bleeding result by 2 hp/rnd.

12. Crushing - Rune will increase next crush critical by 1 severity (or +10 on a E critical).

13. Slashing - Rune will increase next slash critical by 1 severity (or +10 on a E critical).

14. Piercing - Rune will increase next piercing critical by 1 severity (or +10 on a E critical).

15. Gating - Rune will cause thrown or shot weapon to Long Door back to wielder up to 250'.

16. Burning – Rune will inflict an additional Heat crit of equal severity.

17. Freezing – Rune will deliver an additional Cold crit of equal severity.

18. Unbalancing – Rune will inflict an additional "Unbalancing" crit of equal severity.

19. Shattering – As Breaking Rune but object must make an RR at -100 or shatter completely.

20. Electrifying – Rune will inflict an additional "Electricity" crit of equal severity.
25. Exploding – Rune will explode into a Medium Fireball 10' radius upon a signifcant impact: thrown, arrow etc.
30. Transferring – On a successful attack, Rune will transfer the hits delivered to a foe to the wielder as healing. (not to exceed max hits).

35. Slaying – Rune will make weapon of Slaying when a critical result occurs.

40. Elemental Triad – As Runes of Burning, Freezing and Electrifying.

45. Pulsing – Rune will release an electrical pulse on impact. Treat as Electric Ball 20' radius.

50. Fell Rune – Rune will increase a critical result by +4 (or +25 adjustment per unused +)

1. Weapon Runes will show as a faint glow or shimmering shape.

2. Weapon Runes can be deciphered with a Rune skill check.

3. Weapon Runes are passive until triggered and then will dissipate.

4. Weapon Runes can be Cancelled or Dispelled.

5. A weapon can hold as many levels of Runes as it's material strength.
6. GM may want to require a check to see if the weapon accepts the rune. Use material strength vs total # of levels of Runes.