

Open Essence 3.1.8

RUNE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Rune I	1 runepaper	varies	touch	U
2)	Spell Store	1 spell	varies	self	U
3)	Rune II	1 runepaper	varies	touch	U
4)	Rune III	1 runepaper	varies	touch	U
5)	Intelligence	1 runepaper	varies	touch	U
6)	Rune IV	1 runepaper	varies	touch	U
7)	Rune V	1 runepaper	varies	touch	U
8)	Rune VI	1 runepaper	varies	touch	U
9)	Rune VII	1 runepaper	varies	touch	U
10)	Transfer	1 spell	varies	10'	U
11)	Rune VIII	1 runepaper	varies	touch	U
12)	Rune IX	1 runepaper	varies	touch	U
13)					
14)					
15)	Rune X	1 runepaper	varies	touch	U
16)	Imbed Power	1 runepaper	varies	touch	U
17)					
18)					
19)					
20)	Rune XV	1 runepaper	varies	touch	U
25)	Lord Rune	1 runepaper	varies	touch	U
30)	Runemaster	1 runepaper	varies	touch	U
50)					

1. Rune I — This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. Spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. Rune I can only inscribe 1st level spells. The rune can be set to affect reader.

2. Spell Store — Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.

3. Rune II — As *Rune I*, except 2nd level spells can be inscribed.

4. Rune III — As *Rune I*, except 3rd level spells can be inscribed.

5. Intelligence — This spell is cast on a prepared piece of runepaper to provide it with a limited “intelligence”. An intelligent runepaper will make the spell it hold easier to cast (might be useful if the runepaper is to be used by a non spell user). The intelligence will provide +1 per Power Point spent (on this spell) to readers Runes-roll.

6. Rune IV — As *Rune I*, except 4th level spells can be inscribed.

7. Rune V — As *Rune I*, except 5th level spells can be inscribed.

8. Rune VI — As *Rune I*, except 6th level spells can be inscribed.

9. Rune VII — As *Rune I*, except 7th level spells can be inscribed.

10. Transfer — This spell allows the caster to transfer a spell cast by another willing caster into a runepaper. It must be followed (within 4 rounds) by a Rune spell of the appropriate level or the spell cast will be lost without effect.

11. Rune VIII — As *Rune I*, except 8th level spells can be inscribed.

12. Rune IX — As *Rune I*, except 9th level spells can be inscribed.

15. Rune X — As *Rune I*, except 10th level spells can be inscribed.

16. Imbed Power — This spell allows caster to imbed some of his skill into the the runepaper. This will make the spell on the runepaper more powerful if read by a less skilled reader. Caster may imbed either his BAR or Directed spell bonus depending on the type of spell. The reader can chose either his own BAR or Directed spell bonus *or* the imbedded bonus. The bonus imbedded depends on the amount of PP spent on this spell. If the minimum 16 PP is spent 25% of casters bonus is added. If 32 PP is spent 50% of casters bonus is added. 48 PP adds 75% of casters bonus into the runepaper and 64 PP is required to add casters full bonus into the runepaper.

20. Rune XV — As *Rune I*, except up to 15th level spells can be inscribed.

25. Lord Rune — As *Rune I*, except caster may inscribe up to 20th lvl runes into a runepaper.

30. Runemaster — As *Lord Rune*, except caster may inscribe spells up to his own level.

SPECIAL NOTES

1) Rune Paper is a special prepared paper, designed to hold enchantments. After the rune is read from the paper, it fades from the paper. The paper may then hold another rune.

2) The attack level of a rune is the level of the reader. If the spell is an elemental attack, the reader's appropriated Directed Spell OB or BAR is used.

3) The creation time for a Rune spell is equal to spell level in minutes.

4) The *Intelligence* spell at 5th lvl cost 5 PP to cast and will provide a +5 bonus to readers Runes-roll when the runepaper is used. If instead the caster spend 10 PP when casting the *Intelligence* spell, the bonus will be +10. There is no limit to the PP that may be spent to provide this sort of bonus (i.e a caster may spend 100 PP to make a runepaper +100 to use).

5) See the *Rolemaster Standard System* for more information on how to use runes.