

PALLEMI

RUNESMITH **3**

ANCESTRY	AUTOMATON (MAGE AUTOMATON)	BACKGROUND	MECHANIC
SPEED	25 FEET	PERCEPTION	+6 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, EMPYREAN, DWARVEN, OSIRIANI, UTOPIAN, VUDRANI	CLASS DC	19
STRENGTH	DEXTERITY	CONSTITUTION	
STR +2	DEX +0	CON +1	
INTELLIGENCE	WISDOM	CHARISMA	
INT +4	WIS +1	CHA +1	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	35	18
FORTITUDE	REFLEX	WILL
+8	+5	+8

STRIKES

MELEE ♦ +1 glaive +8 [+3/-2] (deadly d8, forceful, reach) 1d8+2 slashing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+0	+9 ●	+7 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+11 ●●	+1	+6 ●
INTIMIDATION (CHA)	ENGINEERING LORE (INT)	LORE (OTHER; INT)
+1	+9 ●	+4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+6 ●	+6 ●	+9 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+1	+9 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+5 ●	+1	+0

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	automaton core, constructed body, Reinforced Chassis
CLASS FEATS	Backup Runic Enhancement, Engraving Strike ♦
GENERAL FEATS	Crafter's Appraisal
SKILL FEATS	Magical Crafting, Quick Repair, Trick Magic Item
CLASS ABILITIES	runes, runic crafter*, runic repertoire, Shield Block

EQUIPMENT

BULK	6, 1 L; Maximum 7 Bulk
WORN	artisan's toolkit, backpack, +1 glaive
STOWED	bedroll, chalk (10 pieces), flint and steel, <i>minor healing potion</i> , rope (50 ft), rations (2 weeks), superb repair toolkit, soap, torches (5), waterskin
WEALTH	6 gp, 5 sp



WHAT IS A RUNESMITH?

Equal parts scholar and artist, you devote yourself to the study of magic runes, learning to carve, etch, brand, and paint the building blocks of magic to channel powers greater than yourself.

EQUIPMENT

The following rules apply to Pallemi's equipment.

Artisan's Toolkit You need this toolkit to create items from raw materials with the Craft skill, as well as to etch or trace your runes. If you wear your artisan's toolkit, you can draw and replace it as part of the action that uses it.

Deadly d8 On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Forceful (trait): This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each later attack gains a circumstance bonus to damage equal to double the number of damage dice.

☐ **Healing Potion, Minor** (consumable, healing, magical, vitality) **Activate** ◆ (manipulate); **Effect** Upon drinking this potion, you regain 1d8 Hit Points

Reach This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies.

Repair Toolkit, Superb A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items (*Player Core* 236) using the Crafting skill, and you gain a +1 item bonus on these checks. You can draw and replace a worn repair toolkit as part of the action that uses it.

FEATS AND ABILITIES

Pallemi's feats and abilities are described below.

Automaton Core Your body contains an automaton core infused with planar quintessence that grants you power to perform various tasks and houses your soul and life energy. This life energy flows through you much like the blood of humanoids. As a result, you are a living creature. You don't have the typical construct immunities, can be affected by effects that target a living creature, and can recover Hit Points normally via vitality energy. Additionally, you are not destroyed when reduced to 0 Hit Points. Instead, your life energy attempts to keep you active even in dire straits; you are knocked out and begin dying when reduced to 0 Hit Points.

Backup Runic Enhancement While you are not a spellcaster, you have a working knowledge of fundamental runic magic. You can cast the *sigil* cantrip as an arcane innate spell at will. In addition, you can cast *runic weapon* once per day as an 2nd-rank arcane innate spell.

Sigil ◆◆ (concentrate, manipulate); **Range** touch; **Targets** 1 creature; **Duration** unlimited (see below); **Effect** You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week.

Runic Weapon ◆◆ (concentrate, manipulate); **Range** touch; **Targets** 1 weapon that is unattended or wielded by a willing creature;

Duration 1 minute; **Effect** The weapon glimmers with magic as temporary runes carve down its length. The target becomes a +1 striking weapon, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

Crafter's Appraisal Your knowledge of items' construction allows you to discern their magical effects as well. You can use Crafting instead of a skill associated with a magic tradition to Identify Magic on magic items, though not on any other sorts of magic.

Constructed Body Your physiological needs are different than those of living creatures. You don't need to eat or drink. You don't need to sleep, but you still need a daily period of rest. During this period of rest, you must enter a recuperating standby state for 2 hours, which is similar to sleeping except you are aware of your surroundings and don't take penalties for being unconscious. Much like with sleeping, if you go too long without entering your standby state, you become fatigued and can't recover until you enter standby for 2 hours.

Engraving Strike ◆ (flourish) **Requirements** you are wielding a melee weapon; **Effect** You draw a rune onto the surface of your weapon in reverse, the mark branding or bruising itself into your target at the moment of impact. Make a melee strike with the weapon. On a success, you Trace a Rune onto the target of the Strike.

Mage Automaton Pallemi knows the *detect magic* cantrip and may cast it unlimited times per day as a 1st-rank arcane cantrip.

Detect Magic ◆◆ (detection, manipulate); **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

Magical Crafting You can Craft magic items, though some have other requirements, as listed in GM Core. Pallemi also knows the formulas for the following items: *bronze bull pendant*, *everlight crystal*, *monkey pin*, *onyx panther*, and *weapon potency rune*.

Quick Repair For you, the Repair activity loses the exploration trait and takes 1 minute instead of 10 minutes.

Reinforced Chassis Your body is designed to be particularly resilient, and is treated as armor which has already been incorporated into Pallemi's statistics. You can never wear other armor or remove your chassis; however, you still don't become fatigued from sleeping.

Trick Magic Item You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a fighter to cast a spell from a wand or allow a wizard to cast a spell that's not on the arcane list using a scroll. You must know what activating the item does, or you can't attempt to trick it.

Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are Arcana for arcane, Nature for primal, Occultism for occult, Religion for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation).

If you activate a magic item that requires a spell attack modifier or spell DC and you don't have proficiency in the relevant statistic, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers.

Success For the rest of the current turn, you can spend actions to activate the item as if you could normally use it.

Failure You can't use the item or try to trick it again this turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and you can't try to trick it again until your next daily preparations.

RUNES

Through meticulous study, you have carved the knowledge of secret runes into your mind and body. You can apply special runesmith runes onto objects and creatures, which grant the bearer magical effects. You must know a rune to use it, and you learn runes via the runic repertoire class feature.

Runes are magical effects. Some runes have a specific tradition trait; for instance, the elemental *ranshu, rune of thunder* is a primal rune. If a rune has the magical trait, you can choose to replace the magical trait with a specific tradition trait, provided you're trained in the skill matching that tradition. For Pallemi, this allows him to apply the arcane trait to his runes.

Though runes aren't spells, some things that affect spells also affect runes. Abilities that restrict you from casting spells (such as being polymorphed into a battle form) or protect against spells (such as a spell that protects against other spells or a creature's bonus to saves against spells) also apply to tracing or invoking runes, though you can continue to benefit from the effects of a rune that's already applied.

Any runes that require a saving throw use your runesmith class DC. Runes you etch or trace have the same level as you, even if this would increase the rune's initial level.

Applying and Invoking Runes

All runes can be applied in one of two ways: a rune can be **etched** on or merely **traced**. An etched rune is carved, inked, or branded in; this application doesn't damage the creature or item. Etching or tracing runes requires an artisan's toolkit.

Your magic can sustain up to two etched runes at a time, and this maximum increases as you go up in level. You can etch any number of runes up to your maximum during your daily preparations or by spending 10 minutes in exploration mode. Your etched runes remain indefinitely until they are expended or removed or until you etch more runes than your maximum, which causes your oldest rune to fade.

A traced rune is drawn lightly in dust, light, or a similar fleeting medium with the following action.

Trace Rune ◆ or ◆◆ (concentrate, magical, manipulate); **Requirements**

You're holding or wearing an artisan's toolkit; **Effect** Your fingers dance, glowing light leaving behind the image of a rune. You apply one rune to an adjacent target matching the rune's Usage entry. You can have any number of runes traced at a time, but each rune remains only until the end of your next turn. If you spend 2 actions to Trace a Rune, you draw the rune in the air, causing it to appear on a target within 30 feet.

You can also invoke a rune you have applied with the following action.

Invoke Rune ◆ (invocation, magical) You utter the names of up to two of your runes within 30 feet, each of which blazes with power, applying the effect in its Invocation entry. An invoked rune then fades away, its task completed. Though you can invoke up to two runes with a single Invoke Rune action, creatures that would be

affected by multiple copies of the same rune are affected only once, as normal for duplicate effects.

Runic Repertoire

Pallemi knows the following 1st-level runes.

Esvadir, rune of whetstones (magical, rune) **Usage** drawn on a weapon or unarmed attack that deals piercing or slashing damage; **Effect** This cusped rune, when placed on a blade, ensures it won't go dull. Strikes with the weapon deal an extra 2 persistent bleed damage per weapon damage die.

Invocation A blast of cutting energy is released outward from the rune, dealing 2d8 slashing damage to a creature adjacent to the rune-bearer, with a basic Reflex save.

Lyskel, rune of frost (cold, primal, rune) **Usage** drawn on a creature or object; **Effect** This rune is often placed on chests and boxes to keep their contents from spoiling, even in the hottest of climates. The rune-bearer takes a -5-foot circumstance penalty to its Speeds and becomes so cold that movement becomes dangerous; if the bearer takes a move action, it becomes clumsy 1 until the beginning of its next turn.

Invocation The rune-bearer takes 2d4 cold damage, with a basic Fortitude save. All squares on the ground in the bearer's space and adjacent squares are covered in snow, becoming difficult terrain for 1 round.

Ranshu, rune of thunder (electricity, primal, rune); **Usage** drawn on a creature or object; **Effect** This vertical rune is often carved on tall towers to draw lightning and shield the buildings below it. If the rune-bearer doesn't take a move action at least once on its turn, a small bolt of static finds it, dealing 4 electricity damage.

Invocation The preliminary streaks of lightning braid together into a powerful bolt. The rune-bearer takes 2d8 electricity damage with a basic Fortitude save.

Zohk, rune of homecoming (arcane, rune) **Usage** drawn on a creature; **Effect** This circular mark allows travelers to always find their way home. The rune-bearer gains a +15-foot status bonus to its Speeds, but only when its movement would end closer to you than where the creature started its turn.

Invocation (teleportation) You call the rune-bearer to your side. You teleport the target to any unoccupied square adjacent to you. If the bearer is unwilling, it must succeed at a Will save to negate the effect.