

# THE RUNE HAUNTER

*I have stolen a great power from another land.  
This has left me cursed but also powerful.  
I will use this power to alter the course of  
my destiny and become a true legend.*

NAME: <input type="text"/>			EXPERIENCE <input type="text"/>	MASTERY <input type="text"/>
ATTRIBUTES				
STRENGTH <input type="text"/>	AGILITY <input type="text"/>	INFLUENCE <input type="text"/>		
WITS <input type="text"/>	ARCANE <input type="text"/>	LUCK <input type="text"/>		
HEALTH <input type="text"/>	ARMOR <input type="text"/>	EVASION <input type="text"/>		
BATTLE TRACKER				
Current Health <input type="text"/>	Max Health <input type="text"/>	Luck Points <input type="text"/>		
		Haunt Points <input type="text"/>		
Ongoing Effects <input type="text"/>				



<b>LIFE BEFORE...</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> You were a commoner looking for a quick way to gain power.</li> <li><input type="checkbox"/> You were an adventurer exploring destroyed ruins. You found the gloves in the rubble.</li> <li><input type="checkbox"/> You were obsessed with learning magic. You discovered the means to wield it.</li> <li><input type="checkbox"/> You were traveling when you ran into a merchant promising exotic wares.</li> <li><input type="checkbox"/> _____</li> </ul>	<b>LIFE NOW...</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> You have become obsessed with your gloves, giving in to all their temptations.</li> <li><input type="checkbox"/> You are seeking a way to unburden yourself from the cursed gloves you wear.</li> <li><input type="checkbox"/> You seek to make the most of your curse and help people with your abilities.</li> <li><input type="checkbox"/> You use your curse to seek out destruction, pillaging those who oppose you.</li> <li><input type="checkbox"/> _____</li> </ul>
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**STARTING MOVE**

☐ **Rune Magic:** You found a pair of slick, form-fitting gloves with a slim crystal mounted in each. Once you put them on, you weren't able to take them off, but this is not without benefits. Each Rune Glove has holsters carved into them to set elemental crystals. There are 8 types of elemental crystals: **Fire, Water, Lightning, Wind, Earth, Light, Shadow** and **Curse**. Your set of gloves only came with two elemental crystals, and can only have one active (one each) at a time. Choose two elements (except for **Curse**). The effects of your Basic Moves alter depending on which element you have equipped, and you gain a resistance to your equipped element. You can spend a **Quick Action** to swap your equipped crystal. You also will gain a passive bonus from whatever crystal you have equipped at any time, which can be found under your Rune Gloves description.

**Quirk:** Due to the taboo nature of your magic practices, you try to conceal your identity. You wear a hood concealing your face—nothing but your magically enhanced eyes pierce out from under its shadow.

**PUSHING YOUR LIMITS**

An inherent function of the Rune Hunter Gloves is their means of keeping the wearer fighting. As they push their limits in combat whether through hostility or from suffering injuries, the gloves will surge the wearer with Elemental Energy in an attempt to keep them going. As a result this leads to the Hunter becoming overwhelmed with Elemental Energy which must be released:

ELEMENTAL CHARGE [ ] [ ] [ ] [ ] [ ] [ ]

Check off an Elemental Charge Box whenever:

- You deal Harm (Max: Once a turn)
- You take Harm (Max: One a turn)

Once you have all six boxes checked off, pick an additional **Hex Spell Effect** (except **Disease**) as well as **+2 Harm** on your next instance of one of the following:

- Elemental Punch
- Elemental Beam
- Elemental Dragon Arc
- Elemental Bomb

Once you cast one of the listed Spells with all boxes filled, uncheck all boxes. This effect can trigger multiple times each encounter.



## BASIC MOVES (Start with Elemental Beam and Elemental Punch, then pick 1)

[X] **Elemental Beam:** You channel the element of your equipped crystal and fire a beam of **Elemental Magic**. Perform a **Spell Task (Hex)** and follow all other Spell Casting rules: on a success, deal 1d6 Harm with the **Line** Tag and the appropriate tag for your equipped element; on a 13+, you may add an additional Hex effect.

[X] **Elemental Punch:** You have learned to utilize the gauntlets you have donned to increase your hand to hand combat. You can now use Arcane for Unarmed Attacks and **Shove** tasks and gain +1 Harm on those actions. Additionally you may add the Elemental Tag of the shard you currently have equipped.

[ ] **Elemental Merge:** You are allowed to use the **Position Task** to hide within an Element you have equipped. You will only be hidden while within the Element chosen; additionally, you gain **Immunity** to that Element while hidden. Any type of Attack will reveal you, but some elements have stipulations:

- **Wind** - must be within a moving current not just air
- **Earth** - must be within concrete boulders or rocks
- **Light** - must be during the Day and in direct sunlight
- **Shadow** - must be during the Night and in the shade

[ ] **Elemental Whip:** You conjure a whip from your equipped element and lash it out at a Target. Perform an **Arcane Task**. On a roll of:

- 8 - 10, you deal 1d8 Harm and the Target is **Restrained**.
- 11+, you additionally apply the effect of your equipped **Element**.
- On a miss, your spell backfires and you take 1d4 damage.

This can be used to gain +1 Forward on certain **Traversal Tasks**.

[ ] **Elemental Surge:** The Gloves you don imbue you with greater power and reflexes. You can now run along and up walls as well as roll with Arcane when performing **Traverse**, **Finesse**, and **Initiative Tasks**.

[ ] **Elemental Dash:** In response to oncoming danger you can swiftly dodge out of the way of an attack. Perform an **Arcane Task**. On a roll of:

- 8 - 10, you successfully dodge, Moving **Out of Position**.
- 11+, additionally apply your equipped **Element's** effect.
- On a Miss you leave yourself open to attack.

[ ] **Tool of the Trade:** The Gloves become a multifaceted tool for many situations outside of combat. You can now use the Gloves to:

- Create **Elemental** lockpicks from the gloves' fingers
- Interact with a natural element (for example, a puddle of water, torch, a boulder, or a strong breeze) to see from another natural element nearby.
- See the **Elemental** Auras of all people around you. If you have a matching **Element** equipped, you can either gain +1 to **Influence Tasks** with this person, or give this bonus to a teammate.

[ ] **Shake on It:** Whenever you make a deal or contract with a person and they shake your hand to secure the deal, that person is imbued with a Rune Symbol on the back of their hand. If they do not complete their end of the deal within the agreed-upon timeframe, you gain a Haunt point you can use against them.

## ADVANCED MOVES

[ ] **Elemental Dragon Arc:** As an **Incantation (Hex)**, you can summon an **Elemental** Dragon with a Serpent's body to rush the battlefield. This spell has the **Far**, **Morph**, **Forceful**, and **Line**, in addition to your equipped **Element**. The Serpent rushes forward in a line, pushing back and dealing 2d10+Unarmed Harm. You add +1 Forward and +2 Harm to this Move when you cast it near an **Element** you have equipped.

[ ] **Elemental Bomb:** You can now place an **Elemental** Charge on a Target or Object from **Intimate** range as a **Quick Action** or **Reaction**. Once the Charge is placed you can use a **Main Action** to detonate for 1d10+Arcane Harm with the **Area** Tag. It will be in the equipped **Element** and will apply **Elemental** effects. If you are hidden, placing and detonating the Charge will not reveal you, and you can have up to 3 Charges out at one time, but not on the same Target/place. Charges can be dispelled if seen.

## OTHER MOVES (Moves picked from another Playbook)

[ ]

[ ]

[ ]



## IMPROVEMENTS

### BASIC IMPROVEMENTS

- [ ] Allocate 2 Attribute points (Max 3)
- [ ] Allocate 2 Attribute points (Max 3)
- [ ] +1 Move from your Playbook
- [ ] +1 Move from your Playbook
- [ ] +1 Move from Another Playbook
- [ ] +1 Move from Another Playbook
- [ ] +1 Elemental Crystal (Except Curse)
- [ ] +1 Elemental Crystal (Except Curse)
- [ ] +1 Elemental Crystal (Except Curse)
- [ ] Gain Mastery in 2 **Innate Tasks**

### ADVANCED IMPROVEMENTS

- [ ] Allocate 2 Attribute points (Max 4)
- [ ] +1 Advanced Move from your playbook
- [ ] +1 Advanced Move from another playbook
- [ ] +1 Crystal that can be Activated at a time. Gain passive benefits for each crystal.
- [ ] Obtain the forbidden Curse Crystal
- [ ] Find a cure to the Curse and dupe someone else to put them on (Change Hunter Type and gain 1 enemy)
- [ ] Become corrupted by your gloves and lose control (Make Unique NPC)
- [ ] Retire this Hunter to safety (Makes NPC)
- [ ] Be invited to a distant land to learn the elements (Removes Hunter)

## INVENTORY

### BACKPACK

Write down any Items you are carrying on your person.

### STORAGE

Write down any Items that are stored in a safe location (house, ship, guild, etc)

## NOTES

## HUNTER RELATIONS

This is a list of ways you might know other Hunters (Players) before your adventures. As a group choose 1 Hunter to start, and give everyone a turn to discuss with that Hunter how they know each other. Here is a list of Suggestions:

- They were there when you first put on the gloves. Ask/tell them how they feel about it.
- They express sympathy for you and want to help protect you. Ask/tell them how they do so.
- They are distrustful of you and see you in a bad light. Ask/tell them what they don't trust about you.
- They wish to claim your gloves for themselves. Ask/tell them one misconception they have about it.
- They stay around you strictly for research purposes. Discuss how you help with this research.
- They are your lover, but have become estranged due to the gloves. Discuss why that is.
- They are a relative who's come to help with your curse. Discuss your relationship with them.

## EQUIPMENT

### WEAPONS

- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_

### PRIMARY WEAPON:

**Rune Gloves** - d6, intimate, magic, fast

- **Fire:** +1 Harm
- **Water:** +1 Health
- **Earth:** +1 Harm Reduction
- **Wind:** +1 Evasion
- **Lightning:** +1 Reaction
- **Light:** +1 Luck Point (Deactivate for Season on Use)
- **Shadow:** +1 Mastery
- **Curse:** Gain Resistance to the Last Element hit by

### ARMOR & TOOLS

- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_

### STARTING ARMOR (CHOOSE 1):

**Concealing Cloak** (+1 Evasion)

**Padded Cloak** (+1 Armor/+1 Health)

**Reinforced Cloak** (+2 Armor)

### STARTING TOOLS (CHOOSE 1):

**Potion kit** - Arcane Task to remove Status, on a miss make Status Severe

**Rod** - +1 Harm in Lightning

**Flint** - +1 Harm in Fire

**Flask** - +1 Harm in Water

**Pouch** - +1 Harm in Earth

**Fan** - +1 Harm in Wind

**Obsidian** - +1 Harm in Shadow

**Prism** - +1 Harm in Light