

— RUNESMITH CAREERS —

R *earms of Sorcery* presents four new careers for Runesmiths: Apprentice Runesmith, Journeyman Runesmith, Master Runesmith, and Runelord. Apprentice Runesmith is a basic career, and the rest are advanced careers.

Apprentice Runesmith

The Runesmiths are effectively a clan containing a few ancient families who have passed down the knowledge and skills of Runesmithing over the generations. Each Master Runesmith teaches the fundamentals of fire and forge to young members of his family, selecting the most talented to become Apprentice Runesmiths. While selection is a great honour, it means long years of study and service to his master in the creation of more complicated runes. Runesmiths rarely write down the secrets of their craft and even when they do, the knowledge is buried beneath riddles and puzzles. Apprentices must be patient, clever, and perceptive to rise in status. During this time Apprentice Runesmiths often leave the service of their mentor to gather ingredients, tools, and supplies for the forging of new runes.

Note: Only Dwarfs can enter this career. If you are rolling randomly for your Starting Career, you can substitute Apprentice Runesmith for Scribe with your GM's permission.



Journeyman Runesmith

Journeyman Runesmiths complete the fundamentals of their training and are elevated by their master to learn the deeper secrets of their craft. Instead of instruction, though, these Runesmiths are expected to venture out into the world in search of ancient magical treasures to bring back for study. Furthermore, these Dwarfs must take their accumulated knowledge and learn additional Runes from their independent study and experimentation. At the end of the Journeyman period, the Runesmith may return to his master to demonstrate his skill. If found worthy, the master might elevate the student to the full status of Master Runesmith and teach him the secrets of the Master Runes.

Note: Only Dwarfs can enter this career.



— Journeyman Runesmith Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+10%	+5%	+5%	+20%	+25%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	+2	—	—

Skills: Academic Knowledge (History, Runes), Common Knowledge (any two), Dodge Blow, Evaluate, Gossip, Intimidate, Perception, Read/Write, Runecraft, Speak Arcane Language (Arcane Dwarf), Speak Language (any two), Trade (any two)

Talents: Artistic or Hardy, Rune (any six)

Trappings: One runic item

Career Entries: Apprentice Runesmith

Career Exits: Master Runesmith, Scholar, Shieldbreaker

— Apprentice Runesmith Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	—	—	+10%	+15%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	+1	—	—

Skills: Academic Knowledge (Runes), Evaluate, Perception, Read/Write, Runecraft, Speak Arcane Language (Arcane Dwarf), Trade (Smith), Trade (Armourer or Weaponsmith)

Talents: Rune (any two with an Inscription Number of 10 or less)

Trappings: Medium Armour (Leather Jack, Mail Shirt), Trade Tools (Runesmith)

Career Entries: Artisan, Runebearer, Scribe, Student

Career Exits: Journeyman Runesmith, Runebearer, Scholar, Scribe, Shieldbreaker

Master Runesmith

Master Runesmiths are the teachers and keepers Rune knowledge. Very few Runesmiths ever rise to this status and of those who do, many stay within their holds, passing on what they have learned to the young and talented Dwarfs in their families. Other Master Runesmiths devote years of their lives to the search for ancient secrets, exploring the world to uncover ancient weapons and artefacts of great age, hoping to recover lost Runes of ancient and fabled Runesmiths. Such quests take Master Runesmiths into dangerous places, such as ruined holds, dragon lairs, the depths of Elven forests, and worse, for much of the Dwarfs territory has, over the centuries, fallen into the hands of their enemies.



Note: Only Dwarfs can enter this career.

— Master Runesmith Advance Scheme —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	+15%	+10%	+10%	+25%	+35%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	+3	—	—

Skills: Academic Knowledge (any three), Command, Common Knowledge (any three), Dodge Blow, Evaluate, Gossip, Intimidate, Perception, Read/Write, Runecraft, Speak Arcane Language (Arcane Dwarf), Speak Language (any three), Trade (any two)

Talents: Disarm or Strike Mighty Blow, Master Rune (any two), Rune (any ten), Specialist Weapon Group (Flail or Two-handed)

Trappings: Two runic items

Career Entries: Journeyman Runesmith

Career Exits: Runelord, Scholar, Veteran

Runelord

The Runelords are the greatest of the Runesmiths. A Runelord candidate may only be promoted with the death of an existing Runelord, so this position is highly coveted and contested. Among the Dwarfs, Runelords are equal to kings, and so they move through Dwarf society as some of its most esteemed members. A few Runelords withdraw from the world, sequestering themselves away to learn the deeper secrets of the Master Runes and perhaps create a few of their own, further diminishing their numbers as their names become legend.



Note: Only Dwarfs can enter this career.

— Runelord Advance Scheme —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+20%	+15%	+15%	+30%	+40%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	+4	—	—

Skills: Academic Knowledge (any four), Charm, Command, Common Knowledge (any three), Dodge Blow, Evaluate, Gossip, Intimidate, Perception, Read/Write, Runecraft, Speak Arcane Language (Arcane Dwarf), Speak Language (any three), Trade (any two)

Talents: Master Rune (any two), Rune (any ten), Specialist Weapon Group (any one), Strike to Injure or Strike to Stun

Trappings: Three runic items

Career Entries: Journeyman Runesmith

Career Exits: Captain, Guild Master