

# Runari

## *People of Sigils & Artifice*

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## Runari Racial Description

Curious yet self-conscious, runari consider their own flesh and bone as magical artifice. Touched by the goddess of glyphs in their ancestry, runari possess the innate ability to inscribe and invoke magical writing on their skin, their bodies functioning as a blank slate for the raw language of the arcane. Using their talents for building magical devices, runari carve civilization out of lands other races often regard as barren and lifeless.

Runari concern themselves with discovery, whether that involves unearthing new artifacts, making technological innovations, learning a new spell, or finding one's self-worth. Like the magical devices they use on a daily basis, each runari believes themselves a tool in a greater machination. Those blessed to discover their purpose proudly display their confidence with vigor using bodily runes of a spell appropriate to their life's role.

**Physical Description:** Runari possess lean, sturdy bodies with sharp angles, though females tend to have more lithe figures with polished curves. All runari possess fox-like eyes and pointed, jackal-like ears that extend vertically from their heads. Their hair appears snow white, silver, or pale teal, though many tend to magically alter the hue. Runari skin ranges from coal, onyx, and dusky brown. Though normally grey, their eyes glow with the same hue as their runic markings.

A runari's distinctive sigils may appear anywhere on his body, but most commonly on the arms, back, and legs. While not born with the markings, a newborn runari receives their first spell from their parents or a member of the local clergy. When an arcane spell is written on a runari's body with inks commonly used for scrolls and spellbooks, the glyphs remain permanently affixed to the skin until a runari meditates to flush the magic from their being. A runari can cast the runes as a spell-like ability once per day. While the runic spell remains ready for use, the magical writing glows a vibrant hue, contrasting with the runari's dark skin. When expended, the runes stop glowing and appear as normal tattoos until the runari takes a restful sleep.

Runari proudly display the magical writing of their rune spell, which advertises their profession and life's role. Common attire includes comfortable, revealing clothing designed to show the markings in plain view. Runari see battle as the only appropriate cause to conceal one's rune spell.

**Society:** Runari tend to dwell in grassland plains and the feet of mountains from which their ancestors reside, hoping to uncover secrets of old. Many older civilizations exist in lands blighted by ancient magical catastrophe where the soil has turned black as coal and scarce plant life has taken bizarre coloration. Settlements spring up from purified oases or where underground wells exist, containing untainted water. Due to the scarcity of wood, runari dwellings consist almost exclusively of stonework, often magically manipulated into artistic shapes. Runari dig elaborate tunnels beneath their towns, half of the settlements existing underground connected to mines where they harvest enchantment materials and strange fruit that grows in subterranean caverns.

Despite the stone age appearance, runari civilizations exhibit surprisingly advanced

technology. Marked by sigils on their surface, seemingly mundane items made of rock possess enchantments designed for the convenience of city dwellers. Even some doors open automatically, and constructs resembling abstract sculptures perform the vital duty of protecting cities from invaders. Runari that suffer misfortune through spell or battle replace their limbs with magically animated prosthetics made of lightweight stone.

Runari prefer to form small communities akin to a village or large neighborhood. Even large cities tend to consist of small subdivisions, each group of dwellings working together as a piece in the grander scheme of civilization. Every citizen seeks to carve their niche in society, including leaders appointed by mixture of democracy and test of skill. Though not actively shunned, those without purpose feel like outcasts and tend to either leave for adventure or engage in criminal activity.

Though seen as archaic in the modern era, runari possess their own form of sign language called Runescript that vaguely resembles the arcane gestures of somatic spell components. Runari value the elegance in language and prefer giving their children short names, though surnames can be lengthy as necessary for family identification. Male runari tend to have single-syllable names derived from script while Females tend to have two-syllable names originating from archaic words for spell descriptors and adjectives. First names longer than two syllables are seen as needless embellishment. It is not uncommon for a runari to refer to friends of other races by nickname.

**Relations:** Despite the reclusive nature of their settlements, runari get along well with dwarves, who share passion for craftsmanship. Though they do not share the same sense of humor, runari admire the adventurous attitude of gnomes, who grow fascinated with a runari's bodily sigils. The dismissive nature of elves obstructs relations with runari. Tensions rise quickly if an elf mistakes a runari for a drow due to their dark skin and white hair. Politics baffle runari, who see it as a needlessly stressful distraction from personal endeavor. This leads other races to see them as hobbyists uncaring to the plights of others.

**Alignment and Religion:** Sense of purpose and community and drive for discovery leads most runari to the path of neutral good. Few runari see life as cheap and expendable, though many runari are unafraid to end a life dedicated to malice. However, runari frustrated with failure at self discovery frequently turn to crime, shaking off the social norms of their race in favor of coin and thrill. Criminal outcasts venture to the settlements of other races, doing little to aid inter-racial relations.

Many runari worship Lyphera, the goddess of sigils believed to have birthed the runari race by giving flesh and sentience to a simple construct. Even non-worshipping runari tend to hold great respect for constructs, revering them as distant kin or living holy relics. The act of creating a construct or giving intelligence to an item is considered a religious process. The devout see negligence in these rituals as blasphemy. Even not particularly religious runari feel uncomfortable when witnessing the abuse or destruction of a construct.

Open to new practices, runari take a liberal approach to philosophy. Most runari find new cultures and practices intriguing. Many are unafraid to try new approaches to problems or take a different viewpoint on an issue. Viewing them as inflexible and stubborn, extremists frown upon races and civilizations that steep themselves deeply in tradition.

**Adventurers:** Though many runari find their stake in the world within their community,

some runari believe their purpose lies beyond the borders of their homeland. The thrill of discovery drives adventurous runari to seek fortune, knowledge, and unknown artifice of other cultures. Runari combatants relish in putting their natural arcane talents to use in battle and do not fear melee engagements due to their rugged stature. Classes like the bard, magus, and inquisitor appeal to runari. Runari oracles, sorcerers, and summoners are also not uncommon.

**Male Names:** Aev, Droc, Fol, Lynn, Mov, Rho, Tek, Zel.

**Female Names:** Alma, Beli, Eli, Kaeli, Mize, Nelle, Sali, Wynre.

## Runari Racial Traits

Runari have the following racial traits.

**+2 Constitution, +2 Intelligence, –2 Wisdom:** Runari are physically robust and naturally cognitive, but rely heavily on impulse and know-how.

**Medium:** Runari are medium-sized and have no penalties or bonuses due to their size.

**Normal Speed:** Runari have a base speed of 30 feet.

**Artifice Adept:** Runari possess a natural connection to magical devices as they consider their own bodies as one. Runari receive a +2 racial bonus on Use Magic Device checks.

**Magical Linguist:** Runari gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells. Runari with an Intelligence score of 11 or higher also gain the following spell-like abilities: **1/day**—[arcane mark](#), [comprehend languages](#) (written languages only), [message](#), [read magic](#). The caster level of these abilities is equal to the runari's character level.

**Runic Body (Su):** A runari's body functions as a magical slate for inscribing arcane runes. A runari with an Intelligence score of 11 or higher may inscribe a 0-level spell or a 1st level spell into their body from a magical text in the same manner a wizard adds a spell to his spellbook. Once inscribed, a runari may cast the spell as a spell-like ability once per day, using his character level as the caster level and his Intelligence modifier to determine the ability's DC. A runari possesses this spell-like ability until he chooses to replace it with a new one using the same process. If a spell-like ability from runic body has already been cast for the day, any new spell replacing it is also treated as already cast. A runari begins play with a 0-level spell from the wizard's or cleric's spell list already inscribed on their runic body.

A spell-like ability appears on a runari's body as glowing magical writing that sheds light as a candle. This writing stops glowing when a runari expends their daily uses of the ability. A creature can decipher the writing as if it were a scroll to learn a runari's spell-like ability, but takes a –4 penalty if the runari is unwilling. An *erase* spell can remove a spell-like ability gained from runic body, requiring the runari to inscribe a new spell to replace it.

**Languages:** Runari begin play speaking Common and Runescript. Runari with a high Intelligence can also choose from the following: Aklo, Celestial, Draconic, Dwarven, Infernal, Sylvan, Terran, and Undercommon.

## Runari Heritages

Though the standard ebony skinned runari remain the most renown, other populations of runari exist drawing heritage from distant lands. Each heritage differs in physical characteristics and societal norms. Standard runari believe other heritages are their direct descendants while variant heritages argue the goddess Lyphera gave birth to each heritage individually from the local minerals of each homeland. Though each heritage cooperates politically with one another, the runari societies disagree fiercely on minute religious matters.

### **Glyphites**

The distant deserts harbor a variant population of runari with distinctive sandstone-colored skin differing from the usual black. Glyphites center their sandstone cities around rivers and oases. The glyphites consider these waterways as sacred, believing they originated from the tears of Lyphera and ultimately gave birth to the runari's ancestors. A class hierarchy exists leading up to a central prophet of Lyphera who rules each city in a manner akin to a god-king.

Cities tend to possess grand monuments and works of art crafted using constructs. Though treated as living creatures, constructs are considered slaves made to serve the god-king and nobles. Glyphites believe every productive construct that breaks down from hard work eventually reincarnates as a glyphite. Some nobles boast to have contributed to one of the grander monuments or temples in a past life.

### **Alternate Racial Traits**

A runari with the glyphite heritage has the following alternate racial traits.

**+2 Wisdom, +2 Intelligence, -2 Dexterity:** Glyphites are slow and steady thinkers accustomed to a scholarly life. This racial trait replaces a runari's standard ability score adjustments.

**Desert Runner:** Glyphites have adapted to a life in the desert. These runari receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments. This racial trait replaces magical linguist.

**Scribe Scroll:** Glyphites record their history with careful detail, and make a habit of keeping a diary listing every spell they have inscribed on their runic body. These runari receive Scribe Scroll as a bonus feat. A runari with this trait may scribe a scroll of a spell-like ability gained from their runic body, treating it as a spell slot from a spellcasting class. This replaces artifice adept.

### **Sigilon**

A heritage of runari called the sigilon make their home in the recesses of the distant mountains. Marbled with white and grey patterns on their skin, sigilon sport shorter ears and more rugged features. Sigilon civilization stretches through the crevices of the mountains, often conflicting with other creatures lurking in the dark. Having a greater abundance of metals and possessing more organized systems of labor, sigilon cities possess greater advances in technology than their brethren, an advantage which they openly exploit. Due to this, their honed society, and the defensive position of their cities, sigilon reign supreme in military prowess.

The sigilon fiercely believe in the unity of purpose. The emperor of each sigilon city-state

rallies their citizens to work together towards a common cause of the state. Individual sigilon consider their existence as a vital cog in a larger societal machine. However, the exact purpose tends to differ from city to city, leading to arguments amongst the rivaling runari communities. Many draw their goals from the interpretations of Lyphera's holy text.

The sigilon see other runari as lost souls, fruitlessly wasting their lives seeking a role rather than simply uniting to one cause. Though participating in trade with other runari heritages, sigilon cities possess an uneasy relationship with one another. Rivaling cities frequently break out into armed conflict over resources and religious matters. Even the abrasive nature of the more peaceful settlements often attract unwanted attention from other races that make mountains and caves their home.

### Alternate Racial Traits

A runari with the sigilon heritage has the following alternate racial traits.

**+2 Strength, +2 Intelligence, -2 Charisma:** Though socially abrasive, sigilon strive for physical and mental might in all things. This racial trait replaces a runari's standard ability score adjustments.

**Mountaineer:** Sigilon are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces. This racial trait replaces magical linguist.

**Hand of Forged Purpose (Su):** As a standard action, a sigilon may expend a use of their runic body's spell-like ability in order to reach into the surrounding natural elements and forge an item into their hand. This item has a maximum gp value of  $50 \times$  their class levels and cannot have complicated moving parts or fine detail. This object becomes destroyed after 24 hours. This racial trait replaces artifice adept.

## Lyphera

### The Rune Mother

*Goddess of artifice, constructs, hope, healing, and runes*

**Alignment** NG

**Worshippers** Artificers, healers, runari

**Domains** Artifice, Good, Healing, Magic, Rune

**Subdomains** Agathion, Arcane, Construct, Language, Resurrection, Wards

**Favored Weapon** light pick

**Nationality** runari



Runari creation myths speak of the goddess Lyphera, a mistress of arcane glyphs and life-bringer to the lifeless. Texts and culture paint Lyphera as a loving yet calculating goddess who raised the runari as her children and enjoys seeing life where none yet exists.

Attention aroused by a catastrophe that befell civilizations of old, Lyphera graced the world with her presence and gazed upon the ravaged landscape with great sorrow. Hope



remaining in her heart, she dug deep into the earth to find life hidden within. After centuries of piercing through the core of the planet and even to the boundary of the Material Plane, Lyphera found nothing and dropped to her knees, weeping for the loss of life in the barren landscape. In a fit of passion and loneliness, she took an excavated onyx into her embrace and cradled it like a newborn babe.

Struck with inspiration, Lyphera carved the onyx into an infant in her own likeness. The Rune Mother poured her passion and raw arcane power into the statue, drawing life-granting yet well calculated sigils onto its surface. Eventually, the stone melted in wake of her love, and calculated magic transformed it from mere minerals to flesh and bone. Lyphera's ears lifted with delight in response to the sweetest sound heard in centuries -- an infantile cry.

Lyphera gave birth to six more individuals and raised them as her own children, teaching them to build the foundation of civilization. After the first seven runari grew to adulthood, Lyphera departed from the world, yet watched from afar as a loving parent. Though distant, the Rune Mother loves the runari and all that revere her, sharing their joys, heartaches, and triumphs.

Tales of the runari genesis differ among societies. Glyphite lore claim Lyphera wept and created life-giving rivers through her tears, causing the runari to grow from local minerals. Sigilon argue Lyphera physically gave birth to the runari, sired by the planet itself. Agnostics ponder if Lyphera existed as a powerful, yet not deific, spellcaster that created the runari race through advanced arcane magic.

All runari see Lyphera as a motherly goddess that not only values life, but also encourages utilizing the gift of life to its greatest potential. She charges each soul to find their niche among the living and accomplish deeds beneficial to the world before departing to the grave. Immortalizing knowledge through text serves as an essential way any individual can contribute, allowing future generations to benefit from struggles encountered in the past. Writing, especially of magical nature, carry her blessing regardless of medium.

Lyphera considers runes as knowledge laid bare for any to learn and understand. She encourages artificers to explicitly inscribe their creations' arcane formulas visually for all to see, such that others can understand and improve on the magical devices in the future. The Rune Mother considers any hidden or proprietary knowledge as wasteful and the result of selfish endeavors. Even dangerous knowledge can teach individuals to avoid or counter it.



Lyphera shows her pleasure with the sudden discovery of new scripture, magical devices working in pleasantly surprising ways, and the disappearance of minor aches and pains. She shows her displeasure with stiffness in the joints, the fading of text, and the malfunction of magical items. Many pray a short plea of forgiveness to Lyphera after failing to activate a magical device, believing it as punishment by the Rune Mother for a previously committed misdeed.

Lyphera's holy symbol is an onyx magatama adorned with seven glyphs, each representing a chapter from her holy scripture. She often appears as a tall, lithe runari woman with long ears and hair, her eyes closed in serene peace. Many statues and carvings depict Lyphera giving a motherly embrace to her holy symbol, which vaguely resembles a fetus made out of stone.

Sigilon portray her pregnant with a stern posture, holding a pick in one hand while protectively holding her holy symbol against her body with the other. Glyphites sometimes depict her having wings and the head of a jackal. These monuments typically show her holding her holy symbol triumphantly over her head or weeping into a fountain due to a constant *create water* enchantment. Runari enchant many of her monuments to add a cosmetic effect to her depictions or have the relics provide a practical purpose to her faithful.

Lyphera favors the light pick, an instrument she supposedly used to search for life and forge the runari race from the earth. In times of peace, it serves as a tool for agriculture and exploring the depths below. In times of war, it serves as a mighty yet precise weapon. Some runari believe the pick signifies that Lyphera buried hidden treasures deep underground as rewards for the race's progress. Several towns conduct on-going excavations in search of ancient Lypheran artifacts. Extremists believe these alleged treasures as crucial to the future of the race in the event of yet another catastrophe that crushed the civilizations the Rune Mother had mourned.

### **The Church**

Lyphera's worshippers consist mostly of runari, but healers and artificers of any race call her their mother in glyphs. Her worship thrives especially in settlements wealthy enough to support a trade in magical items and services. However, some smaller communities revere her as a goddess of healing.

Priests usually provide enchanting services and consultation. While the church has no strict organization, priests capable of healing and creating magic items possess the highest prestige. Clergy proudly display their work, but are unafraid to share the secrets of their triumphs. Lypherans see purpose in such vanity as it inspires others to rise and exceed their accomplishments.

While priests occasionally perform restoration rituals, Lyphera's clergy tend to delegate healing to groups of medical mages called meditheurges. Instead of providing healing services, Lypheran clergy teach curative magic to meditheurges, who train their own members to prep wounds in a manner making the most efficiency out of healing magic. Priests consider this practice a more efficient method to distribute the curative touch of the Rune Mother.

The church possesses few global tenets, leaving individual temples to decide their traditions and practices. This liberal approach has one exception: all temples take responsibility



for the creation of constructs, animated objects, and intelligent items. The church demands these activities be conducted on Lypheran sacred ground and performed or closely overseen by a high-ranking Lypheran official. Temples often request settlements grant them jurisdiction over these matters and see to the punishment of those that create or misuse constructs.

Lypherans hold great respect to constructs as they believe the first runari were once constructs themselves. As such, they consider objects showing any signs of life as holy artifacts. To damage, destroy, or even treat constructs as lowly tools comes as disrespect to Lyphera's love at best and blasphemy at worst. Often Lypherans speak a prayer on the occasion they must destroy a construct. Extremists even consider the destruction of a construct a worse sin than murdering a living creature. After all, a murder victim still may enjoy an afterlife whereas destroying a construct denies any chance of true life.

### *Temples and Shrines*

Pristine walls of marble and other stone make up Lypheran temples, which often have glowing runes of encouraging words adorning the trim of its surfaces. A copy of her holy text appears directly on a wall in the main worshipping area, written in the local tongue. Resembling massive classrooms, the primary chamber always has desks for worshippers to write lecture notes. Young priests perform their first lectures as fundamental lessons in magic to the local commoners. While a layman may learn a few cantrips, Lypheran temples usually do not possess enough resources to fully serve as a magic university.

Each temple has at least one chamber dedicated specifically to the crafting and care of constructs. High-ranking officials conduct ritualistic ceremonies surrounding the creation and destruction of a construct. Priests give a proper funeral and burial to a destroyed construct within their catacombs, complete with name and description. More liberal temples immortalize a fallen construct as a permanent decoration to the facility. Most constructs deployed by the church resemble Lyphera's holy symbol, a floating magatama with sigils. More elaborate ones resemble abstract sculptures or runari with lithe, idealized figures.

### *A Priest's Role*

Every priest devotes their existence to a specific purpose in serving the Rune Mother. Her clergy usually take up the role as a healer, teacher, scribe, or artificer. Many Lypheran clergy are oracles, bards, witches, and wizards. Glyphite clerics and inquisitors are especially common, while magi serve in sigilon temples. Few temples possess Lypheran monks and paladins as many prefer a flexible approach to religious practices. Her priests often possess ranks in Craft (calligraphy), Spellcraft, and Heal, though Knowledge (arcana) is not uncommon.

### *Clothing*

Lypheran clergy wear comfortable robes in colors of white with gold and sometimes green trim. Lyphera's church requires all members of her clergy to write a copy of the "Seven Sigils of Virtue" in Runescript onto their robes, which they must display proudly. Fading or sloppy writing is seen as a deterioration of a member's devotion. High ranking members often enchant the writing on the robes to glow or animate in response to their spellcasting and positive energy channeling.

Runari priests inscribe a spell closely related to their role in the church on their runic body and display it proudly. Selfless and useful spells attract the greatest respect. While not looked down upon, non-runari priests struggle to obtain the same level of prestige as their runari peers. Many substitute for a runic body with tattoos or wearing powerful magic items. The more savvy resort to spell tattoos, which often impresses and flatters runari.

### *Holy Text*

Lyphera's primary holy scripture is called the "Seven Sigils of Virtue," a surprisingly short treatise that draws wisdom from the seven most common words seen in Lyphera's magical writing. Despite the scriptures brevity and the ease of basic understanding, the details of the "Seven Sigils of Virtue" bog down into complicated arcane formulas that only a highly skilled practitioner of spellcraft can decipher and gleam teachings from.

### *Aphorisms*

Lypherans enjoy condensing complicated concepts into concise, elegant adages. Many deliberately choose simple words that translate well into other languages. One conversing with Lyphera's faithful may hear them uttering the following phrases.

**Her embrace:** A wishing of health and life to an individual. Lypherans with cure spells or meditheurges trained by Lypherans tend to say some variation of this phrase when healing in the Rune Mother's name.

**Even a stone can cry:** A seemingly insignificant entity has potential for greatness under the right circumstances. The saying remarks that a mundane person, item, or idea can become powerful if one invests enough effort and passion into it.

**Weeping Lyphera:** An exclamation often made in response to witnessing or hearing startling tragedy, particularly involving needless death or persecution of life. This expresses great sorrow that Lyphera experienced when witnessing the lifeless landscape in wake of great devastation. An occasional young or non-runari Lypheran may instead say "Leaping Lyphera" after they once misheard the original saying spoken by an elder in Common.

**She found life where none existed:** Do not give hope, and instead search for a creative or proactive solution. The phrase encourages an individual to explore unexpected approaches to solving a problem or crisis at hand. This references Lyphera's success at finding life in a barren landscape by creating life by her own hand.

### *Holidays*

Runari cities celebrate Lypheran holidays as major community events.

**Omitae:** This holiday (pronounced oh-ME-tay) translates to "Time of the Gift" and celebrates Lyphera bestowing the gift of life to the runari and rebirth of the world. Taking place during a season least hospitable to prosperity, the holiday spans seven days in either the coldest period of winter or the hottest week of the summer depending on the location of the city. Each day possesses its own set of traditions related to the story of Lyphera's discovery of the world and creation of her children.

### *Paladin Code*

Paladins of the Rune Mother rise as heralds of hope and defenders of life. Many spend their lives studying “Seven Sigils of Virtue” to better understand their role in service to Lyphera. Gleaned from her teachings, Lyphera’s paladin code includes the following tenets.

- I will protect life and potential for life. To prematurely end a life denies its greater purpose for the world.
- I will stand as a beacon of hope in the face of adversity to bolster the faith of my allies and ward away the darkness of fear, a weapon of evil.
- I revere constructs as the precursors of true life and will do what I can to prevent its destruction. Those that abuse and misuse constructs deserve punishment for their crimes against the Mother’s gift.
- I value knowledge and study. Sharing knowledge honors the work of those who acquired it. Keeping secrets is a malicious act that only sullies their purpose.
- I see magic as a powerful tool to shaping one’s purpose and encourage others to share in its study and practice.
- I invest a part of myself in everything I do. I put forth effort, honesty, and pride in my artifices and enchantments.
- I will be flexible and reconsider my position when new information arises. Though I hold Lyphera’s core tenets above all else, I will stay receptive of new potential ways to serve the Rune Mother.

### Obedience

A character with the Deific Obedience feat (*Inner Sea Gods*) that worships Lyphera must perform the following ritual to receive her obedience boon.

Mix glowing ink with a few droplets of your blood and a few droplets from a potion of a spell with the cure descriptor. Write your favorite arcane formula or glyph somewhere clearly visible on your body using this ink. Bless a Tiny, Small, or Medium inorganic object, such as a boulder, in the environment around you. Inscribe Lyphera’s seven sigils of virtue on a visible surface of it. If you cannot find such an object, then dig up a small mound instead. Say a prayer to Lyphera while kneeling in front of the object or the mound, wishing that the lifeless may know life in the future and that the living may continue to sustain her blessing. Gain a +2 sacred bonus on Use Magic Device checks.

### Evangelist Boons

**1: Sigil Healing (Sp)** *cure light wounds* 3/day, *lesser restoration* 2/day, or *glyph of warding* 1/day

**2: Warded Body (Su)** Once per day, you may store a spell of up to 3rd level onto your body as a series of warded tattoos. When hit by a melee or melee touch attack, you may trigger the spell as an immediate action targeting the assailant. This functions as if your body was a *spell storing* armor.

**3: Sigil Form (Su)** As a standard action, you transcend mere flesh and bone to become a being composed of arcane formulae. This functions as *gaseous form* except you may expand your body to fill a space as if up to two size categories larger. This does not stack with other size increasing effects. In this form, your arcane symbols adhere to allies while occupying your

space, granting them a +2 insight bonus to attack and damage rolls. This lasts a number of minutes per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 minutes). These minutes do not need to be consecutive, but must be spent in 1 minute increments.

### Exalted Boons

**1: Artifice Sage (Sp)** *crafters' fortune* 3/day, *make whole* 2/day, *explosive runes* 1/day

**2: Runic Edge (Sp)** You can inscribe the Rune domain's blast rune onto a weapon. As a standard action, you may spend one use of your blast rune to inscribe the blast rune onto a single held melee weapon or a piece of ammunition. On a successful attack with the weapon or ammunition, the rune discharges, affecting the target as though a creature that triggered a blast rune. A weapon or ammunition may not possess more than one blast rune. If you do not have access to the Rune domain, you may instead gain access to the blast rune power, but may only inscribe runes on adjacent squares, as normal.

**3: Stone's Awakening (Sp)** You may cast *stone to flesh* once per day as a spell-like ability. A petrified creature receives a +4 sacred bonus to their Fortitude save to survive the process. If used on a statue resembling an animal, plant, or humanoid creature, the target gains life and sentience as if a plant subject to the *awaken* spell, gaining the appropriate creature type.

### Sentinel Boons

**1: Runic Warrior (Sp)** *magic stone* 3/day, *litany of warding* 2/day, *greater magic weapon* 1/day

**2: Lyphera's Hands (Su or Sp)** If you have the lay on hands class feature, you may use it to repair objects and constructs as if they were living creatures. You add your sentinel levels to your paladin levels when calculating the amount of healing and the number of times you may use lay on hands. Once per day when using lay on hands, you may inscribe a glyph on the target to defer the effects to a later time. As an immediate action, you may discharge the glyph to grant the effects of lay on hands to the target as normal. The glyph disappears after 24 hours or until discharged, whichever occurs first. If you do not have the lay on hands class feature, you may cast *cure serious wounds* once per day as a spell-like ability. You may repair an object or construct with this, treating them as a living creature. This is a swift action if cast on yourself.

**3: Awakened Ally (Su)** As a free action, you grant sentience to a held weapon, which can fight on its own as if possessing the *dancing* property. The weapon possesses 10 Intelligence, Wisdom, and Charisma, shares your alignment, and has a purpose of upholding Lyphera's paladin code. The weapon can communicate via speech using a language you know and has normal senses to a range of 60 feet. In addition, the weapon can leave your space and has a base speed of 30 feet, levitating above the ground as if wielded by an invisible creature and threatening spaces within reach. Alternatively, you may awaken a shield instead of a weapon, treating it as if it possessed the *animated* property. An awakened shield only bestows its shield bonus and abilities to an allied creature occupying its space. You still incur the shield's penalties as normal regardless of which creature benefits from its protection. An item possesses the same memories and personality as the previous time it was awakened. The item remains awakened for a number of rounds equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). These rounds do not need to be consecutive. Afterward, the item returns to your hand or drops to your feet if no free hand is available.

## Options

### Archetypes

The following archetypes are available to runari.

#### *Rune Magus (Magus Archetype)*

Some runari magi learn to tap into their reservoir of arcane energy to revitalize and manipulate their runic body.

**Runic Recall (Su):** A rune magus may inscribe a magus spell of the highest level he can cast onto his runic body (instead of only a 0-level or 1st level spell). A magus considers spell-like abilities cast from his runic body as magus spells for the purpose of spell combat and other class features as long as the spell exists on his spell list.

At 4th level, a rune magus may regain use of his runic body's spell-like ability as a swift action by spending a number of points from his arcane pool equal to the ability's spell level.

This replaces spell recall.

**Improved Runic Recall (Su):** When recalling his runic body's spell-like ability, a rune magus expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). In addition to doing so, he may optionally touch his spellbook to instantly transcribe a spell from it onto his runic body, replacing the existing one. This increases the cost from his arcane pool to a number of points equal to the new spell's level.

This replaces improved spell recall.

### Feats

#### **Artifice Channel**

*Your healing touch makes no distinction between flesh and artifice.*

**Prerequisites:** Channel energy 3d6, worshiper of Lyphera or another good-aligned deity with the Artifice domain

**Benefit:** Your channel energy and conjuration (healing) spells repair objects and constructs as if they were living creatures.

### Race Traits

The following traits are available to runari characters.

**Bodily Spellbook (Runari):** You may write spells on your skin to use it as a spellbook. Treat your body as a spellbook capable of holding up to 30 pages of information. By meditating, you can read the writing without having to see it. This writing is waterproof, but an *erase* spell can remove up to two pages of information from your bodily spellbook.

A non-runari may select this as a magic trait.

**Runic Surge (Runari):** You learned to bolster your spellcasting using the energies stored within your runic body. Once per day as a free action when casting a spell, you can expend a use of your runic body's spell-like ability to add +1 to the spell's DC. The spell cast

must have at least one of the expended spell-like ability's descriptors in order to benefit from this.

**Runic Transcription (Runari):** Select one class capable of casting spells. While having a 0-level spell-like ability inscribed on your runic body, you treat the spell as a 0-level spell on this class's spell list. If the class cannot cast 0-level spells, then you treat the spell as a 1-level spell in the class spell list. In addition, classes that prepare spells may prepare this spell and spontaneous casters temporarily add the spell to their list of spells known.

**Warded Body (Runari):** Your runic body wards you against spells of similar nature. You gain a +1 trait bonus on saving throws against spells, spell-like abilities, and supernatural abilities possessing at least one of the spell descriptors as your runic body's spell-like ability.

## Starfinder Conversion

The passing of history saw runari technology advancements that allowed them to travel to other worlds and eventually among the stars themselves. The race's curiosity carried them across the cosmos. The first interplanetary travelers came in the form of radical worshippers of Lyphera. After studying the many genesis myths surrounding the deity and realizing the existence of lifeforms on other planets, this sect became convinced of the controversial belief that Lyphera is a powerful extraterrestrial or extraplanar being that dwelled amongst the stars and terraformed planets with hope and life. This group of radical Lypherans created the first vehicles capable of space travel and used the technology to search other worlds in hope of finding clues of their beloved deity.

However, runari diversified in a way quite unusual. Many runari settlements consist not only of people and mindless constructs but also numerous intelligent constructed races both magical and technological in nature. People made of flesh-like stone, androids consisting of magical circuits, and many other inorganic beings reside in runari cities with same agency and self-awareness as any ordinary person.

The origin of these races remain hotly debated as much of recorded history eroded with time and the mysterious disappearance of the runari's original homeworld. Some believe these races were created by the runari while others believe them as the descendants of artiforged that completely shed their mortal coil and became a fully constructed being with a runari soul and mind. And there exists strong evidence supporting all ranges of theories. Regardless, each citizen identifies herself as a runari and possess a soul as radiant with life as any organic creature.

## Runari

Modern runari retain many of the physical characteristics as their ancestors but possess a wider range of heights and skin tones. Most runari residing on new worlds tend to appear taller with longer, attentive ears with ebony skin possessing a tint similar to the world's minerals. while runari living in stations adrift in space tend to be shorter with rounded ears.

### Racial Traits

A runari character possesses the following racial traits.



**Ability Adjustments:** +2 Con, +2 Int, –2 Wis

**Hit Points:** 6

**Size and Type:** Runari are Medium humanoids with the runari subtype.

**Runic Body (Sp):** Runari possess bodies that function as blank slates for inscribing runes coded with magical energy. During a process that takes 1 hour, runari can destroy a 0-level or 1st level spell gem to infuse its power onto their skin in the form of a tattoo. This runic tattoo remains until the runari replaces it using the same process.

Once per day, runari can cast this spell as a spell-like ability with a caster level equal to their character level. They gain a +2 circumstance bonus on any skill check involving the spell. If a spell-like ability from runic body has already been cast for the day, any new spell replacing it is also treated as already cast. The runes emit light while the spell-like ability's daily use has not been expended and raise the illumination level within the runari's reach by one step. Runari that inscribe a 0-level spell on their runic body may cast the spell-like ability at-will.

Runari begin play with a 0-level mystic or technomancer spell already inscribed on their runic body.

**Magical Linguist:** Runari can decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

**Magical Technology Adept:** Runari gain a +2 racial bonus on Engineering and Mysticism checks. They also gain a +2 racial bonus on Culture checks made to decipher writing.

## Runari Androids

Sustained by a mixture of technology both magical and otherwise, runari androids appear as synthetic versions of their flesh and blood counterparts. They resemble and act as normal runari in many ways, but possess firm yet smooth skin with a metallic sheen, eyes that radiate an artificial glow, and a voice that sounds as if projected with perfect clarity from a high quality audio device. The entire surface of their skin can function as a light display screen that often show veins of circuitry or sigils styled after the runic bodies trademark to the runari.

Anatomically, they bear many resemblances as normal androids and possess artificial organs good enough to function as prothesistes. However, runari android have one crucial difference from typical androids: a powerful hybrid-magical device that houses their soul and functions as a brain. This device uses runari technology similar to that used for creating intelligent objects, and allows runari androids to possess more vibrant personalities and emotions than other androids.

However, runari androids of 100 years of age or older become susceptible to a condition that gradually degrades their personality. Eventually, their soul's connection to the body is severed, leaving behind little more than a mindless automaton until a new soul inhabits the body and forms a newly "born" runari android. Such is not an inevitable fate as runari androids that continually learn and stimulate their minds can live for hundreds of years.

## Racial Traits

A runari android character possesses the following racial traits.

**Ability Adjustments:** +2 Con, +2 Int, –2 Wis

**Hit Points:** 6

**Size and Type:** Runari androids are Medium humanoids with the android and runari subtypes.

**Constructed:** For effects targeting creatures by type, runari androids count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, runari androids do not breathe or suffer the normal environmental effects of being in a vacuum.

**Flat Affect:** Runari androids find it more difficult to read and cope with emotions than their organic kin. They take a –2 penalty on Sense Motive checks.

**Low-Light Vision:** Runari androids have low-light vision and can see dim light as if it were normal light.

**Spell Circuit:** Runari androids can store magical spells in their bodies in a similar manner to their organic kin. This technology takes the form of LED lights depicting sigils on their skin that increase the light level within reach by one step.

A single spell chip (as the computer module) of a 0-level or 1st level spell can be installed in a runari android's body. Runari androids can cast this spell once per day as a spellcaster with a caster level equal to their character level. The chip recharges daily (unlike a normal spell chip). The runari android's circuitry and lights dim while the spell chip recharges. Spell chips of 0-level spells can be cast at-will and never need recharging.

Runari androids begin play with a 0-level technomancer spell chip already installed. Removing it destroys the spell chip, but a new spell chip can be installed with 1 hour of work.