

Rand

The Calt Deity of Rangers

Other Names Known By:

Kee

Damita

Inez

Followers of Rand have one of two possible symbols displaying their faith. Those that are still new to the religion (or have not been blessed with Rand's Crossbows) wear a brass wristband that has the image of a crossbow etched into its surface. As the worship progresses and the worshipper is blessed with the ability to use Rand's crossbows, the bracelets are replaced with actual crossbows (see below for an exact description of these crossbows).

This means that there are three basic levels of levels within the religion. The lowest levels of worshippers wear the brass wristbands. The second level of worship is for those with a single Rand Crossbow and the Third level is for those with Two Rand Crossbows.

Problems with Goblins

Followers of Rand have a lot of contempt and hatred for Goblins, if for no other reason than knowing that should they be caught by the wrong Goblin (i.e., a follower of Vyvnar), their last days alive will be spent at the hands of brutal and merciless torturers. For this reason, a follower of Rand will never surrender to any Goblin, preferring a quick death in battle to a long agonized death at the hands of a Goblin.

Rand's Crossbows

Calts that follow this Deity learn a very special weapon. The weapon is unique to those that follow Rand. It is a small crossbow that is strapped to the back of the forearm. It is a magical item that will only work for a follower of Rand. The damage and range of the weapon is wholly dependant on the number of times the weapon is rolled on the Deities favors table (if a character never rolls it, then one of them will not work for him).

During the characters initial training in the religion (i.e., while his / her worship skill is 18+0 or less), the character learns how to make the weapon. It is only after the deity blesses it that it becomes something the character can use. Calt deities work together far better than any of the race deities. The full set of Calt deities seem

to share a single vision for the race or are working towards a common goal. In addition to this, the Calt seem to the most spiritualistic of the races. Even though they have less soul points than the Elves, they are more spiritual in nature.

The Legend

While the first Calt female Kanee was searching for a homeland, it was known among the Gods where that search would lead. Kanee was to accompany the deity Nissimee to view her great deserts. There was a problem in this, for the deity Vyvnar had created the four gorgons and was letting an Earth Gorgon roam free in Nissimee's deserts. Nissimee begged and pleaded with Vyvnar but he would not listen to her words. Vyvnar had tried to woo Nissimee and when she rejected him, he had denied her lands the water they needed to grow and flourish. In further rebuttal, he placed the Earth Gorgon in her lands and laughed each time she asked that he remove it.

Nissimee was desperate and asked Rand to aid in the removal of the Earth Gorgon. He agreed and approached Teske, the first Male Calt. To him he said "I have a task for you. It is a task that you will want to perform because if you do not, your most loved and cherished mate may well die."

Teske immediately agreed and so Rand explained what he must do to kill the Earth Gorgon. "I will teach you how to fight this creature, for it is power and horror beyond imagining" Rand told him.

With those words, the training began. Rand taught Teske many secrets about fighting the creature. He taught Rand how to construct the crossbows that would be used to kill the great beast. It was long and arduous. But in the end, Rand knew that Teske would win. For Teske was the first and greatest of all the Calt. None can compare to his deeds, none can match what he was. He entered the desert and through stealth, cunning and skill he used the crossbows to bring the great beast down.

Even as he looked down at the great beast's form, Kanee was looking up to the sky and feeling the warmth of the sun upon her face.

The home of the Calts had been found and had been made secure from its first and greatest threat.

Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has its own special background and worship requirements. Some deities require vast amounts of affinity if you want to worship them; others require vast sums of money. It all depends on the deity.

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When a Calt starts his worship of Rand he must pay 400 affinity points. Once the Calt has started to worship Rand he must put 25% of all earned affinity towards the worship of Rand.

When these worship requirements are met, the Calt will get to roll once on the favors table each time he / she gains one level in bonus synergy in his / her worship skill to Rand.

Getting a roll on the Favors table

Each time the character's synergy bonus in worship (to Rand) goes up by one point, roll 1d10 on Rand's Favor Table (see below).

Rand Favors Table

1. The character may make use of an Arm Cross Bow that is attached to his or her right forearm. Although the character must construct the crossbow, the bolts it shoots are granted by and placed directly into the weapon by Rand. See above for more information on the crossbow and how it works.

The attack rank on this crossbow is 2d8 and has a range of 30' (3 inches on the table). It will fire one "magic crossbow bolt per combat round that does 1d6 damage. The target of this attack receives a Spell resistance dice roll to avoid damage from the bolt (no APV or WR dice rolls). Each additional time this is rolled the character may increase the damage dice used to the next larger one available (the 1d6 goes to 1d8 then to 1d10 then to its maximum value of 1d12). When the previous damage dice is 1d12 another dice is added that does 1d6 wounds. This additional dice may be built up to a d12 as well.

If the character wants, he or she may increase the range of the weapon by 5 feet rather than taking the damage bonus.

2. The character receives a Move Silent Spell. The target of the spell may move silently, without leaving a trail. The spell's duration is 2d6 combat rounds. While in affect, the target will not make a sound and will not leave tracks (i.e., even if walking over sand). It will not stop the character from being seen, just from being heard. Each time this is rolled the character may either cast the spell one additional time each day or increase the spells duration by 1d6 combat rounds (if the character has the spell four times and increases its duration, then the duration of all the spells are increased).
3. The character receives a Hide In Sand spell. The target of this spell will sink into the sand and may remain within it for up to 10 minutes. When this spell is used, the target of the spell remains aware of what is happening in the area above him as if he or she were still standing above the sand. Each additional time his is rolled, the worshipper may cast the spell one additional time each day.
4. The character receives a Travers Sand spell. When this spell is cast the target of the spell may swim through sand as if it were water. The target is aware of things within the sand out to about 20 feet when this spell is in affect. Speed while "swimming" in the sand is half the character normal walking speed. The spell's duration is 4d12 combat rounds. It takes a round to enter the sand and a round to exit, during which time the character is considered Vulnerable (attackers may re-roll their to-hit and damage rolls). If the character re-rolls this favor, he or she may opt to either increase the spells duration by 1d12 combat rounds or cast the spell one additional time each day.
5. The character receives a Track Target spell. This spell allows the character to successfully track a target. The character will be able to track a target, even if the target is underwater or under the sane. The spell may be used before a normal tracking roll to guarantee the success of that roll. If there is no normal tracking roll, then the spell may be cast to allow a roll.
6. The character receives a Whirlwind Spell. The spell causes a small whirlwind to form around a target. The target may make a

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react roll or an escapist skill check to avoid the whirlwind. If the target fails to make the roll (he can roll one or the other, not both) then he or she is caught by the spell. Those caught by the spell suffer a 4-point penalty to all their skill checks. A high synergy bonus in the skill will negate this penalty.

If this blessing is rolled more than once, the character may opt to cast the spell one additional time each day, or increase the size of the penalty by 1d3 points.

7. The character adds one to his react figure. If the figure is 18+0 or more then increase the synergy bonus figure by one.
8. Roll 1d10. This is the chance that the character can see a sinkhole or soft spot in the sand. Each time this is rolled, roll 1d10 and add it to the previous total. If the total is 100 or more, then the chance is automatic. After it has become automatic, the character may choose his blessing if he rolls this result again.
9. The character receives a level of immunity towards heat and heat-based damage. The character gets a bonus WR dice roll of 1d4 against exposure and heat and fire-based damage spells. If this blessing is rolled multiple times, then the dice used is increased to the next largest size (i.e., the d4 goes to a d6 then to a d8 etc.). When the previous or initial dice has been increased to a d12, an additional roll will add a further d4 roll (which may also be increased by further rolls of this blessing).
10. The character may make use of an Arm Cross Bow that is attached to his or her left forearm. Although the character must construct the crossbow, the bolts it shoots are granted by and placed directly into the weapon by Rand. See above for more information on the crossbow and how it works.

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