

Amynta

The “Mother” of the Calts

Other Names Known By:

None

Amynta is considered the mother of the Calt race. Her religious symbol is a small silver cord worn around the worshippers neck. The cord represents the connection of the divine to the soul.

The Calts believe firmly and completely in reincarnation for themselves. They believe that the mother of the Calt race, Amynta, is the force that allows their souls to be reincarnated. Why she does this for them or how she is able to get away with taking Calt Souls from the Dungeon of the Dead, they do not know. They only know (or believe) that she does it on an ongoing basis.

Soul Twin

Soul Twin is a term used by the Calt to describe a life long bonded friend. Although friend is used to describe the term, it actually means a bond between two individuals that is far stronger than normal. The Calt believe that a single soul can sometimes separate and inhabit two separate bodies. This is the strongest form of Soul Twin and takes place naturally (each soul will realize what has happened when finally in the presence of the other). Calt culture supports the ritual bonding of two Calts into Soul Twins. The ritual makes use of a Soul Walker and is somewhat more elaborate than becoming a blood brother. The ritual joins the two souls to cement the bond of friendship. This is actually fairly powerful ritual / deity magic that will only work if both Calt are sincere in their desire to have a Soul Twin. After that day the two look out for each other, knowing when the other is in dire need. Calt law recognizes the obligations that Soul Twins have to each other. If one of the two should die, then the survivor takes over and protects his Twin’s family as if it were his or her own.

There are many aspects to soul twins, not all of which are covered by this document or legend. One aspect that I would like to mention though is the breaking of a soul. When this happens, both parts of the soul will normally inhabit the same species, that is, if it were a Calt soul that broke into two (which is normally what happens), then both halves would go into Calt bodies. However, the Calt recognize that this is not always the case

and realize that each half of the soul may go into a different intelligent species.

The Calt also recognize that the two halves of the same soul may have a great deal of difficulty in getting back together and this is part of the job performed by the Soul Walker (the Soul Walker is described further below) but even with Soul Walker, the two halves of a divided soul may spend several lives apart from each other. When this happens, the Calt believe that there is slow degeneration of both halves of the soul, that in fact, with each life there is a chance that one or both halves of the soul will become evil.

Although environment and circumstance can turn a creature evil in a single lifetime, the Calt believe that the soul itself is not inherently evil and that the time between death and rebirth will cleanse it of the normal flaws picked up as part of life. It is the loneliness and isolation felt by a divided soul generation after generation that can drive the soul into a kind of evil insanity. It is the duty and mission of the Soul Walker that they stop this from happening.

Soul Walkers

Before placing a soul back into a body, Amynta will judge it and determine how good a life it is going to get. Individuals that led wretched uncaring lives are reborn in circumstances that allow them a chance to make restitution for the misdeeds done in past lives.

Occasionally, Amynta finds a soul that has led an extraordinary life. The basis by which Amynta judges these souls are by the help and compassion they showed while alive. If a soul is good enough, or performed enough good acts in life, then Amynta may make it a Soul Walker in its next Incarnation.

The primary job of Soul Walkers is to aid others and to help out in the healing of the soul. It is also their job to perform the bonding rituals done to make Ritual Soul Twins as well as to rejoin souls torn apart by Amynta’s haste in removing them from the Dungeon of the Dead.

Your current Legend Weaver has final say on whether or not a character can become a Soul Walker. If allowed, the character must be of good alignment. In addition, the character can take any focus, but must be a Calt and cannot take any Character Strengths or Weaknesses. Finally, the character starts out with a worship skill of 5+0 to Amynta and must place at least 60% of all affinity to his or her worship of Amynta. If the character does this, then they roll

Legendary Deities: Amynta, Mother of the Calt Race (f)

on the Soul Walkers Favor table each time they gain a point of synergy bonus in their worship skill to Amynta.

The Legend Weaver may, if he or she wants, insist that a player have a previous Calt character that could be considered as background for the Soul Walker character. What this means is that a player would have to have a Calt character of good alignment that had died in a previous game. It is the actions and skills of this previous character that form the basis as to which new skills the character can “remember” when making rolls on the Soul Walkers Favors table. If this second character were to die, then it could be considered the second, in a line of incarnations, giving additional background skills for the next incarnation to learn.

The Legend

Amynta is the mother of the Calt race. When a Calt dies, Amynta purposefully prevents its soul from entering Kaminari’s Dungeon of the Dead. Amynta is always vigilant and always watching her children, no matter where they are in the world. When one dies she takes the silver tread of life that attaches the soul to the divine and keeps pressure on it so that Kaminari will not realize that the Calt has died. She then judges the soul and places it back into another Calt as it is being conceived, allowing it to exist once more in a life that will allow it to pay for any misdeeds done in previous lives.

Sometimes souls do slip through her fingers and those that do will inevitably end up in the Dungeon of the Dead. Amynta will not let them stay there for long however. When Kaminari is distracted or busy, she will go to the Dungeon of the Dead where she commands them to be born again. This is not without its hazards for although she is careful with each soul, accidents happen. Such is the power of a Gods Command that sometimes a soul is split into two in its rush to leave the Lands of the Dead. More hazards remain however, even for those souls that enter the world safely. A soul may enter a body too quickly (or slowly) and be cursed with memories of past lives.

And in all this, there is Amynta’s judgment, for Amynta tries to judge what a soul has done and tries to find a life that rewards or punishes its previous existence. A soul that is worthy is blessed by Amynta and becomes a Soul Walker. Soul Walkers have the blessing to remember

much of their own past lives and are given the ability to aid other souls by repairing the damage that may be done by Amynta’s good intensions.

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 worship of Amynta he must pay 50 affinity points. Once the Calt has started to worship Amynta he must put 30% of all earned affinity towards the worship of Amynta.

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 Amynta.

The requirements for becoming a Soul Walker are given above in the Soul Walkers Section.

Getting a roll on the Favors table

Each time the character’s synergy bonus in worship (to Amynta) goes up by one point, roll 1d6 on Amynta’s Favor Table (see below). To get onto the Soul Walkers worshipper table you must be a Soul Walker. In this case you would roll 1d10 each time the character increased his or her worship synergy bonus level to Amynta.

Amynta Favors Table

1. The character gains one additional soul point. Add one to the total number of soul points the character has.
2. The character gets a Life Sight spell. The spell’s duration is 2d6 combat rounds. Refer to the write up on Life Sight for an explanation of what is granted by this kind of sight. Each additional time this favor is rolled, the worshipper can either increase the spells duration by 1d6 combat rounds OR cast the spell on additional time each day.
3. Add one the number of life skills the character can currently learn.
4. Add one to the number of adventure skills the character is currently allowed to learn.

Legendary Deities: Amynta, Mother of the Calt Race (f)

5. Add one to the number of weapon skills the character can currently learn.
6. Add one to the number of spells the character can learn. Roll 1d8 for level of the spell. If the character rolls an 8, the character can pick the level of the spell. The normal restrictions for learning spells still apply (i.e., you must know more spells from the next lowest level).

Amynta Favors Table for Soul Walkers

1. The character gains +1d4 soul points.
2. The character gains a View Soul Spell. The spell lasts for 2d6 combat rounds. The spell will allow the worshipper to “see” souls and know what condition they are in (i.e., current number of soul points, whether they are being drained, etc). The worshipper will also be able to see any ghosts that might be in his or her line of sight when the spell is in affect (even if the ghosts are currently wholly ethereal). Additional rolls on this favor allow the worshiper to increase the duration of the spell by 1d6 combat rounds per roll OR to cast the spell one additional time each day.
3. Roll 1d10. This is the percentage chance that the worshipper can put a soul to rest (i.e., banish it to its proper place in the Dungeon of the Dead). Each additional time this is rolled roll 1d10 and add it to the previous total. For each full 100% the ability will work once a day (without fail). Any excess to the even 100 is the percentage chance the last attempt will work (i.e., at 312% it will work 3 times a day and has a 12% chance to work a fourth time). The range of the spell is 20 feet (meaning the worshipper must get fairly close to the ghost he or she wants to banish.
4. The character receives a Heal Soul spell. It will heal 1d4 soul points. The spell is useable once per day. The range of the spell is touch. Each additional time this is cast, the spell may be cast once a day OR the dice used by the spell is increased by a factor of one. For example, the d4 goes to a d6, then a d8, etc. Once the first dice is d12, a second dice is added, then a third, then forth, and so on. Each dice added must be worked up to a d12 before the next dice is added.
5. The character may pick one of the following; Add one to the number of Life Skills the character can learn, OR Add one to the number of Adventure Skills the character can learn, OR Add one to the number of Weapon Skills the character can learn OR Add one to the number of spells the character can learn (the character must pick the level of the spell he wishes to be able to learn as well).
6. The worshipper receives a Fortify Soul spell. Casting time on this is 2d12, range is touch and duration is 1d4 combat rounds. When it is cast, the target has some protection against attacks directed at his or her soul. There is a base 50% chance that any attack made on the targets soul will not work. If this blessing is rolled multiple times, then the character may cast the spell one additional time each day OR increase the spell’s duration dice by one factor. For example, the d4 goes to a d6, then a d8, etc. Once the first dice is d12, a second dice is added, then a third, then forth, and so on. Each dice added must be worked up to a d12 before the next dice is added.
7. The character remembers a randomly determined past life Adventure Skill (one currently not known by the character). The Adventure Skill cannot be one that is normally used in the pursuit of evil (the skills Assassination, Guile, Slight of Hand, and Venonmer spring to mind). Roll a d6 and add it to 12. This is the character’s base level in the skill. If the result is 18, then roll 1d12. This is the character’s synergy bonus in the skill. If the character does not want to increase the skill further, then it is not counted towards the total number of skills the character can have (it is pure bonus to the character but cannot benefit from *any* further training).

If there are no more skills that the character can learn, then the player picks his or her blessing from the list.

Legendary Deities: Amynta, Mother of the Calt Race (f)

8. The character remembers a Life Skill he or she had in a previous life (one that he or she does not currently have). Randomly determine the skill in question. The only skill the character cannot take from the list is Fence. If the character has all of the skills on the list, then he or she gets to pick the blessing. Please note, this blessing may not be one the character wants. All of these skills count towards the maximum number of life skills the character can have. If a skill puts him to his maximum amount, then the only way he can get additional life skills is to up the maximum amount or luck out and get the skill he or she wants from this blessing. A character that rolls this and has all Life Skills can pick the blessing he or she want the character to receive.

the souls and spirits around them. Even though the real world is faded, the character is still limited by line of sight within it. Thus, if in a room. The room's walls would limit the range the character is able to see. The character is able to see souls and will know what ails them, if anything. All pertinent information regarding the soul is seen by the character (links, bonds, alignment, etc). Once cast the spell lasts for 2d6 combat rounds. Each additional time this favor is rolled, the character may opt to cast the spell one additional time each day or increase the duration of the spell by an additional 1d6 combat rounds.
9. The character gains a randomly determined weapon skill (one not already known). The Weapon Skill learned by the character must be one that a Calt can normally learn (i.e., could not be the weapon skill in using Net). Roll a d6 and add it to 12. This is the character's base level in the Weapon skill. If the result is 18, then roll 1d12. This is the character's synergy bonus in the skill. If the character does not want to increase the skill further, then it is not counted towards the total number of weapon skills the character can have (it is pure bonus to the character but cannot benefit from *any* further training).

If there are no more skills that the character can learn, then the player picks his or her blessing from the list.
10. The character learns a randomly determined spell. The actual spell and level of the spell is determined randomly from the main rulebook. The spell may be used by the character once per day and is cast using the character's Worship Level. The spell does not count towards the number of spells the character can learn; and in fact, the character can learn or already possess the spell learned though this blessing.
11. The character gains a View Soul Spell. When the spell is cast, the world around the character fades from view and the character is able to get a clear look at
12. The character has a bond soul spell. This spell may be used to bond an item to a character, or bond two souls together (i.e., make soul twins). The full rules for bonding will be included in the write-up on magic items.