

Hussar

Patron Deity of Human Fighters

Other Names Known By:

Warrist
Gladia
Murka

The followers of Hussar believe seven to be a lucky number. They will wear the number seven, in some form, somewhere on their person, be it displayed proudly on their shield or sown onto their shirtsleeve. Often the number will be tattooed somewhere upon their body. The followers must be of good or neutral good alignment.

The two highest skills held by the followers of Hussar must be Long Sword and a Shield skill. This is a bit different than most deities since any fighter may start worshiping Hussar at any time, so long as these two skills are greater than any of the other skills they possess. These two skills must be greater than the character's skill in worship. Hussar puts fighting skills before everything, even devotion to himself. You are an acolyte and considered new to the religion if your skill in it is less than 18+1. You become a full member when your worship skill to Hussar becomes 18+1 or better.

Full members of the order wear blackened chain armor. When you become a follower you will be expected to wear chain armor. If chain armor is not available you will go without armor. Once you are a full member within the religion, you will be expected to purchase a set of blackened chain armor (same protective value, you just pay triple normal price for it) and a blackened long sword and shield. You are not expected or allowed to own or wear these items until you become a full member. The shield has the same stats as a normal shield but the longsword must be made with a serrated edge. This will give the weapon +1 damage but will up its price five fold. If you wield such a weapon then you must make sure that you display the religions symbol. To the orders members, it is blasphemy to wield such a sword and not follow Hussar. It is general knowl-

edge that full members will do all in their power to kill someone who wields the sword of Hussar if they do not follow Hussar.

wearing other types of armor, or if such is reported, then you can be called before a priest and may have to perform penance. You become a full priest of Hussar when you have 18+40 in the skill. A full priest of Hussar can block the blessings given to a lower member of the order until penance is performed. If a full priest breaks the rules, he / she will find that Hussar himself denigns him his blessings until penance is done.

In Addition to the above, the church always needs money (those temples cost a lot). True followers of Hussar Gladly donate 20% of all earned income (and loot) to help spread the word. If you are new to the religion, then the members will be a bit easier on you and will not expect a full 20% of what you make. The grace period will be over, once you become a full member. At that point the priests and other religious members of the order will be very disappointed in you if they suspect you are holding back.

Lastly, the followers of Hussar believe it is their duty to defend the land. They are sworn enemies of Darkheim and of all of Beast's and Demon's children. If the land is in need of protection, a follower of Hussar will always answer the call.

Seeking shelter at one of Hussar's churches or seeking aid from other temple members must be treated on a case by case basis. The higher your worship to Hussar is, the greater the chance that the order will give aid to you.

Hussar is also unique in that his role in the universe was set only after he was called to the world by a whisper and witnessed a battle that literally made him choose to become the patron god of fighters. His first cleric Beruria is considered the greatest fighter and leader ever to walk upon Panjere since it was her actions that defined the fate of a god. For this reason, she is nearly regarded as highly as Hussar himself and in actual fact, when you worship Hussar you also worship Beruria, his first cleric.

The sword of Hussar is called Maelstrom. In its hilt are set seven gems; each gem contains the soul of a fallen hero from the battle of Marius Pass. The exact location of the Marius Pass is now unknown, although it is rumored that the graves of each of the fallen seven still mark the area. It is said that the sword of Hussar will be wielded anew by the one who finds the pass and the graves there. Whether this is true or not, it is the duty and wish of every follower of Hussar to find the Marius Pass and the Sword of Hussar.

The Sword Of Hussar: Maelstrom

Maelstrom is a large long sword that boards on being a two handed sword. Despite its large size, it is wielded one handed. The sword itself is coal black. The blade is serrated and seems to shed just a little bit of its darkness into the surrounding air. In its hilt you will find 7 gems, 5 set in the hand guard and 2 near the bottom of the grip. Each gem has the faintest of glows that can only be seen when it is dark.

- Gem 1 The person that wields this sword is fearless.
- Gem 2 The sword's Defensive adjustment is 3.
- Gem 3 The sword carries a damage bonus of 1d12+6.
- Gem 4 The sword has a speed of 10/1d6+1d4
- Gem 5 A blow struck at the character's back or sides is treated as having hit the character's front in that the attacker does not get his normal re-rolls associated from the attack.
- Gem 6 The wielder's synergy bonus in long sword is increased by 50% of its natural trained amount
- Gem 7 The wielder will never be betrayed by those he / she leads

The Legend

Beruria turns to walk the length of her force. As she walks, she looks to the faces of those before her and tells them, "Once during a life do you have such a day as this". She pauses and looks down the slope of the pass and out into the valley beyond. She sees the vast writhing sea that

screams and surges forward to consume them. "Look down the hill," she tells her soldiers. "Look to the valley and hear the rage and the hate that they bring. They are after us. They are after our blood... but they cannot have it! Not this hour, not this day... Not ever! For if we fall, then our lands fall. Our families will be consumed by their hate of us. Our loved ones taken and sacrificed to their evil vile kind.

"It is we that must stand firm against the horde. It is we that must be the line they cannot cross. They scream for our blood and I say we will give them blood... Their Blood! I say give them the slaughter they crave... Their slaughter! I say, let them see terror... Their terror as each and every one realizes that to face us is to face death and loose!

Now, say with me, swear on the blood of your ancestors that none shall pass this day!"

In unison, Beruria's men scream "None Shall Pass!"

The horde climbs the pass, scrambling up its slopes, eager to get to those that block its path. The smell of blood is in their nostrils; the taste of death teases their lips. It is a force that stretches for as far as the eye can see. Beruria's force is but a speck against a sea of dark writhing. It is nothing, an inconvenience, a fly to sweep aside. But when the horde hits it, the thin line of men and women fail to crumble. It is a wall of stone, strong and true. Although the defenders stagger under the shear momentum of the blow, they stand firm as wave after wave assaults them.. Nowhere does the line break. Nowhere does the horde overrun. Beruria fights beside her people, with them and for them. She screams encouragement and keeps them strong. Even as the day wears into night and the valley seeps blood and gore. The ground turns red and became slick with the dead, and the dying. The hill itself becomes one huge scream of agony that does not cease but goes on hour after hour until morning itself comes. Still the line does not break. Still it holds. But with no end in sight, it is hopeless and Beruria knows it. How many

thousands have died and still they come. How many countless have fallen and lie screaming for death and still they surge forward in wave after bloody wave, slowly, ever so slowly beating their line back up the valley. Soon they will crest the peak of the pass and then they will be on the down slope. Beruria knows they cannot hold much longer. Even she cannot believe how much each soldier has given to hold the line for as long as they have. Even with so many dead and dying among them, the horde still stretches to the horizon.

A miracle happens...

The horde pauses. It is like the ones at the back finally get the message that those at the front are dying en mass. Or perhaps the screams of dying monsters have gotten so loud that even those in the back hear. Beruria is not sure, the sound of the battle has left her nearly deaf. But then she sees the reason. Like a ripple in a pond, the horde parts to allow passage of a lone figure. As the figure gets closer Beruria realizes that it is the daughter of Demon herself, Drakow. Drakow approaches the line of defenders and speaks in a low soft voice that even the deaf can somehow hear. She speaks "who leads you?" she asks.

Beruria steps forward and replies, "I do".

Drakow's looks to Beruria as someone looking at an insect "A mortal" she says in wonder. "You have done well here today. It would seem that I have run out of time and mother has need of me elsewhere. It would appear that the day is yours." With that Drakow turns to leave, but pauses for a second to add "I pray we meet again sometime." With that a smile creeps onto Drakow's lips and she adds "or perhaps mother can pay you a visit, if you should ever decide to have children".

With that, she leaves Beruria behind. As she leaves, the mass of her army closes in around her and follows her down out of the valley.

Beruria is shaking and exhausted beyond measure but looks to her men before even considering her own fatigue and wounds. She is startled to see a long figure, on a rock a little ways up, by the

peak of the pass. She wonders just who it is and mumbles to the men that are nearby "well, I hope the view is good up there." Her men follow her gaze to the stranger. She turns away to hear one of her soldiers give a startled cry. The man is looking up the pass and following his gaze back to the stranger; Beruria herself takes a step back as she sees the stranger in the air. His black cloak billows in the air behind him. He wears black chain armor and carries a sword that is as black as night. He lands, mere feet from Beruria. The soldiers nearby, fall to their knees, their eyes turning to the ground. Beruria's whole body aches from just looking at the stranger. But she does not look away, but keeps her eyes on him as her legs steady. He is tall, his features perfect. In his eyes Beruria could see the universe itself. The power radiating from him is pure and raw and painful to behold. Beruria stands her ground and is rewarded with a smile. It was like a warm friendly breeze blowing the cold air of winter away. The bodies of those monsters that fell in battle twitch and seem to turn and try to get away from it. The breath of those monsters that were not dead, is gently drawn from their bodies and carried away upon the wind.

He speaks.

His voice is deep and directed at Beruria. She feels her whole body vibrate as his words reach her. He says "I heard a whisper... it was a very persistent whisper full of bravado and courage that came and sat on my shoulder and dared me to investigate. So I came to see if the person who made the whisper were truly worthy of it." With that, the stranger pulls his sword, a great blade that is black as the night, its edge serrated and its hilt set with seven great gems. "I am Hussar and I recognize what you have done this day. You have proven yourself worthy of my sword Maelstrom. Since you have lost but seven soldiers this day and my sword holds seven gems, I recognize it as a sign that you should possess my sword and be my first cleric upon this world. Do you accept?"

Beruria staggers back under the weight of the request. After a moments pause she answers, "yes, I accept Hussar".

With that Hussar smiles and commands that each of the souls of the seven soldiers that died for Beruria stand before him. As each appears Hussar asks if they wish to continue to serve their leader. Each of the souls answers yes. With each answer, one of the gems in Maelstrom's hilt flashes with a soft light to take on a dim glow.

Finished, Hussar hands the sword to Beruria "You are now my first follower. I know that you will spread the word and introduce the world to me. This is your charge but also, while doing this, you must unite the human lands so that they stand as one in this area. No longer should it fall to the shoulders of such a few to defend the lands."

As Beruria takes the sword she can hear the souls within sing to her. Beruria is looking at Maelstrom when she feels Hussar leaving. With Hussar gone, she organizes pickets and orders most of her men to get some sleep. She helps watch over the sleeping soldiers wondering what will happen. Even as she is in awe of Hussar and what he has given her, she wonders why Drakow was called away. She has no way of knowing that today's battle was small compared to those that were to come.

Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has his 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 you start your worship of Hussar it costs you 20 affinity points. These points give you a worship level of 1+0 (about as low as you get). You will gain no benefit from the worship until it is at least 18+1.

Hussar requires that you place 50% of all your earned affinity points into his worship. When you start doing that and keep doing that, you have a chance to gain favors from him, based on your

worship skill level. However, you will gain nothing from Hussar if at any time your two highest skills are not Long Sword and Shield (any shield skill). If these two skills are the highest you possess (do not count in magical bonuses) then each time you gain a point in bonus synergy, you gain a roll on Hussar's Favors table (see below). If at any time you stop worshipping Hussar (i.e., renounce him as your deity or fail to put 50% of your earned affinity into worshipping him), you lose all his favors and your level in worship goes to 0.

Getting a roll on the favors table

Each time the character's synergy bonus in worship (to Hussar) goes up by one point, roll on this table.

Maxing out a blessing

A character may max out a given blessing. If a blessing is maxed out and the character rolls it again, then he may pick any of the blessings, so long as the one picked is not maxed out.

Hussar Favors Table

- 1 Add a four-sided dice to the character's wound resistance. Track this dice separately. The dice roll is made and its results are always taken from incoming damage, regardless of the source of the damage (so long as the character meets the worship requirement of Hussar). If you roll this again, then the 1d4 goes to 1d6, a third time = 1d8 etc to a maximum bonus of 1d12.
- 2 Add a two four-sided dice to the character's to kill adjustment if using a long sword. This dice roll is added to the normal damage roll made when using a long sword. If you roll this again, then the 2d4 goes to 2d6, a third time = 2d8 etc to a maximum bonus of 2d12.
- 3 Roll 1d10. This represents the percentage chance that the character can avoid the bonuses that an attacker gets when attacking a target's back or sides (the

- defenders sword and shield are still taken into account, the attacker loses the re-rolls that come from attacking the character's back or sides). If the character makes the roll then the attacker does not get the normal re-rolls associated with attacking the character's side or back. This is done in addition to any rolls the character gets against these types of attacks. This will not affect an assassination attempt. Each time this is rolled, the character adds 1d10 to the percentage he already has. This figure can only be taken once, after the percentage has passed 50% (i.e., if at 48 and you roll a 3, putting you to 51, then you can take it one additional time.
- 4 Roll 1d10. This represents the percentage chance that the character will resist fear or terror causing spells and affects. This roll is in addition to any other rolls the character gets. Each time this is rolled, the character adds 1d10 to the percentage he already has. This figure can only be taken once, after the percentage has passed 50% (i.e., if at 48 and you roll a 3, putting you to 51, then you can take it one additional time.
- 5 Under normal conditions a character will not die when they reach zero wounds. In fact, they can go to a negative wound value equal to half of their starting wounds before they die. This means that a character that starts the game with 20 wounds can go to -10 wounds and still be alive. At -11 wounds the character dies. If this blessing is rolled, the characters can take one more wound (into the negative values) before dying. In the example given above, the character would still be alive at -11 and would die when he / she reached -12 wounds. Each time this benefit is rolled, it takes one more wound to result in the character's death. There is no limit to the number of times this benefit may be rolled or picked.
- 6 The character has a 75% chance of being able to deflect a successful blow made against him / her during a combat. You must decide to deflect after the hit has been made but before damage is rolled. Each time you roll this, you can deflect one additional blow during the combat, at the same 75% chance per blow (i.e., roll it four times and you can auto deflect up to 4 blows per combat).
- 7 The character may reroll one failed To-Hit roll during a battle. Each time this is rolled the character may re-roll one additional To-Hit roll during a battle (roll this 3 times and you can re-roll three missed hits). Any one hit may be re-rolled once, but this is not luck. If this re-roll fails, the character could use a point of luck to re-roll the hit for a third try!
- 8 Roll 1d10. This is the percentage chance that the character may use his / her shield to intercept arrows and cross bow bolts that are being fired at him / her. This roll is made after the to hit roll has been made and has indicated a hit against the character (i.e., the bow has been fired and the shot will hit. This protection extends to the character's front and to both sides. It will even protect on the character's weapon side! Each time this is rolled roll 1d10 and add it to the characters current percentage total. This figure can only be taken once, after the percentage has passed 50% (i.e., if at 48 and you roll a 3, putting you to 51, then you can take it one additional time.