

## Nova

Race Deity for Trocks

Other Names Known By

None

The Trocks know that it was Nova that created them. The Trock is among the hardiest of the player races and it was this hardiness that allowed them to survive against the Place Gods when they were let loose upon the world. In actual fact the Trocks survived so well against the Place Gods that they developed a culture that was far in advance of any other within the world. It was not to last...

The Wars started out more as competitions for support than for anything else. The Trock homeland was split up into some 600 provinces. These provinces ranged from tiny to large but all had one thing in common, a ruler. It was through alliances that the provinces would band together in support of one particular leader. Once a specific leader had enough support he would be crowned as the leader of the Nation.

At first, many of the alliances that formed where the end result of a fight between the rulers of two provinces. These fights were not intentionally to the death (although accidents sometimes happened). The loser would throw in his support to the winner of the contest. These were good times for the Trocks. It was even possible for a leader to nominate a proxy and have him (or her) fight in his (or her) place. On rare occasion, a leader would insist that the provinces armies would fight to determine the winner. At first, this was frowned upon, but over the centuries it gained more and more popularity. The fighting that was done was almost done as sport; the armies would meet and conduct themselves in a manner that acknowledged the respect of those being fought.

But as the years passed, this changed. The fighting degenerated into all out war between the provinces. During this period whole provinces were razed to the ground.

The Trocks fought and fought hard, to the point where they gave no quarter and asked for no quarter. The Trock race was on the brink of extinction when Nova stepped in to save them. It was her willingness to sacrifice herself that gave them the chance to end the fighting.

Any Trock can worship Nova. There are no skill requirements other than the Worship skill itself. Nova is a very popular god to worship even though she is one of the few Deities that does not have a physical presence upon the world. Each Trock believes that it is she that makes the seasons and that she gave them the ability to Curse each other, which in turn woke them up to the fact that fighting each other to extinction was the worst Curse they would ever suffer.

The Worshippers view the Sun as the ultimate symbol of Nova since it is the Sun that holds her prisoner. Any Trock that worships Nova will carry a necklace with a stylized representation of the sun. Trocks that use shields (rare as that is) will have the image placed upon their shield. Most Trocks that worship Nova will have her symbol etched into the side of their weapon (usually a sword of some type).

## The Legend

Trocks have many myths and legends that are handed down from generation to generation. One of the most powerful of these legends involves their patron deity Nova and of the granting of the Trock Curse. The curse was granted to them in the very early time. It was after Darkheim had stepped onto the world and beast had fallen to the Humans. It was a time when the day equaled the night and the Trocks homeland was warm year round. For untold centuries before that, all the races had struggled against the gods of places and things. But in the early days of that struggle, the Trocks had found that these gods could do very little to affect their ability to survive. Because of this the Trocks started to fight among themselves and found they were very good at killing each other. For generation

upon generation the Trocks made War against each other. As the other races learned and grew the Trocks withered away. Trock fighting Trock brought them to the brink of oblivion.

Nova looked down and saw that the children of her offspring were on the verge of extinction and stepped in to save them. She granted her race the gift of a curse.

Darkheim was furious and demanded retribution. Although loath to admit it, most of the gods agreed with Darkheim, believing that Nova had overstepped the boundaries that governed the lives of the Gods. In response, Nova was brought before Leya whose judgment against Nova allowed Darkheim to set Nova's punishment. As punishment, Darkheim instructed Solarus to trap Nova within the sun. With reluctance, Solarus agreed.

Nova is at constant war with the Sun but the sad truth is that she can never be free. If she were to break free, then the sun would be destroyed and the world would be scorched by fire and all life would wither away. Darkheim would win. But even with this, every year Nova struggles to break free. You know that she is struggling, as the days get longer and hotter. The sun gets closer and closer to breaking and spreading its fire over the entire world. But eventually, Nova realizes that she cannot break free, that the children she tried to save would be destroyed if she were to break free, and so she pulls her prison back in to herself and the days grow shorter and the cold sets in.

This was as Darkheim planned. For in the early times the Trocks did not know how to survive the cold and this in and of itself nearly completed their destruction. But despite Darkheim's plan, the Trocks have survived. They have grown so used to the cold that it is the heat that now bothers them. And the war against each other has been replaced by an eternal hatred of all the things that spawn from the mind of Darkheim.

## Deity Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has his or her 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 Nova 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.

Nova requires that you place 25% of all your earned affinity points into her worship. When you start doing that and keep doing that, you have a chance to gain favors from her, based on your worship skill level. If at any time you stop worshiping Nova (i.e., renounce her as your deity or fail to put 25% of your earned affinity into worshiping her), you lose all her favors and your level in worship goes to 0.

Each attempt to gain a level in synergy or synergy bonus in Worship costs the character 10 affinity points. As is normal for increasing your level in a skill, you have to roll higher than your current base level in the skill (on a d20) in order to increase the skill. Thus, to go from a synergy level of 1+0 to 2+0, you pay 10 affinity points and then roll a 2 or more on a d20 (rolling a 1 on a d20 means you do not increase in skill). See skills for more information on increasing your synergy level.

### Getting a roll on the favors table

Each time the character's synergy bonus in worship (to Nova) goes up by one point, roll a d6 on the Favors Table (see below).

### Nova's Favors Table

1. Roll 1d10 and record the result on the character sheet. This is the percentage chance that any curse

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- cast by the character will be increased by one level at no additional cost to the character (i.e., a level four curse may become a level five curse but still have the cost of a level 4 curse). Each time this is rolled the character rolls 1d10 and adds it to his previous total in the favor. If the total is ever over 100, then any curse cast by the character is automatically increased by one level and has a chance of increasing by two levels (i.e., if the chance is 106% then there is a 6% chance that the curse will increase by 2 levels rather than one).
2. The cost to cast a curse (in soul points) decreases by one, although the cost of a single curse can never be less than one point.
  3. Extra Rolls on the Curse Table. Each time the character rolls this amount he gets an additional roll on the curse table when he decides to cast a curse. This means that if the character rolls this result four times and casts a curse, he will get four extra rolls on the curse table and will be able to pick the curse he/she like best and assign it to the target.
  4. Added Resistance to Cold. The first time the character rolls this blessing, he gains a 1d2 bonus to his Wound Resistance to Cold based spells and magic that does freezing damage. Each additional time he rolls this the dice increases by 2 (i.e., goes to 1d4, then to 1d6 etc.) until it goes to 1d12. If he rolls this after his bonus dice is 1d12, he gains a second dice roll of 1d2 that can also be increased to a d12. There is no overall limit to the number of times this blessing can be rolled.
  5. Added Resistance to Fire. . The first time the character rolls this blessing, he gains a 1d2 bonus to his Wound Resistance to Fire based spells and magic that does heat or burn damage. Each additional time he rolls this the dice increases by 2 (i.e., goes to 1d4, then to 1d6 etc.) until it goes to 1d12. If he rolls this after his bonus dice is 1d12, he gains a second dice roll of 1d2 that can also be increased to a d12. There is no overall limit to the number of times this blessing can be rolled.
  6. Ability to break his / her bonds. The character has a 20% chance of being able to “break free” of any confining space or set of bonds. This means that if the character is tied up or chained to a wall, he / she has a 20% chance of breaking the bonds that hold him / her. The same goes for a *prison* door. The character would have a 20% chance of bring able to force open a set of bars or push open a prison door. Each time the character rolls this result he may make on additional attempt per day to break free. This can only be used when the character is being held (i.e., in a prison cell, tied or chained).