

Saber

The God of Calt Fighters (m)

Other Names Known By:

Remus

Raynor

Karr

The followers of Saber believe that the number one hundred is a lucky number. In fact Saber's influence is so great that no Calt camp will ever have more than one hundred members. If a camp grows to more than one hundred, it will break into two camps.

Followers of the God Saber will wear Saber's symbol. The symbol is a set of golden Battle Claws. Although the entire Calt culture has a mania about the battle claw as a weapon, there is a huge taboo about wearing a golden set of Battle Claws (you can be put to death for wearing a set). There is only one set of Golden Battle Claws and the priests of the Vassilij Mountain Monastery keep that set. Although no one but the high priest sees these battle claws, it is reported by him that they are still stained by the blood of the Titan Vassilij. No one in Calt culture would question this fact. If it is suggested that they do not exist to an actual follower of Saber, that follower will get very upset to the point of questioning the person or creature that would question his faith in such a way.

Any follower of Saber must know and practice and know the use of the Battle Claw + Battle Claw combat skill. The higher up you are in the order, the greater your skill will be in the weapons, although your skill in worship to Saber may be higher than your skill in the use of the weapons. When you do follow Saber, the three highest skills you possess must be the Battle Claw + Battle Claw plus your Worship skill. Acolytes are considered any member that has

18+0 or less in the use of these weapons and in the worship skill. When you worship Saber, half of all your affinity must go into these skills (split any way you want).

The Golden Battle Claws of Saber

The Golden Battle Claws were given to the hero Tsigane. When possessed and worn, they may deflect any incoming blow and can cut through any material, be it flesh, stone or amour. It is the divine duty of the priests to protect these Battle Claws and never let them be wielded by any creature other than one ordained to do so by Saber himself.

The Legend

In the days after the creation of the world, when the Titans walked the world there was one particular Titan that walked the great desert in the land of Rie. For the most part the Titans had finished their world building duties and most had left the world or had laid down to become the heart of the worlds most mighty mountain ranges. There was this one Titan, named Vassilij that continued to walk the land to perform his work. The Calt suffered a great deal at the hands of this Titan for he would come and see a Calt camp and without even thinking about it he would crush it and all the Calt within beneath his feet and would then push sand over what remained of the camp and its people. The Calt were desperate for some way to stop this great creature. Some of the Calt tried to approach Vassilij but most were ignored by the great Titan and crushed or destroyed by his careless actions.

After many eons, the Great God Saber foretold the Calt in a dream that there was one born among them whose name was Tsigane. He told the priests of the land that Tsigane must be found and raised in the use of the battle Claw and

when he had mastered its intricate subtleties, he should be instructed to climb to the top of the great Sword Fist Mountain. The Calt holy men searched far and wide until they found Tsigane and they took him to a shrine that was at the base of the Sword Fist Mountain. There they taught him the use of the Battle Claw. From time to time during his training, they could hear Vassilij as he walked about the great desert and from time to time would come the report of some lone survivor to the carnage he would subject upon the Calt that tried to live within the desert.

Finally Tsigane was ready and he began his pilgrimage up the great mountain. It was long and arduous journey but finally he reached the summit. There waiting for him were a set of golden Battle Claws. As he picked up these sacred weapons, Saber spoke to Tsigane and told him that he must fight the Titan and with the Battle Claws he must cut the Titan's head from its body. Once the head was severed, he must visit 100 camps and from each camp find one Calt warrior. Once Tsigane had found 100 warriors he was to return to the Titan and drag its great head to the middle of the desert, where it was to be buried. Tsigane did not know why he would have to do this with the head but agreed that he would. He took the Battle Claws and climbed back down the great mountain. Once at the bottom he put the Battle Claws on and hitting them against each other he rang them like a bell. The sound carried over the entire desert to the waiting ears of Vassilij. Vassilij came to investigate the sound and a mighty battle ensued. Although Vassilij was able to pick up whole mountains he was still no match for Tsigane and the Magic Battle Claws. At the end of the fight, the Titan lay dead, its great body

falling just short of the priests that had watched the fight from the balconies of the sacred shrine.

Tsigane then cut the head from the great Titan and went into the desert to search for the warriors that he had been instructed to find. All the Calt knew of the fight for they had heard the great battle and the thundering crash when the Titan finally fell to the ground. As Tsigane entered each camp, those within could see the Titans crimson red blood still on the golden Battle Claws. As Tsigane visited each camp, one warrior would join him in his final task. None asked why.

Finally, Tsigane had his 100 warriors and he returned to the Titans body. With the warriors to aid him, they dragged the head to the very center of the desert. There they dug a great hole and once complete, rolled the head into the hole and covered it with sand.

But Titans cannot die, and the great god Saber knew this. The Titan's body turned to stone and become the Vassilij Mountain. The Titan's head beneath the sand now cries at its fate and those tears work their way to the surfaces of every desert in the world to form the Oasis that make life so much easier on the Calt. The Titan that for so long terrorized the Calt was finally made their benefactor through the help of a great hero and the Golden Battle Claws of Saber.

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.

Legendary Deities: Saber, Calt Fighter Deity (m)

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When you start your worship of Saber 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.

Saber requires that you place 50% of all your earned affinity points into his worship, and / or in the Battle Claw + Battle Claw combat skill. 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 Saber if at any time you highest skills are not Battle Claw + Battle Claw and Worship (to him). These skills must be higher than any of the other skills you possess. If these skills are the highest you possess (do not count in magical bonuses) then each time you gain a point in bonus synergy in worship, you gain a roll on Saber's Favor table (see below). If at any time you stop worshiping Saber (i.e., renounce him as your deity or fail to put 50% of your earned affinity into the appropriate skills), you lose all his favors and your level in worship goes to zero (0).

Getting a roll on the favors table

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

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

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.

Saber Favors Table

- 1 The character may deflect one blow with the Battle Claws during a given battle. Each time this is rolled the character may deflect one additional blow. To deflect the blow the character must roll equal to or less than his basic skill in Battle Claw. The decision to deflect a blow must be made after the to-hit roll has been made but before damage has been rolled. You may either try to deflect a blow, Catch a weapon or attack in a single combat round, not any two or all three of the actions. Remember to treat each Battle Claw separately for these actions. This means that one could be used to deflect a blow while the other receives its normal attack.
- 2 Roll 1d10. This is the percentage chance that the character will not take exposure damage while in the desert. If the character rolls this more than once, then he adds the current roll to his previous total. If the percentage goes over 100, then the excess percentage represents the chance that the character will not take damage from a fire based spell or affect (i.e., if the character has 120 in this skill, then he will never take exposure damage while in the desert and will have a 20%

Legendary Deities: Saber, Calt Fighter Deity (m)

- chance of not taking damage from a fire or heat based damage spell).
- 3 Damage done by one of the battle claws is increased by 1d2. Additional rolls use the following progression.
 - 1d4
 - 1d6
 - 1d8
 - 1d10
 - 1d12

The bonus damage given to each claw must be the same, if possible. Once each claw has a bonus damage of 1d12, you start over given additional damage bonus.
 - 4 The normal attack rank of the battle claw is 16/2d8. The attack dice rank of one of the battle claws decreases by one dice each time this is rolled. The following progression is used.
 - 14/1d8+1d6
 - 12/2d6
 - 10/1d6+1d4
 - 8/2d4

This means that the first time this is rolled, the speed of one of the weapons goes to 14/1d8+1d6. The second time it is rolled that weapon goes to 12/2d6 or the second weapon also goes to 14/1d8+1d6. The fastest speed either weapon can obtain is 8/2d4.

Once the speed of each Battle Claw is 8/2d4, the character may add+1 damage to one of the claws each time this is rolled. This bonus damage must be allocated as equally as possible between both claws (i.e., if you receive this five times, then one claw would get +2 and the second +3).
 - 5 Catch a weapon. You may try once per battle for each time you roll this. You have to roll under your base synergy level in the battle claw. If you succeed, then you have caught the opponents weapon in one of the battle claws. If you catch the weapon before your opponents attack, then your opponent loses his current attack plus his next attack. If you do it after your opponents attack, then your opponent loses the attack he would have gotten in the following combat round. You may either try to deflect a blow, Catch a weapon or attack in a single combat round, not any two or all three of the actions. The desire to catch an opponents weapon must be stated at the beginning of the combat round, before the attack rank dice have been rolled. Note that it only takes one Battle Claw to catch a weapon; the second is free to perform an attack. If you do fail to catch the opponent's weapon, then you lose the attack for that Battle Claw that round.
 - 6 Roll 1d10. This is the percentage chance that the character will know the direction to water if in a desert. If this is rolled multiple times, then you add each roll to the previous total.