

ZEITGEIST Character Themes

Recent products introduced the concept of character themes. The Zeitgeist campaign setting presents themes that reinforce the heroic archetypes of the world, such as dockers, gunsmiths, and technologists. Each player should choose one Theme for his or her character, preferably one unique to the world of Zeitgeist.



In the war academies of Danor, students speak of combat like a science. Their curriculum involves not merely practicing forms and maneuvers, but writing theses about renowned warriors, or crafting and defending theorems regarding the mechanics of swordplay. The normally reserved Danorans honor the graduates of these battle colleges like other nations honor great poets and sculptors. As those warriors have proven their mettle and founded their own schools throughout Lanjyr, the sentiment has spread.

Any brute can hurl a spear or hack through a ribcage, but students of the war academies bring reason to the savagery of war. Often rising to high military ranks, these scholars of battle also learn to balance the diverse considerations of mortal conflict, from the vast scope and human cost of an invasion, down to the

emotional resonance and cultural significance of specific sword techniques through history.

Playing a Martial Scholar

Danor has the greatest concentration of war colleges, but the Banhaman Academy in Slate, Risur's capital, has produced highly respected officers for over a hundred years. Smaller local schools mostly serve to provide pensions for retired soldiers turned tutors, but the Battalion outside of Flint has a reputation for training the best wilderness forces in Lanjyr.

In Drakr, emphasis is given to surviving in battle with limited resources, as would be likely in a world-ending conflict. The Clergy in Crisillyir add a strong theological component to the students in their military academies, while the lone war college in Ber has a vast library of battle songs meant to keep in check the often wild emotions of its bestial students. Elfaivar once had many arcane training grounds, but since its collapse only a few survive, enduring in the form of wandering masters who teach their pupils while evading the eyes of colonial occupiers.

If you choose Martial Scholar as your character's theme, you can perform the ritual *enchant magic item* in order to create melee weapons. Additionally, you gain the following power at 1st level.

Experimental Strike

Martial Scholar
Utility

Scientific breakthroughs are born of both careful study and wild experimentation. Your old reliable attack technique has failed, so it's time to try option B.

Encounter * Martial, Weapon

Free Action

Melee weapon

Trigger: You miss all targets with an at-will attack power on your turn.

Effect: You may sheathe a weapon or implement and/or draw a melee weapon. You can shift 2 squares and attempt something the rules don't cover (as detailed on page 42 of the DMG), such as slicing a rope to pin an enemy with a chandelier, or smashing a pipe to spray blinding steam on an enemy.

After the attack, you may sheathe a weapon, and/or draw a weapon or implement.