

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.



The Danoran industrial revolution has changed the ways of war, giving even the poorest man weapons that can kill the wealthy and well-equipped. Why then should not matters of the soul also move from the purview of the enlightened into the grasp of the common people? So ask spirit mediums, who wish to explain the mysteries of spirits and the afterlife so that men no longer need priests to tell them what awaits beyond death.

Certainly, many mediums are charlatans who prey on the weakness of bereaved aristocrats. But a few have discovered how to contact the dead through a form of psionic meditation called a *séance*. Some will only use their talents to help those who have a sincere need to know the secrets of the dead, and will only train students who share the same worldview, but most mediums reject such insularity as smacking of organized religion, and will gladly wake the dead for a quick chat at the drop of a few coins.

Playing a Spirit Medium

The ability to speak with the recently departed is of great value to the Royal Homeland Constabulary, which recruits enthusiastically people with useful talents. Compared with the normal life of a medium, criminal investigators seldom have to convey messages between the dead and their living friends and relatives, though such conversations can help elicit otherwise unyielding secrets.

If you choose Spirit Medium as your character's theme, you gain the following powers at 1st level.

Speak with Spirit

Spirit Medium Utility

With your urging, the spirit of a recently dead person speaks briefly with you.

Daily * Psionic

Standard Action

Melee 1

Target: One creature in burst. The creature must have died within the past day, and must still be dead.

Effect: You may ask three questions of the target. For each question make an Arcana, Diplomacy, or Insight check. The DC is based on the target's level, and is Easy, Medium, or Hard depending on the target's demeanor toward you when it died and how protective it is of the knowledge. If you succeed the check, the target gives you a short answer, usually a minute or less.

At the DM's prerogative, you could also use this power to communicate with uneasy spirits who have not yet moved on, regardless of how long ago they died. Using this power against undead, or in any combat situation for that matter, is possible but very difficult.

Unfinished Business

Spirit Medium Attack

With a manipulative whisper, you call up the spirit of a recently slain creature for one last attack.

Encounter * Psionic

Standard Action

Close burst 10

Effect: Choose a creature that was killed or destroyed this encounter. It must still be at 0 hit points or fewer, and it must have died within three miles of your current location.

The creature attacks with one of its at-will attacks as if it were alive and standing in a space within the burst. You choose the power it uses and any decisions for the power, such as targeting or forced movement. The creature gains a +2 power bonus to its attack rolls for this attack, and it deals full damage to insubstantial targets.