

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 Heid Eschatol movement began among the dwarves of Drakr, after the scholar Vlendam Heid published a treatise on the myths of his nation and how they continued to influence modern perceptions. The book captured the culture's consciousness, particularly a section that used the legend of the Lost Riders to explain the Drakran tradition of defining civilizations and eras by how they end. In the three decades since its publication, Heid's "On the Proper Endings of Things" has given birth to a whole field of academic study devoted to finding the perfect way to end friendships and romances, business relationships, wars, serialized literature, and even one's own life.

Heid's disciples refer to themselves as eschatologists, from the term for the study of the end of the world. Their popularity has only strengthened Drakr's existing obsession with apocalyptic

prophecies and doomsaying, and has raised awareness of their beliefs in other nations. The Clergy, however, denies that the dwarven endtimes are near, and its agents take a dim view of Heid's followers.

Playing an Eschatologist

Dwarves from any nation likely feel some sympathy toward Heid Eschatol, and soldiers who fought in the wars in the border kingdoms between Drakr and Danor often saw enough horrors that when they came home they were comforted by the thought of an orderly judgment day. A handful of apocalyptic cults have sprung up, and increasingly their members are seen less as fringe nuts and more as just another religious sect. Only a few outside of Drakr actually believe in a literal imminent end of the world, with most adherents simply appreciating the comfort they can find by confronting death with reason instead of fear.

Regardless of how a character was drawn to Heid's movement, he is likely to give regular thought to the future, especially to life's thresholds and endings. Every eschatologist regularly updates his will, and pays heed to his companions' desires in the event of their untimely yet unavoidable deaths. A few race toward death, but most are pragmatic and take exceptional precautions to forestall any accidental demise that might ruin their plans.

If you choose Eschatologist as your character's theme, the first time each encounter that you or one of your allies would fail a death saving throw, that character may choose to stabilize instead. Additionally, you gain the following power at 1st level.

Icy End of the Earth

Eschatologist Utility

The world shall end in ice. As you sense the closeness of your own mortality, this undeniable doomsday manifests in your presence.

Encounter * Psionic, Cold

Standard Action

Prerequisite: You must be bloodied to use this power.

Effect: You create a stationary zone of unnatural winter in close burst 2, including your own space. The zone lasts until you leave its area, until you are unconscious, or until you are not bloodied. Creatures in the zone cannot heal damage or gain temporary hit points. Creatures that start their turn in the zone take 5 cold damage. You cannot reduce the damage this power does to you in any way. (Other creatures can apply their resistances and immunities as normal.)

Level 11: 10 cold damage.

Level 21: 15 cold damage.