

Zeitgeist House Rules

1 Character Generation

- Stats are 25 points instead of RAW 22.
- Skills are totally reworked. See Skills below.
- Valid background choices are from the PHB2, other sources at GM's discretion. Select two backgrounds, for each background take a +2 bonus to a general skill associated with the background.
- Character themes are allowed. Note that the Zeitgeist Player's Guide has several themes. Non Zeitgeist setting specific themes may only be taken with GM approval (basically they must be skinnable to be appropriate to Zeitgeist).

2 Power Sources

Zeitgeist is a steampunk world and has technology. If desired, a player may reskin an existing class to use technology as a power source instead of its normal power source (for example a Shaman that has a mechanical companion instead of a spirit companion).

3 Skills

Skills are divided into investigative and general skills. Each class gets a free skill according to its power source; hybrid characters get 1 free skill which can be the free skill for the power source of either class.

Arcane: Arcana

Divine: Religion

Martial: Martial Lore


Primal: Nature Lore


Psionic: Arcana

Shadow: Arcana

Technology: Technology

Exceptions:

 Monks may take Martial Lore instead of Arcana

 Characters using firearms as their primary weapons may (with the GM's permission) take Technology instead of their power source skill as their free investigative skill.

Each class may then take as many general skills as the class indicates in its description. For example a class that states it may take 4 skills from a list may take 4 general skills. A class that says it gets Arcana plus any 3 other skills may take 4 general skills. Each class may then take 2 investigative skills. Taking an investigative skill grants the character an investigative point in the skill (see below).

Taking a cross class feat grants the skill for the cross class' power source. If the character already has the skill skill being granted by the feat then they get an extra investigative point in the skill.

General

Acrobatics

Athletics

Bluff

Endurance

Heal

Insight

Intimidate

Nature

Perception
Stealth

Thievery

Investigative

Arcana
Bullshit Detector
Diplomacy
Dungeoneering
Evidence Collection
Healing Lore

History
Martial Lore
Nature Lore
Religion
Streetwise
Technology

3.1 New Skills

- Ende *Bullshit Detector*: The investigative side of Insight; this skill involves gathering evidence by interviewing people.
- Ende *Evidence Collection*: The investigative side of Perception; this skill involves searching for physical clues and evidence.
- Ende *Healing Lore*: The character has received training in the healing arts. This is the investigative side of the Heal skill. Active use of healing, for example stabilize a dying character, use the Heal skill. Investigative uses of the skill, for example diagnosing a disease use the Healing Lore skill. This skill is used in place of Heal for rituals.
- Ende *Martial Lore*: The character is knowledgeable about combat situations and effects. Represents all of the knowledge a character trained in physical fighting would have. This skill is used for casting martial practices.
- Ende *Nature Lore*: The character has knowledge of nature and primal powers. This is the “knowledge” part of the Nature skill. Active uses of nature, for example foraging for food, use the Nature skill. Investigative uses of the skill, “what kind of animal made these tracks”, use the Nature Lore skill.
- Ende *Technology*: The character has extensive knowledge of technology and an understanding of technological items.

4 Investigation Points

Characters get investigation points for each investigative skill they have. A character gets a single point for having the skill, a second point for having the Skill Focus feat in the skill, and an additional point for each Investigation Point feat the character has for the skill.

Investigation points refresh at the start of each module or when indicated by the GM. An investigation point may be spent for any of the following:

- Ende Take 20 on a ritual casting roll for the skill.
- Ende To get extra information appropriate to the investigative skill in question. Spending more than one point can yield additional information. Spending points in this manner may be requested by the player “I’m willing to spend 2 points of Arcana to get background on the artifact” or the GM “You find an orb; your Arcana tells you that it has powerful divination magic. Spending Arcana Investigation points would give you more information”.
- Ende Buy an auto-success in a skill challenge that still requires successes (see Skill Challenges below).

4.1 Skill Bonuses & Investigation Points

If a feat, theme cookie, paragon path cookie, epic destiny cookie, etc. grants a +5 (or larger) bonus to an investigation skill then the character gains a bonus investigation point for that skill instead. If the bonus is smaller than +5 the bonus point will be awarded at the GM's discretion (i.e. for all your +2/+3 bonuses talk to me about what, if any, bonus investigation points you get). Bonuses from magic items **never** grant bonus investigation points.

5 Skill Challenges

Skill challenges use completely different rules from vanilla D&D. Characters participating in a skill challenge get automatic successes for any investigative skill that is appropriate to the skill challenge, up to the maximum allowed by the skill challenge. For example if a 8/3 skill challenge allows up to 3 successes for History and 3 successes for Nature Lore and the participating characters have both skills, they get 6 auto-successes in the skill challenge (and get the appropriate information for the challenge). Characters are presumed to be competent in any investigative skill they take and need not roll these skills. At the GM's discretion, other skills may generate automatic successes.

If these automatic successes are enough to complete the skill challenge then the skill challenge is automatically successful. If they are not enough to complete the skill challenge then the characters must roll other skills as normal or may buy automatic successes by spending investigative points for any investigation skill allowed by the GM (generally this will be any investigative skill but specific skill challenges may exclude specific skills).

6 Feats

6.1 Expertise Feats

Expertise feats are allowed. However, expertise feats do not provide an expertise bonus to attack rolls. (Effectively this makes all non-Essentials expertise feats useless). Characters instead receive an expertise bonus to all attack rolls based on character level:

- 1: +1
- 11: +2
- 21: +3

6.2 Feat Modifications

- Careful Summoner: May be taken by any class.
- Expertise feats: Do not grant an attack roll bonus, but grant other effects.
- Far Spell: Open to any arcane.
- Vengeful Summoner: May be taken by any class.

6.3 New Feats

- *Critical Expertise (Epic, primary stat 24+)*: Choose a class. All class and paragon path powers for that class score a critical on a 19-20.
- *Investigation Point*: Choose an investigation skill; gain an investigation point for that skill. This feat may be taken multiple times for each skill and may be taken multiple times for different skills.

- *Of the Blood*, Requires Human, must be taken at Level 1. Choose a race other than human. For purposes of meeting prerequisites you are considered a member of that race.

7 Magic Items

7.1 Enhancement Bonuses

Magic items do not award enhancement bonuses. Characters instead receive enhancement bonuses based on level:

Attack & Damage Rolls	AC	Defenses
2: +1	3: +1	4: +1
7: +2	8: +2	9: +2
12: +3	13: +3	14: +3
17: +4	18: +4	19: +4
22: +5	23: +5	24: +5
27: +6	28: +6	29: +6

7.2 Magic Armor

Magic armor provides an additional armor bonus depending on whether it is light or heavy and the character's inherent bonus according to the Essentials rules (listed below). Special armor materials as outlined in the PHB and AV are not being used.

Light		Heavy	
Enhancement	Bonus	Enhancement	Bonus
+1	+0	+1	+0
+2	+0	+2	+1
+3	+0	+3	+2
+4	+1	+4	+3
+5	+1	+5	+4
+6	+2	+6	+6

7.3 “Tiered” Magic Items

Magic items which have versions for multiple tiers (eg. Iron Armbands of Power or Potions of Healing) no longer have separate costs for each level. Instead the power of the item is based on character level based on the following table:

1: Heroic
13: Paragon
23: Epic

Examples: A potion of healing acts as a potion of healing when used by a character of levels 1-12. When used by a character of levels 13-22 it acts like a potion of vigor. When used by a character of levels 23-30 it acts like a potion of recovery. Iron Armbrands of Power give a +2 bonus for characters of levels 1-12, a +4 bonus for characters of levels 13-22, a +6 bonus for characters of level 23-30.

7.4 Using Magic Items

A character cannot use an item from a tier higher than the character's; when used by a character of a lower tier they provide no magical effects and act like a mundane item. For example Time-Jumping Boots are level 27 boots, these provide no effects at all to Heroic and Paragon characters.

7.5 Magic Item Costs

Because of the above rules, there are far fewer magic items in the game. Items with different versions for each tier or items that provide enhancement bonuses now collapse into a single item with a level equal to the lower level version of the item. This change allows magic items to be priced differently as the logarithmic item price scale is no longer necessary (or desired). Magic items are priced as follows:

Rituals: Ritual prices are all over the place; if we have a ritual caster in the party we will have to price these on a case by case basis; the general theory being to clump them so they use vanilla 1-10 prices.

Consumables					
Level	Cost	Level	Cost	Level	Cost
1 – 3	20gp	13 – 15	100gp	25 – 27	500gp
4 – 6	30gp	16 – 18	150gp	28 – 30	750gp
6 – 9	40gp	19 – 21	200gp		
10 – 12	50gp	22 – 24	250gp		

Consumables don't follow a set pricing so these prices have been more or less made up; we will have to see how it goes.

Permanent					
Level	Cost	Level	Cost	Level	Cost
1 – 3	360gp	13 – 15	1,000gp	25 – 27	4,200gp
4 – 6	520gp	16 – 18	1,800gp	28 – 30	5,000gp
6 – 9	680gp	19 – 21	2,600gp		
10 – 12	840gp	22 – 24	3,400gp		

Permanent magic items are a bit easier to price, these prices should be what is used for the life of the campaign.

8 Treasure Parcels

This is going to very much be a work in progress, but here are my initial plans for treasure parcels; this is for a party of 5; parcels are shown as gp / # magic items.

Level	Parcel	Level	Parcel	Level	Parcel
1	360gp / 5	11	840gp / 3	21	2,600gp / 2
2	360gp / 5	12	840gp / 3	22	3,400gp / 2
3	360gp / 3	13	1,000gp / 3	23	3,400gp / 2
4	520gp / 3	14	1,000gp / 3	24	3,400gp / 2
5	520gp / 3	15	1,000gp / 3	25	4,200gp / 2
6	520gp / 3	16	1,800gp / 3	26	4,200gp / 2
7	680gp / 3	17	1,800gp / 3	27	4,200gp / 2
8	680gp / 2	18	1,800gp / 2	28	5,000gp / 1
9	680gp / 2	19	2,600gp / 2	29	5,000gp / 1
10	840gp / 2	20	2,600gp / 2	30	5,000gp / 1

This gives 75 magic items for the party, 15 per party member.

9 During Play

- General LFR reward cards may be used. (There are four types of LFR rewards cards, General, Creation, Expansion, and Quest.) Cards may be modified between adventures, not sessions. You get a number of cards based on level:

Level	No. Cards
1	2
6	3
11	5
16	6
21	8
26	9

- You can spend action points to take a second wind as a minor action. This use of second wind does not count towards your 1 second wind / fight. This use of an action point does not count towards your use of 1 action point per fight.
- You can spend an action point to re-roll a die roll. This use of an action point does not count towards your use of 1 action point per fight. This is intended to help with those “we need to

make this die roll or we're screwed” situations and I reserve the right to limit its use if it gets out of hand.

- Group action points. At the start of each session, the party will be awarded one party action point. The party may receive a maximum of one action point per tier (1 at heroic, 2 at paragon, 3 at epic) per game session. Action points are added to the pool at the standard rate of one per milestone. Anyone in the party (including semi-permanent NPC's) may use a party action point for any use which a normal action point can be used. Using a party action point counts as using your action point for the encounter. Used party action points do not replenish. At the end of the session, unused party action points are lost.
- If you forget something you wanted to do or some effect that should have happened on your turn and don't remember until the second person after you (including monsters) starts their turn then the effect is lost. (So if you remember while the person after you is going then no harm, no foul, but if you remember after the person after the person after you is going then it's too late.) This INCLUDES MAKING SAVING THROWS! This applies for the GM as well as the players. Too much backtracking bogs the game down. I'll try to remind people about things like saves so they don't forget, but I want to avoid backtracking. I want the game to flow at a pace that keeps people involved and keeps them from doing things like web browsing while we're in combat.

Version History

05/22/12 Initial 'final' draft.