

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.



Some people cannot get enough of new technology. Those with talent tinker or create. Those without collect, study, or simply nag every engineer and inventor they meet. Whether dabblers or professionals, often these technology enthusiasts come up with ideas for devices that straddle the line between clever and impractical.

In Danor, academies train technologists in specialized fields, while in Drakr master dwarven craftsmen guide huge stables of apprentices in the massive engineering projects. Crisillyir punishes such tinkering with holy flagellation, as do colonists in Elfaivar, whereas the native eladrin are as unsettled by technology as are the denizens of the feywild. A few enterprising technologists in Ber curry favor of the royal court, which responds eagerly to such intellectual pursuits.

Playing a Technologist

After centuries of reliance upon swords, bows, plate armor, and the occasional arcane evocation, keeping up with the modern pace of developing technology is daunting to many power groups, especially law enforcement and the military. Such groups might enlist technologists as specialists to explain unfamiliar devices, or to craft specialty weapons or tools. While the Danoran industrial revolution has mass-produced many common tools and weapons, only a few have the knowledge and talent to create custom items.

Technologists tend to gather lots of disposable tools and weapons, so that they always have something handy in an unusual situation. Many make a point to learn a bit of magic or alchemy as well, though every technologist is inspired by a different vision of what technology can provide.

If you choose Technologist as your character's theme, you will have access to certain technological information and resources not readily available to other characters. Additionally, you gain the following power at 1st level.

Disposable Simulacrum

Technologist Utility

You pull out a pre-assembled gadget, tie it to your life force, and animate it so it can recreate one of your fighting techniques.

Encounter * Arcane, Summoning

Minor Action

Ranged 1

Effect: Choose an at-will power you know that can be used as a standard, move, or minor action. You place a Small contraption in an unoccupied square within range. It has your defenses, speed 4, and hit points equal to half your bloodied value. The contraption cannot move on its own or manipulate items, unless the at-will power you chose lets it do so.

You can give the contraption the following special command as long as it is within 10 squares of you.

Standard Action * At-Will

Effect: The contraption uses the at-will power you chose, using your normal statistics, as if you were in the contraption's square. If the power is sustainable, you can spend actions to sustain it. You cannot enhance the power with power points.