

### 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 islands of the Yerasol Archipelago were perhaps the most verdant, beautiful battleground in history. During two centuries of intermittent warfare, untold thousands of soldiers from Risur and Danor died among the windblown rainforests and flowered beaches of those isles, trying to protect their homelands' exceedingly prosperous plantations. Those who survived – the ones who didn't succumb to aberrant infections, crippling physical injuries, or unyielding mental trauma – often turned their war-time glory into profit or political clout.

Poets of the two nations memorialized the greatest acts of heroism from the Four Yerasol Wars, the last of which ended seven years past. It's an open secret that history is written by the survivors, and many so-called war heroes were merely lucky enough to witness something brave and amazing, and not die in the process so they could take the credit for themselves. A rare few, however, demonstrated genuine heroism and lived to have their tales told by others.

### Playing a Yerasol Veteran

Everyone knows the names of a few veterans who distinguished themselves in battle – not quite famous, but certainly memorable. Every veteran of the isles has a story that made him a celebrity, though many do not enjoy recounting their tales. The fact that everyone likes a war hero doesn't lessen the trauma of having seen friends die.

After two centuries of trial and error, though, Risur and Danor have learned to exploit these heroes of the moment, giving them cushy jobs and helping them reacclimate to civilian life. It doesn't do to have a 'hero' become a drunkard and embarrass his nation, after all. The aid and adulation from their nation helps a great many Yerasol veterans become pillars of their communities. Such aid quickly dries up, though, should a hero ever decide to publicly criticize his homeland.

If you choose Yerasol Veteran as your character's theme, the party's Prestige with Risur starts at 2 instead of 1. Additionally, you gain the following power at 1<sup>st</sup> level.

#### Display of Heroism

#### Yerasol Veteran Utility

*Seeing an ally in peril, you rush into harm's way and cover his escape.*

#### Encounter \* Martial Standard Action

**Effect:** Shift 3 squares. One bloodied or unconscious ally adjacent to you can spend a healing surge and may stand as a free action. You may then switch spaces with that ally. You and that ally gain a +2 bonus to all defenses until the end of your next turn.