

# ZEITGEIST: SUPPLEMENT TO THE PLAYER GUIDE

This document provides information to supplement the provided Player's Guide. Specifically, it contains [rules for creating characters](#), [variant rulings](#), [information on the world of Lanjyr](#), and [information for playing the game](#).

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## CHARACTER CREATION

You work for the Royal Homeland Constabulary (RHC)—law enforcement officers tasked with protecting Risur from serious threat. You're invested with the authority of the king, and so are granted great leeway in their pursuit of justice and safety. Your character need not be Lawful Good, but merely have an alliance (possibly even temporarily), which would lead them to work for the RHC. Although *Zeitgeist* focuses on investigation and intrigue, you need not build a rogue and bard. A variety of skills can be used throughout investigations, and creativity will get you far.

Characters are made with a 20 point buy. Only Pazio publications, the Player's Guide, and this supplement may be used to create characters (e.g., no other third party feats or traits).

## RACES

Most races may be used as characters (a notable exception follows). Any race with more than 10 race points (RP) must have racial traits or other features removed to be equal to, or less than, 10 RP (Deva and Eladrin may be played as is). Variant heritages of races can be used, though the flavour may differ in the world of *Zeitgeist*. For example, variant heritages of Tiedflings represent slightly different forms of curses from the Malice. Exotic races may not have clear ties to the world of *Zeitgeist*, and playing such races should be made with DM agreement. Consult the Player Guide and [this supplement](#) to see how your character's race fits into the world. Aasimars have been replaced

by the concept of Deva, and therefore cannot be played.

## TRAITS

Traits and drawbacks are replaced by **theme feats** (p. 5 of player guide). Although it's not necessary, your party will benefit from a diversity of backgrounds. You may not retrain theme feats.

## DIVINITY

The gods of Golarian do not exist in *Zeitgeist* (see p. 26). If you want to run a class on worshipping a deity (e.g., cleric), mechanically, pick a Pazio Pathfinder Deity which you'd like to follow. You won't be following the god, but rather their ideals and portfolios. There are a few known divine influences in the world of *Zeitgeist*, and if you would like to follow these, please consult the DM.

## LANGUAGES

Alongside common, all PCs gain primordial as a bonus language. Eladrins gain Elven as a bonus language.

### ROYAL HOMELAND CONSTABULARY TRAINING

Add the following to your character sheet as a bonus feat.

#### Royal Homeland Constabulary Training (Combat)

*The Royal Homeland Constabulary has trained you in the art of capturing suspects alive.*

You take no penalty on attack rolls to deal nonlethal damage. Additionally, at the time of casting, you may choose to alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type.



## RETRAINING

Retraining rules apply in this campaign. However, you will need to find an appropriate strategy for retraining, such as doing your own research or being trained by a friendly NPC. Similar to the organised play of Pathfinder Society, you may rebuild *any* part of your character sheet within the first level of play. For example, if you join the campaign with a first level character, you may make changes freely to the sheet (between sessions) before you level your character up to second level.

## STARTING GOLD AND ITEMS

You begin with 150 GP or your class's average starting gold (whichever is higher). You may spend the gold before your first session. You also will begin play with a **RHC wallet** containing an identifying paper and a **RHC badge**.

### RHC PERSONALISED WALLET

**Slot** none (or neck, see below);

**Price** —; **Weight** —.

**Category** Adventuring Gear

#### Description

Following your initiation, you were issued with a wallet containing a **RHC badge** and identification asserting your status as a constable signed by Lady Inspectress Margaret Saxby. The wallet is equipped with a chain,

such that it may be worn around your neck.

Only you are authorised by the RHC to use the identification. Trading or giving away RHC identification is against the law and is therefore punishable.

### RHC BADGE

**Slot** none;

**CL** 10th; **Price** —; **Weight** —;

**Aura** moderate divination, moderate evocation, and moderate transmutation

#### Description

Prisha Milsky, an eccentric wizard and ex-constable, spent her retirement years enchanting badges for RHC agents at the Flint branch. After her sudden death, the RHC seized the badges but found no notes instructing their use. Since then, a few enchantments have been identified. However, the true capabilities of the badge remain a mystery. For now, the RHC no longer dedicates effort to identifying badge enchantments, and only through the occasional procrastinating of magically-inclined constables are new properties discovered. Despite its mystery, the few enchantments identified prove useful for constables, and thus the badges remain in circulation.

Activating the badge uses a standard action, and requires the user to touch and speak in a certain manner. Currently, you are aware of the following enchantments:

1) By touching the front of the badge and speaking "**Adherence**" the back of the badge becomes fused with whatever surface (if any) it makes contact with. Touching the front of the badge and speaking the same phrase will deactivate this state. Constables use this enchantment to solidify their badge to their armour at public events. When issued to you in the RHC wallet, this enchantment is active, causing the badge to be fused to the wallet.

2) By rubbing the badge and speaking "**In the glory of the King**", the badge radiates light, as per the *light* spell. Through the same procedure, the light effect may be dispelled.

Only RHC members are authorised to use this badge. Trading or giving away the RHC badge is against the law and is therefore punishable.

## VARIANT RULES

Zeitgeist will be played with the Pathfinder 1E system, and the following variant rules:

### THE PEBBLE SYSTEM

A strange rumour has spread in Risur, throughout both alleyway and noble house. It is said a Dwarven Risuri man had single-handedly cared for his young daughter who was violently ill. After purchasing alchemical remedies, he returned to his home to find his child had passed. Knowing his daughter died alone brought him great despair and a sorrow which would scar his soul. In his grief, he turned to the work of Vlendam Heid, devoting himself to the proper ending of things. He would espouse the virtues of good and complete endings, and conduct his life accordingly.

Since his daughter's death, many years have passed. With each lunar cycle, the elderly dwarf would visit his child's grave and pay heed to the one proper ending which escaped his grasp. He would spend hours in meditation, his eyes closed, and recite his daughter's favourite lullaby. One day, the dwarf opened his eyes to find a smooth pebble atop the gravestone, bizarre and alluring in its sublimity. Picking up the pebble, the man's mind was casted back to one of his daughter's favourite pastimes—skipping stones. He approached a nearby pond, humming a lullaby, and threw the stone in an effort to skim it along the water. Upon contact, gentle ripples propagated through not only the pond, but through the earth and sky. Reality itself ebbed and flowed, coalescing into a spirit before the man. The man's expression turned from fear to glee, as he recognised the face of his deceased daughter. At her request, the elderly dwarf recited a lullaby one last time as the spirit falls asleep, dissipating from this world.

Onlookers would argue the dwarf was mad, and claim there was no spirit, no ripples, and not even a pebble thrown. Yet, the story spread throughout Risur, corroborated by other citizens who attest to a strange pebble appearing in their homes. Although dismissed by most academics, some planar

scholars have posit The Dreaming may be seeping into the world, altering reality itself. An alternative perspective is offered by the Bhavati, a minority philosophy from Drakr. According to the Bhavati, each living being contains some fundamental aspect (Bha). Occasionally, creature's behaviours congruent with their Bha may resonate with reality, like a struck tuning fork. This bares consequence for their surroundings, which may be warped by the creature's intent. From this perspective, the pebble is seen as a sign of this resonance, but the particular relevance of the stone is unknown.

The pebble system is an experimental idea adapted from the Benny system of Savage Worlds. In character creation, the player assigns a character a single keyword which characterises them (e.g., astute, moral, mischievousness, stars). This word can be anything: an adjective describing the character, an aspect of their personal philosophy, something which is important to them, an obsession, etc. During the game session, any player may message the DM to indicate another player has embodied their keyword. If two or more players indicate their support (or one player and the DM), then the player's PC is awarded a pebble. The DM may hand out additionally pebbles, if warranted. Players may also message the DM to award NPCs pebbles for their actions.

PCs may only have two Pebbles at any one time. Pebbles may be spent in session on harmless, benign thematic changes to the world not otherwise possible through mundane means (e.g., spreading a rumour throughout Risur, getting a song stuck in somebody's head). This system is to reward role playing, and give you creative freedom which extends beyond the Pathfinder rules. As it is experimental, there may be revisions to this system throughout the game

### DYNAMIC MAGIC ITEM CREATION

In folklore, a major part of any magic item's mystique is the tale of its creation. With the **dynamic magic item creation system**, the crafting of magic items becomes a quick but interesting story in which the whole party can

participate. Items created in this way have unusual properties that lend them character and remind the PCs of the choices they made during item creation.

## MAGIC SETS

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**Magic item sets** are collections of thematically aligned equipment whose magical properties can resonate with each other to make the set greater than the sum of its parts.

## RETRAINING

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See the [notes in character creation](#).

## LEADERSHIP

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If taking the Leadership feat, the player will need to recruit their own cohort from the game world. Followers are either required to be recruited, or will naturally emerge from the dynamics of the world.

## RESURRECTION

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If a character is dead for longer than 1 round, and a resurrection is attempted by a spell or spell effect with longer than a 1 full-round action casting time, a Resurrection Challenge is initiated. Up to 3 members of the adventuring party can offer to contribute to the ritual via a *Contribution*. Broadly, contributions require emphasising the fallen's connection with the world. For example, players may offer a souvenir of a shared memory, or make a offering to the god of the devout, fallen character. The DM will assess the effectiveness of each contribution.

After all contributions are completed, the DM then rolls a single, final Resurrection success check with no modifier. The base DC for the final resurrection check is 10, increasing by 1 for each previous successful resurrection the character has undergone (signifying the slow erosion of the soul's connection to this world). For each contribution, this DC is altered from a range of -3 (highly effective contributions) to +1 (offensive contributions).

Upon a successful resurrection check, the player's soul (should it be willing) will be returned to the body, and the ritual succeeded.

On a failed check, the soul does not return and the character is lost.

If a spell with a casting time of 1 full-round action is used to attempt to restore life, no contributions are allowed. Only the strongest of magical incantations can bypass this resurrection challenge, in the form of the True Resurrection or Wish spells. These spells can also restore a character to life who was lost due to a failed resurrection ritual.

## ROLLING AGAINST PCs

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More 'social' rolls, such as Bluff, Diplomacy, Intimidation, and Sense Motive cannot be made against other PCs. Instead, players should decide how their PC would behave in their situation. For example, if one PC lied to another, no Bluff or Sense Motive checks are made. The PC lied to can accept or disbelieve the other PC at their own discretion.

## THE WORLD OF LANJYR

The information here supersedes the information in the Player's Guide.

## LANGUAGES

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### PRIMORDIAL

Risur speaks Primordial, derived from the ancient speech of the original fey titans who ruled the land. However, with the recent technological advances, some Common terms have entered everyday Primordial vocabulary. These terms embody technological concepts without a clear analogue in nature. Examples include: 'tension', 'productive', 'earn', and 'force'.

### DRUIDIC

Druidic is not typically spoken. Druidic language is conveyed through inconspicuous signage, such as the obscure arrangement of small stones at a fork in the road. To the non-speaker, these signs are passed unnoticed. To the druid, the forest speaks the legacy of all those who pass before it. There are rumours of druids capable of speaking Druidic, which manifests as the sound of nature itself: the

crackling of lightning, the rustling of trees, and the running stream.

## RACES

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### GNOMES

The origins of gnomes on Lanjyr is shrouded in mystery, though many suspect they originated from The Dreaming. As per Golarian, gnomes can suffer bleaching and it may be fatal. Bleaching seems to be accelerated by the use and presence of technology. Rumours exist of a Danorian gnome recluse who has studied the secrets of his race's origins through the Malice years to the current day.

## DAYS OF LANJYR

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### NAMES OF DAYS

Day	Australian equivalent
Apetday.	Monday
Jieseday	Tuesday
Maviday	Wednesday
Urimday	Thursday
Avilday	Friday
Avday	Saturday
Vonday	Sunday

## TORTURE

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King Aodhan will not allow his representatives to commit barbarous acts of interrogations, and that the modern drives of society have discredited prolonged violence as an interrogation tactic. However, RHC officials are known to ignore constables who enact small bouts of violence or the threaten violence during suspect interviews. The paperwork is simply not worth the hassle.

## PLAYING THE GAME

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### PROGRAMS

The game will be run using Roll20. Discord will be used for voice chat. The game may be recorded and uploaded onto the Internet.

In-between sessions, you are expected to answer the character questions in the *qs2u*

channel with a message to the DM.

### DISCORD TEXT CHANNELS

Name	Description
announcements	Used to declare the next game session or other critical information.
info	Houses information about the game and Lanjyr.
general-chat	A general channel for players to chat.
loot	A record of in-game loot.
game-notes	Houses information specific to game sessions (i.e., handouts).
qs2u	Questions asked to players each week.
fatal-misstep	A between-session text channel to role play as characters. Typically, the setting will be <i>The Fatal Misstep</i> —a tavern in the Central District of Flint. Occasionally, NPCs will be present. The location may be changed to be congruent with the PCs current location.

## RESPECT FOR PLAYERS

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When playing, please be respectful of the players around you. Try to avoid misogyny, racism, transphobia, ableism, slurs, etc. Although these forms of discrimination may be present within the game world, there is no place for slurs and hate out of character at the table. Violations may be called out at the table, either by the DM or players. If you have any issues, please feel free to raise it with the DM.

Please be punctual. Try to arrive on time and prepared for the session (e.g., level ups completed, questions completed). Although meta-conversations and conversations about life, etc. are fine, please do not derail the entire session with irrelevant talk.

Some rulings, such as [those on torture](#), have been designed to reflect discussions with players. If you are not comfortable with these rulings, please contact the DM.

## FEEDBACK FOR DM

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You are encouraged offer the DM feedback via Discord messages, both about what you enjoy and what you would like to see improved.