

The ZEITGEIST Adventure Path

Unofficial Pathfinder 2e

Player's Guide

version 0.2

by Scott "skotothalamos" Forster,

Thanks to OtmicusRX for the many sanity checks.

Inspired by mirtexxan's conversion

This is an unofficial updating of the EN World Zeitgeist Player's Guide, converting everything to Pathfinder 2e.

The setting and lore for the Zeitgeist Gears of Revolution adventure path is available at <https://www.adventuresinzeitgeist.com/resources>

I have made an effort to avoid in this guide the many spoilers that exist on that marketing website. I encourage any potential players of a Zeitgeist campaign to ignore the rest of that site once they have retrieved the Player's Guide.

Unofficial Homebrew Content.

This is an edited PDF, derived from EN Publishing's Zeitgeist Player's Guide for Dungeons & Dragons 5th Edition. The story content had been deleted, but the game content has been replaced with a mix of homebrew and official Pathfinder 2e rules content.

Please support the fine adventure crafters at EN World, EN5ider, and EN Publishing. The work they do is phenomenal and I hope that after playing Zeitgeist you will agree that they deserve all the money we can throw at them.

Thanks, and I look forward to seeing the world we create together!

Contents

This Player's Guide, contains materials for both players and the Game Master. The Zeitgeist Campaign Guide has details of all the adventures and should only be read by the GM. This document includes a brief primer on the world of Zeitgeist in addition to Part One of the Player's Guide.

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Characters

New Zeitgeist Heritages

Deva (Versatile Heritage)

Devas gain the following traits:

You gain the deva trait. You can select deva ancestry feats. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. Add Celestial to your available languages.

You can cast the [Guidance](#) cantrip as a divine spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Level 1 Feats:

Deathless Calm (Feat 1) [Deva]

You have no fear of death. You gain a +1 circumstance bonus to saving throws against fear effects. If you roll a success on a saving throw against a fear effect, you get a critical success instead.

Deva Lore (Feat 1) [Deva]

You become trained in Arcana and Religion. If you are already trained in one of those skills, you instead become trained in a skill of your choice. You also become trained in Deva Lore

Shards of the Past (Feat 1) [Deva]

You gain the [Unconventional Weaponry](#) feat

Eladrin (Elf Heritage)

Eladrin gain the following traits:

You gain the eladrin trait. You can select eladrin ancestry feats. Add Abyssal, Aquan, Auran, Ignan, Infernal, and Terran to your available languages.

You can cast the *Fey Step* cantrip as a primal spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Fey Step [Cantrip 1]

[Uncommon] [Eladrin] [Cantrip] [Conjuration] [Teleportation]

Traditions: primal

Cast: 1 action, somatic

Range: 25 feet

Requirement: You have the eladrin trait

You quickly step into the Dreaming and pop back in a different place than before. You teleport to an unoccupied space you can see within the spell's range. You then cannot cast this spell again for 10 minutes.

As with all Zeitgeist teleportation, this ability cannot function while wearing a gold ring, bracelet, necklace, or other such closed ring of gold, nor can you pass through an aperture fully ringed in gold.

Level 1 Feats:

Eladrin Lore (Feat 1) [Eladrin]

You become trained in Occultism and Religion. If you are already trained in one of those skills, you instead become trained in a skill of your choice. You also become trained in Eladrin Lore.

Eladrin Battle Magic (Feat 1) [Eladrin]

Choose a weapon in your possession which you are at least Trained. You can use that weapon as a focus for spellcasting, replacing any material component requirement. As part of your daily preparations, you may change your choice of weapon.

Seer Eladrin (Feat 1) [Eladrin]

You can cast [Detect Magic](#) as an arcane innate cantrip. In addition, you gain a +1 circumstance bonus to Identify Magic.

Devas at Higher Levels

Memory of a Past Lifetime (Feat 5) [Deva]

You gain the following reaction:

Retrospective Guidance (reaction) [fortune]

Trigger: You or an adjacent ally fails or critically fails an attack or saving throw.

You cast Guidance as a reaction on the triggering character. The target rerolls the triggering check, using the Guidance bonus immediately. The target is then immune to Guidance for 24 hours and you cannot cast Guidance for 10 minutes.

Memory of a Hundred Lifetimes (Feat 9) [Deva]

Prerequisites Memory of a Past Lifetime

The bonus provided from your Guidance cantrip increases to a +2 bonus.

Fear no Evil (Feat 9) [Deva]

Prerequisites Deathless Calm

You gain negative resistance equal to half of your level. If you would gain the doomed condition, reduce that value by 1.

Deathless Entity (Feat 13) [Deva]

Prerequisites Deathless Calm, Fear no Evil

Deathless Calm now also applies to effects with the Death trait.

Memory of a Thousand Lifetimes (Feat 13) [Deva]

Prerequisites Memory of a Past Lifetime, Memory of a Hundred Lifetimes

The range of your Retrospective Guidance increases to 30 feet. The target is only immune to Guidance for an hour.

Eladrin at Higher Levels

Concealed Step (Feat 5) [Eladrin]

When you cast Fey Step, you become Concealed until the end of your turn and may use this Concealment to take the [Hide](#) action

Eladrin Fey Magic (Feat 5) [Eladrin]

Prerequisites: Seer Eladrin

Gain a 1st level arcane spell. You can cast this spell as an innate spell once per day.

Dimensional Step (Feat 9) [Eladrin] [Teleportation]

When you cast Fey Step, you may spend a second action to increase its range to 50 feet.

Hidden Step (Feat 9) [Eladrin]

Prerequisite: Concealed Step

When you cast Fey Step, you become Hidden until the end of your turn.

Otherworldly Eladrin Magic (Feat 9) [Eladrin]

Prerequisite: Eladrin Fey Magic

Gain a 2nd level arcane spell. You can cast this spell as an innate spell once per day. You can spend a day of downtime to change this spell to another 2nd-level arcane spell

Eladrin Thaumavore (Feat 13) [Eladrin]

You gain the [Cannibalize Magic](#) feat as a Bonus feat, ignoring its Prerequisites. It gains the Eladrin trait.

Invisible Step (Feat 13) [Eladrin]

Prerequisites: Hidden Step

When you cast Fey Step, you become Invisible until the end of your turn.

Perfect Step (Feat 17) [Eladrin]

You can cast Fey Step once per round.

Character Themes

Choose one of the nine themes below to provide a quick hook to link your character to the ZEITGEIST campaign setting. Your theme functions similar to a Free Archetype. You gain your chosen theme's Dedication Feat at first level as a free bonus feat. Whenever you gain a Class feat, you also gain a Theme feat from your theme. Your theme Dedication does not count as an archetype for the purpose of taking another Dedication. At level 10, new Themes will become available.

- ♦ **Docker.** Bohemian working-class artist or performer.
- ♦ **Eschatologist.** Philosopher devoted to the proper endings of things.
- ♦ **Gunsmith.** Designer and wielder of custom firearms.
- ♦ **Martial Scientist.** Educated and analytical warrior.
- ♦ **Skyseer.** Folk prophet who see the future in the stars.
- ♦ **Spirit Medium.** One who contacts and controls spirits of the dead.
- ♦ **Technologist.** Designer of contraptions and devices.
- ♦ **Vekeshi Mystic.** Devotee of the philosophy of slow, proper vengeance against those who oppress the weak.
- ♦ **Yerasol Veteran.** Highly regarded naval war hero.

Docker

Docker Dedication (Feat 1)

[Uncommon] [Theme]

Become Trained in Performance and Flint Lore.

Gain the [Celebrity Dedication](#) as a free bonus feat. This does not count against your number of dedication feats. Whenever you gain a Theme feat, you may select a Docker or Celebrity feat. Celebrity feats selected in this way gain the Docker trait. You are treated as a member of the Firebrands of any rank for meeting the prerequisites of feats.

Special: The party's Prestige with Flint starts at 2 instead of

Docker's Preparation (Feat 2)

[Uncommon] [Theme] [Docker]

Dockers tend to be a cooperative bunch. You gain a +1 circumstance bonus to Aid.

Additionally, if you spend at least a week of downtime in a settlement, villagers, other dockers, and general workers' attitude toward you (but not necessarily your group) improves by one step.

Sing your Praises (Feat 4) (Reaction)

[Uncommon] [Theme] [Docker] [Auditory] [Fortune]

Trigger: An ally you can see and who can hear you fails or critically fails a skill check or an attack roll

The ally rerolls with a +1 circumstance bonus and must use the second result, even if it is lower. The affected ally is temporarily immune to Sing your Praises for 24 hours. The bonus increases to +2 at 11th level and to +3 at 17th level.

Docker's Show (Feat 6) (2-action)

[Uncommon] [Theme] [Docker] [Auditory] [Enchantment] [Mental] [Visual] [Incapacitation]

You take the spotlight, and every enemy is compelled to attack you. Make a Performance or a Deception check and compare the result to the Will DC of all the enemies that can see and hear you and are within 60 feet from you. Regardless of the result, each enemy that witnesses your show is immune to your Docker's Show for one day.

Critical Success The enemy must spend 2 actions on its turn to either Stride twice towards you, Stride towards you and Strike you or Cast a Spell with you as a target or one of the targets, as long as you are visible and not unconscious.

Success As critical success, except that enemy must spend 1 action trying to Strike you or Striding towards you.

Fingers on the Pulse (Feat 8)

[Uncommon] [Theme] [Docker]

You gain the [Pulse of the City](#) Focus spell. It gains the Docker Trait and loses the Cleric trait. If you do not have a focus pool, you gain one. Increase your Focus Pool by 1.

Eschatologist

Eschatologist Dedication (Feat 1)

[Uncommon] [Theme] [Eschatologist]

Become Trained in Religion and Philosophy Lore.

You can cast the [Ray of Frost](#) cantrip as a divine innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Not on my Watch (feat 2) (reaction)

[Uncommon] [Theme] [Eschatologist][Necromancy]

Trigger: A creature you can see (other than yourself) would die
You may spend all your hero points to stabilize the triggering creature without increasing its Wounded condition.

Death Comes for us All (Feat 4)

[Uncommon] [Theme] [Eschatologist] [Necromancy]

Gain the [Death's Call](#) focus spell. If you do not have a focus pool, you gain one. Increase the number of Focus Points in your focus pool by 1

Gaze into the Abyss (Feat 6)

[Uncommon] [Theme] [Eschatologist] [Death][Aura]

Allies within 30 feet gain a Status bonus to damage equal to your Doomed condition. Whenever your Doomed condition increases, any enemies that can see you can't be healed by any means until the end of your next turn.

You can increase your Doomed condition by 1 to cast either [Harm](#) or [Heal](#) as a divine innate spell heightened to half your level (rounded up. Add the Eschatologist trait to these spells. Your Doomed condition increases by 1 even if you are immune to the condition or able to reduce its value.

Icy End of the Earth (Feat 8)

Uncommon] [Theme] [Eschatologist]

You gain the *It Will All Turn to Dust* Focus Spell. If you do not have a focus pool, you gain one. Increase your Focus Pool by 1. For the purpose of Eschatologist spells, you count as being Expert in Divine spells and DCs.

It Will All Turn to Dust Focus 4

[Uncommon] [Eschatologist] [Cold] [Death] [Evocation]

Cast somatic, verbal

Range: 0 feet

Area 10-foot burst;

Duration sustained up to 1 minute

Saving Throw Basic Fortitude

You create a stationary zone of unnatural winter in the area. Creatures in the area take 4d6 cold damage with a basic Fortitude Save. Creatures in the area cannot be healed or gain temporary hit points. Unattended non-magical objects in the area that are less than a thousand years old become Incorporeal for the spell's duration.

The first time each round you Sustain this Spell, creatures in the area take 2d6 cold damage with a basic Fortitude Save. If you are not in the zone when you Sustain the Spell, you take 2d6 cold damage with a basic Fortitude Save and cannot be healed or gain temporary hit points until the end of your next turn.

You can Sustain this Spell as a Free Action. If you do, you then increase your Doomed value by 1.

Heightened (+1) The initial damage increases by 2d6 and secondary damage increase by 1d6.

Gunsmith Dedication (Feat 1)

[Uncommon] [Theme] [Gunsmith]

Become Trained in Firearms Lore and all martial firearms. Whenever you become Expert, Master, or Legendary in any weapon, your training in martial firearms also improves.

Gain the Munitions Crafter the feat as a Bonus Feat.

At level 6, you gain the Munitions Machinist feat as a Bonus Feat.

The Man with Two Guns is God (Feat 2)

[Uncommon] [Theme][Gunsmith]

You gain the [Paired Shots](#) feat.

Do You Feel Lucky? (1 action)

[Uncommon] [Theme] [Gunsmith]

Requirement you are holding an unloaded firearm that has the capacity or repeating trait

You trust your firearms so much that they seem to pull off one last bullet the moment you need it the most. Make a DC 11 Flat Check.

Success You Strike with the required weapon as though it was loaded.

Failure You Interact to Reload your weapon. This counts as one Interact action for the purposes of weapons with the Capacity trait.

Critical Failure Your weapon misfires

Tinker (Feat 6)

[Uncommon] [Theme] [Gunsmith]

When you make your daily preparations, you can spend an hour creating or maintaining up to five items that can be attached to firearms (such as [these](#) or the many options in Guns & Gears chapter 4) These items must be no higher than your level and you must attach them to firearms at this time. These items need daily maintenance to continue to function. Any such attachment you do not tend to during your daily preparations ceases to function.

Go Ahead (Feat 8) (action)

[Uncommon] [Theme] [Gunsmith]

Requirement: you are holding a loaded firearm

As an action on your turn, you may prepare the Make My Day reaction:

Make My Day (reaction)

Requirement: you are holding a loaded firearm and took the Go Ahead action on your previous turn.

Trigger: a creature not benefiting from cover makes a move action within the first range increment of your loaded firearm.

Make a ranged Strike against the triggering creature with the firearm. If your attack is a critical hit, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Bling (Feat 8)

[Uncommon] [Theme] [Gunsmith]

Prerequisite: Tinker

You can now create or maintain ten attachments per day

Characters

Martial Scientist

More Information.

Martial Scientists, unlike most others in the world, know the game mechanics of Pathfinder. They will throw around scholarly terms like "Armor Class" and "Hit Points" when discussing fights. If you want to be able to talk in-character about Actions and Saving Throws and Spell Slots, this is the theme for you.

Martial Scientist Dedication (Feat 1)
[Uncommon] [Theme] [Martial Scientist]
Become Trained in Society and Martial Science Lore

Choose your School from the list below. You gain the associated Dedication feat. This does not count against your number of dedication feats. Whenever you gain a Theme feat, you may select a Martial Scientist feat or a feat from your School. Feats selected in this way gain the Martial Scientist trait.

- School of Archery: Gain the [Archer](#) dedication.
- School of Dueling: Gain the [Duelist](#) dedication.
- School of Fisticuffs: Gain the [Martial Artist](#) dedication.
- School of Grappling: Gain the [Wrestler](#) dedication.
- School of the Mind: Gain the [Mind Smith](#) dedication.
- School of the Staff: Gain the [Staff Acrobat](#) dedication.
- School of Strength: Gain the [Mauler](#) dedication.

Martial Studies (Feat 2)
[Uncommon] [Theme] [Martial Scientist]

You gain a repertoire for Technique feats, similar to a spell repertoire. During your daily preparations, select one School feat you don't already have or class feat you don't already have or a Technique feat from your repertoire. If you select a Class feat or a School feat, its level must be no greater than half your level (rounded down). You gain this feat as a Bonus Feat until your next daily preparations. You must satisfy all requirements as normal.

When you gain Martial Studies, also add the following Technique Feat to your repertoire:

Experimental Strike (Feat 2) (action)
[Uncommon] [Technique] [Martial Scientist]
If you have missed with all of your Strikes this turn, you may attempt something experimental. Describe to your GM the experimental action, such as slicing a rope to pin an enemy with a chandelier or smashing a pipe to spray blinding steam on an enemy. You may resolve this in one of two ways, at your GM's discretion:

- You may attempt any skill action with the Attack trait (such as Grapple, Shove, Trip, etc.), ignoring your Multiple Attack Penalty and using your Martial Science Lore skill instead of the normal skill for the check.
- You may instead make a Martial Science Lore skill check with a DC determined by your GM (Default is the Standard DC for your level or the highest-level enemy that would be affected by your plan), with results based on the circumstances at the time.

As you explore the Zeitgeist world, be sure to talk to NPCs who may have new techniques to teach you and add to your Technique repertoire.

Martial Mythbuster (Feat 4) (reaction)
[Uncommon] [Theme] [Martial Scientist]
Even if you don't have it prepared, you can use Experimental Strike as a reaction when a creature critically misses you with an attack.

Skyseer

Skyseer Dedication (Feat 1)
[Uncommon] [Theme] {Skyseer}
Become trained in Nature and Astronomy Lore
You gain the *Skyseer Vision* theme feat.

Skyseer Vision (Feat 1)
[Uncommon] [Theme] [Skyseer][Divination]
When you take a rest where you can see the night sky you can study the stars for an hour and ask up to three questions about possible courses of action in the near future. When you sleep, you will receive a vision regarding your questions. This functions similarly to three castings of the Augury spell, though the timeframe can be much longer than 30 minutes, at the GM's discretion.

Look Skyward (Feat 2) (action)
[Uncommon] [Theme] [Skyseer]
Target one creature within 30 feet and roll a d20. The next time before the end of your turn that the target creature would roll a d20 for any check or attack, it instead uses the result of your roll. You can only use this ability once every ten minutes.

Always in Motion (Feat 4)
[Uncommon] [Theme] [Skyseer]
You gain [Nudge Fate](#) as an innate Primal cantrip, except it loses the line "If you cast nudge fate while a previous casting of this hex is still in effect, the previous effect ends," and it can also be used to turn a success into a critical success.

Handy Intuition (Feat 6)
[Uncommon] [Theme] [Skyseer]
You gain [Prescient Planner](#) as a Bonus Feat. At 7th level you gain [Prescient Consumable](#) as a Bonus Feat.

Follow Yonder Star (Feat 8)
[Uncommon] [Theme] [Skyseer]
Whenever you spend a Hero Point, if you are conscious, until the end of your next turn, you and all of your allies within 30 feet of you do not provoke reactions. You may spend a Hero Point to activate this ability without rerolling.

Advanced Martial Studies (Feat 6)
[Uncommon] [Theme] [Martial Scientist]
You may now select two feats per day with Martial Studies

Doctor of Modern Warfare (Feat 8)
[Uncommon] [Theme] [Martial Scientist]
You become Expert in all armors and all Advanced Weapons. Also, at any time, you may take ten minutes to study your textbooks and change one of your Martial Studies feats for the day.

Characters

Spirit Medium

Spirit Medium Dedication

[Uncommon] [Theme] [Spirit Medium]

Become Trained in Occultism and Bleak Gate Lore

Gain the *Speak with Spirits* theme feat.

Speak with Spirits (Feat 1)

[Uncommon] [Theme] [Spirit Medium]

Once per day, you can cast *Talking Corpse* as an innate occult spell.

Psychic History (Feat 2)

[Uncommon] [Theme] [Spirit Medium]

Once per day you can cast *Object Reading* as an innate occult spell.

Between Two Worlds (Feat 4)

[Uncommon] [Theme] [Spirit Medium]

Once per day you may touch a single weapon as an action with the manipulate and concentration trait. That weapon gets the benefits of the *Ghost Touch* property rune for 10 minutes.

Spirit Departure (Feat 4)

[Uncommon] [Theme] [Spirit Medium] [Necromancy]. You gain *Heal* as an innate Occult spell. This spell is automatically heightened to half your level, rounded down. When you target an incorporeal undead with a 2-action *Heal* spell you gain a status bonus to damage equal to the spell level.

Spirit Dance (Feat 6)

[Uncommon] [Theme] [Spirit Medium] [Exploration]

By concentrating for 10 minutes, you can invite a nearby lingering spirit into your body, granting you the Trained proficiency in a single skill of your choice for 1 hour.

If you later become a Master in Occultism, increase the proficiency to Expert. If you become Legendary in Occultism, increase the proficiency to Master. You cannot end this effect before 1 hour has passed. You cannot use Spirit Dance again if the previous Spirit Dance is still in effect.

Ghost Whisperer (Feat 8)

[Uncommon] [Theme] [Spirit Medium]

You can cast *Ghostly Tragedy* as an occult innate spell once per day heightened to half your level (round up). In addition you can cast *Telepathy* once per day as an occult innate spell heightened to half your level (round up).

Unfinished Business (Feat 8)

[Uncommon] [Theme] [Spirit Medium]

You gain the *Remember the Lost* spell as an Occult Focus Spell. If you do not have a focus pool, you gain one. Increase the number of Focus points in your Focus Pool by 1. Your key spellcasting ability for Spirit Medium spells is Charisma.

You gain the Expert proficiency in Occult spells and Occult DC if you do not already have it.

Technologist

Technologist (Feat 1)

[Uncommon] [Theme] [Technologist]

Become trained in Crafting and Engineering Lore

You gain a *Prototype Construct Companion*. If you are an Inventor, this is in addition to your Innovation class feature.

Additionally, you gain access to the following Inventor feats, which can be taken as Class feats or Theme feats for you. For the purposes of these feats, your Prototype Construct Companion counts as a construct innovation:

No! No! I Created You!

Collapse Construct

Advanced Construct Companion

Construct Shell

Incredible Construct Companion

Paragon Companion

Construct Master (Feat 2)

[Uncommon] [Theme] [Technologist]

You gain the *Familiar Master Dedication* feat, treating your Construct Companion as a Familiar. You can take Familiar Master feats whenever you gain a Class or Theme feat. In order to choose different Familiar abilities each day, you must have access to your tools to make the necessary mechanical changes. You cannot change your Construct Companion into any specific familiar.

Construct Training (Feat 4)

[Uncommon] [Theme] [Technologist]

Your Construct Companion learns a Feat of yours, giving it access to any special attacks or other actions provided by that Feat. You can take this feat more than once, teaching it a new feat each time.

Combat Drone (Feat 6)

[Uncommon] [Theme] [Technologist]

You build a firearm into your Construct Companion. This can be any firearm you own, and it can be modified with attachments as normal. Your Construct Companion becomes Trained in firearms. If its proficiency rank in unarmed attacks improves, the proficiency rank in firearms improves to match. Your Construct Companion cannot reload itself, however. Another character must perform the normal number of Reload actions while adjacent to it to Reload its weapon.

Improved Interface (Feat 8)

[Uncommon] [Theme] [Technologist][Unstable]

You can now Command your Construct Companion as a free action by adding the *Unstable* trait to your Command action. You can still only use Command once per turn.

Characters

Vekeshi Mystic

Vekeshi Mystic

Feat 1

[Uncommon] [Theme] [Vekeshi Mystic]

Become Trained in Religion, Unseen Court Lore, and Eladrin Lore

Special: Prestige with the Unseen Court starts at 2 instead of 1.

You gain the *Hands of Retribution* Focus spell. If you do not have a focus pool, you gain one. Increase the number of Focus points in your Focus Pool by 1. Your key spellcasting ability for Vekeshi Mystic spells is Charisma.

Become Trained in Divine spells and DCs with the Vekeshi Mystic trait. Increase this to Expert at level 7, Master at level 15, and Legendary at level 19.

Hands of Retribution

Focus 1

[Uncommon] [Evocation] [Fire] [Vekeshi Mystic]

Tradition Divine

Cast Reaction, somatic

Range 30 feet Targets The triggering creature

Saving Throw Reflex

Requirement: You passed the Vekeshi trials

Trigger: An ally you can see in the spell's range is damaged by an effect with the Attack trait, and the ally is below half its hit points before or after the attack.

The faint burning outline of a six-armed goddess hovers behind you, as She lashes out in retaliation with blades of fire. This deals fire damage equal to 1d6 + your Charisma modifier, and the target must attempt a basic Reflex Save. If the target critically fails the save, it also takes 1d4 persistent fire damage.

Heightened (+1) Another blade burns the target. Increase the fire damage and persistent fire damage on a critical failure by 1d6.

Vengeful Gaze of the Goddess (Feat 2)

[Uncommon] [Theme] [Vekeshi Mystic] [Divination]

Once per day, you can cast the *Status* spell as an innate Divine spell with the Vekeshi Mystic trait, except that you can target any creature you can see, willing or not, and you can never target more than one creature.

Sword of the Maiden (Feat 4)

[Uncommon] [Theme] [Vekeshi Mystic]

Once per day, you can cast *Blazing Blade* as an innate Divine spell with the Vekeshi Mystic trait. This spell is automatically heightened to half your level, rounded up.

Hands of the Mother (Feat 6)

[Uncommon] [Theme] [Vekeshi Mystic] [Healing]

You gain Rejuvenating Flames as a divine Focus spell. Increase the number of Focus Points in your Focus Pool by 1. This spell is automatically heightened to half your level, rounded up.

Patience of the Crone (Feat 8)

[Uncommon] [Theme] [Vekeshi Mystic]

Whenever you face an enemy whose identity you know and who has antagonized you before (whether in battle or not), as your first action on your first turn, you may gain temporary hit points equal to double your level.

Additionally, you gain the *Patient Revenge* stance:

Yerasol Veteran

Yerasol Veteran (Feat 1)

[Uncommon] [Theme] [Yerasol Veteran]

Become trained in Medicine and Warfare Lore

Special: The party's Prestige with Risur starts at 2 instead of 1.

You gain *Battle Medicine* as a Bonus feat. You gain the Marshal Dedication as a Bonus feat. This does not count against your number of dedication feats. Whenever you gain a Theme feat, you may select a Marshal or Yerasol Veteran feat. Marshal feats gained in this way gain the Yerasol Veteran trait.

Display of Heroism (Feat 2) (3 actions)

Uncommon] [Theme] [Flourish][Yerasol Veteran]

Frequency: Once per 10 min

Requirement: You can see an ally with the Dying condition.

You Step up to three times. Each Step must be towards an ally with the Dying condition. Then you may use Battle Medicine on a Dying ally; this does not provoke reactions. If the Ally regains Hit Points from your Battle Medicine. They may Stand as a Free Action that does not provoke reactions. You and the ally may switch places.

If your Medicine check for Battle Medicine was a Critical Success, you and that ally gain the effects of Standard Cover until the start of your next turn.

Courage Under Fire (Feat 4)

[Uncommon] [Theme] [Yerasol Veteran]

When an ally becomes unconscious or increases their Dying level, you become Quickened at the start of your next turn. You can use the extra action only to Stride, Step, or Strike.

Call of Duty (Feat 6)

[Uncommon] [Theme] [Yerasol Veteran]

You gain the *Swaggering Initiative* and *Pilgrim's Token* feats as Bonus Feats, ignoring any prerequisites.

We're All Heroes (Feat 8) (reaction)

[Uncommon] [Theme] [Yerasol Veteran] [Fortune][Auditory]

Trigger: an ally you can see and who can hear you fails or critically fails a check or attack roll.

Spend a Hero Point to allow the triggering ally to reroll the check or attack roll. This is a Fortune effect.

Patient Revenge Stance

[Vekeshi Mystic] [Stance]

Requirements: A Vekeshi Mystic can enter this stance if it's their first turn in combat and they've not used an hostile action before entering the stance, or if they have not used a hostile action since the start of their previous turn

You advance with an implacable force of will against your foes. You gain resistance to all damage equal to your level.

Equipment

CIVILIZED GEAR

Item	Price	Bulk
Fey pepper, week's supply	10 sp	—
Gentleman's outfit	3 gp	1
Goggles	1 gp	L.
Lady's outfit	5 gp	1
Leaf of Nicodemus, week's supply	1 sp	—
Pocket watch	5 gp	—
Surgeon's kit	10 gp	2.
bone saw, debriding curette, ether, forceps, morphia, probes, retractors, scalpels, scissors, sutures, syringe		

Goggles. While wearing them, you can attempt a Flat DC 11 check when you would be affected by the Blind or Dazzled conditions to ignore them. However, you take a –2 status penalty to Perception checks that depend on vision.

Surgeon's Kit. This functions as a healer's kit, except that you get a +2 circumstance bonus on Surgery-related tasks, such as Risky Surgery

Explosive Alchemicals

Example Explosion.

A twenty pound cask of firedust, roughly a foot across, explodes in a 10-foot radius. Creatures caught in the radius make a basic DC 20 Dexterity saving throw, taking 7d6 fire damage. A one-ton pallet explodes in a 30-foot radius (again dealing 7d6 fire damage and requiring a DC 20 basic Dexterity save), but those within 10 feet of the explosion instead take an additional 7d6 bludgeoning damage from the ex-panding gases and flying debris. Any attack that deals at least 5 fire damage to a space containing the cask or pallet is sufficient to cause an explosion, though simply shooting firedust with a bullet won't cause it to explode.

Firearms

Compatibility with Guns & Gears

Guns are even more prevalent in the world of Zeitgeist than in Golarion, so the following extra rules apply:

In Flint, all Level 0 and Level 1 Uncommon firearms are considered Common, with the following exceptions:

Any weapon with an Ancestry trait (i.e. Clan Pistol or Mithral Tree) is unique to that culture (in this case Drakr and Elfaivar) and therefore only available to PCs associated with that nation. Jezails and Shobhad Longrifles are products of Danor and considered Rare for non-Danorans.

In addition, most firearms can be fitted with a multi-shot modification for an additional 100 gp. For one-handed weapons, this is a revolver cylinder with a capacity of 6. For two-handed weapons, this is a 5-round magazine.

Magazines and Revolver Cylinders give the associated weapon Reload 0 while rounds remain. They are both more cumbersome to reload, however.

Replacing a magazine with another full magazine requires the use of three Reload actions: one to remove the old magazine, one to retrieve a new magazine, and one to place it in the weapon. Refilling an empty magazine with bullets takes one action per bullet and can only happen with the magazine removed from the weapon.

Reloading a Revolver cylinder requires one Reload action to open the cylinder and one Reload action per bullet placed in the cylinder. (Closing the cylinder is free).

In both of these cases, any feat that interacts with Reloading, such as Running Reload or Two-Handed Reload can be applied.

The following is untested and may change in future:

For 3000 gp, a two-handed firearm with a magazine can be upgraded to an Automatic weapon. These weapons can fire a burst of 3 shots for a single action, making three attacks against a single target. Multiple Attack Penalty applies as normal. The Automatic upgrade also upgrades the weapon to have a 15-round magazine.