

# SUZERAIN



## Continuum Guide

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## Disclaimer

Suzerain is a fictional depiction of our universe. Any resemblance between any proper noun we come up with and any real person/place/whatever is purely coincidental. By the same token, the book you are reading is a game based on a fictional depiction of our universe. It's not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, "I am not my character. I can't do the things that my character can do because he is a fictional character in a fictional universe." Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

We would also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

## Thank You

Thank you, Gary Gygax! You said it best in *Master of the Game*:

"... a quick shift of gaming milieu would enable play to move to another adventure better suited to the player mood. The Old West, a brush with some World War II events, an expedition into New York City, an inadvertent transportation to a Starship, or a similar trip to some setting conceived by an author such as Edgar Rice Burroughs or Jack Vance—anything was possible."

Those words sum up why we love working on Suzerain! May the Dice Gods smile upon you! -- *Loki*

**Loki's Dedication:** To those I have lost over the past year: Simon Greydon Barrows, Veronica Russell, Joe LeBlanc, and so many more. Thinking of all of you as we explore the realms beyond. And, as always, to my wonderful wife Alexis Stahl for putting up with my constant geekery.

**Matt Medeiros' Dedication:** I wanted to say a heart-felt "thank-you" to my wife. If it wasn't for her pushing me to pursue game design I wouldn't be here, and I also wanted to thank her for putting up with all the times she had to put up with me sticking my nose into the computer for hours on end to match another deadline. Without her I wouldn't be where I am!



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Let us know where adventuring through the Continuum takes your heroes, we love epic tales! Check us out at [hello@savagemojo.com](mailto:hello@savagemojo.com) and say hello.

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Version: 1.savage150913

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# For Players



Right out of the gate, adventuring in a Suzerain realm is more or less what you'd expect. There are a few differences, but they're more along the lines of refinements than pulling the rug out from under you. Then your characters hit 10th level, or Folk Hero rank as we call it in Suzerain, and the walls around their world begin to become more malleable, buckling under the forces of ascension. Before they know it, your young gods-in-training will begin influencing events beyond their immediate environs. It's at this stage most characters will first encounter other times and campaign worlds.

How big is the difference from Fated to Folk Hero? Fated will survive the alien invasion and help rebuild society. Heroes sail beyond the sunset and take the fight to their foes' inverted pyramids of crystallized ichor, battling through to the heart of the alien planet where the laws of physics are, well, inverted.

Once you make it to Folk Hero, the stakes get raised a notch and you'll find your characters in ever more demanding situations. At the start of Folk Hero, a character might well be the guardian of a nation or the best con man in the star system. That's small fry compared to what's coming: our reactive protector leads his nation through a world-spanning renaissance, while our con man becomes The Con Man, an idea given flesh. It's time to take him out to new places, and new times.

Come ascension to Demigodhood at 15th level, those will be the cakewalk and salad days. Because once you are tightly tied to the universe as a Demigod, you begin to work not through time but also across alternate realities. Each could easily have the length, depth, and impact of one 'normal' plot campaign, and you will do them all, with one character, across who knows how many realms, through time and across reality. Welcome to Suzerain. Please drive carefully.

Most importantly, Suzerain is about having fun with awesome characters in amazing settings and a chance to create high octane stories with your friends. This book lets you do that seamlessly, in a single overarching continuum.

Imagine the ever-changing experiences of characters in *Doctor Who* and *Sliders*, the potential for genres intermixing from *Rifts*, and the enormous epic storytelling promise of the transformative *Torg*. They're all possible, without being mandatory. One system, endless settings... infinite fun!

## The Suzerain Continuum

Suzerain isn't a setting, it's all settings. You've heard that one before, right? It starts out with fun and high promise, but by the end you're a necromantic sharkman with six-shooters for hands and acid for blood and no idea what happened to your original character. We're not like that; we've got standards. Your character will begin in one setting – a particular realm in a particular time – and will grow in capabilities, achieve mighty deeds, and become a big fish in a small pond. From there, he will attract the greater attention of the universe – or at least the universe's housekeepers, who will send your hero hurtling through the Maelstrom of time and space to places where only legends dare tread. This rulebook keys you in to our greater cosmology, some of its notable realms, and the domain of the spirits, which connects it all. All you need to start exploring are your *Pathfinder Roleplaying Game* rulebooks... and this book.

## What's New In Suzerain?

The Suzerain experience is one that values grand, heroic scope. No longer are heroes constrained to being merely legendary. Instead, they are able to access a wider stage where their very words will shake the heavens. In comic book terms, this is cosmic-level stuff. The fantasists would have you believe that it's 'epic', while classicists would prefer the term 'mythic.' Either way, your characters won't be spending a lot of time fighting rats and bugs in the sewers.

This is represented mechanically with a wealth of new options, both for building characters and interacting with their surroundings. Everybody who's anybody has access to minor special powers, which are fueled by natural wellsprings of bioelectric energy – Pulse. This invigorating life-force is the stuff of spirits: the human soul, specters without a physical form, and gods alike. These spirit forms aren't a natural part of any of the Suzerain realms, but they have ready access to them through the Spirit World of the Ethereal Plane.

In Suzerain, the Ethereal Plane familiar to players of the *Pathfinder Roleplaying Game* is recast as the Spirit World, a moonlit reflection of the solid world, where every action is suffused with pale light and symbolic gravity. The terrain surrounding these spirits of pure emotion often warps and pools to reflect their inner states. Those rare sages and street-corner madmen who tell stories of such places of pure energy often tease their audiences further with the promise of a layer of reality even deeper than the Ethereal – one where even Pulse breaks down and is reformed into the transcendental residences of the gods. We'll get into all of that before we're done.

Suzerain uses the *Pathfinder Roleplaying Game* core rules, but adds a few twists; it's best if you are already familiar with those rules before reading this section, starting with....

## Terminology

**Hero Points.** Suzerain uses the Hero Points variant rule from the *Pathfinder Roleplaying Game Advanced Player's Guide*, but with a minor additional twist.

**Pulse.** See 'Power Points'. Every Suzerain realm knows something about Pulse, but very few know the entire story. What is generally agreed upon is this: everybody possesses Pulse, and it's somehow vital to their living processes. All abilities that are powered by Pulse draw from the same pool.

**Realms.** Some people call these 'settings' or 'campaign worlds': you have your pirate world, your leprechaun world, your Gothic horror special. In Suzerain, we refer to these as realms in order to avoid confusion. Consider for a moment a sci-fi story where you might visit one hundred planets (or worlds). That is fine for roleplaying games where travel from one setting to another means a new campaign, but that isn't the way Suzerain rolls. Suzerain is the setting (we call it the Suzerain Continuum), and it's a setting with as many places and game genres as you wish to explore. We are always looking for new realm developers, and the Suzerain Continuum has the potential to contain almost anything, so if you think you are up to it – drop us a line!

**Telesma.** A special gemstone, usually integrated into an object of some kind. Most often jewelry, but sometimes found in other objects too. Your character has one. You'll find out more about that shortly.

## Advancement and Suzerain Ranks

Character advancement works as described in the *Pathfinder Roleplaying Game Core Rulebook*, but is further divided into six ranks as shown in the table below. When your hero advances to a new rank, he gains additional benefits (note that these benefits stack with those normally granted by character level advancement as described in the core rules):

We suggest you retire your characters at 20th level to become the founding gods of a whole new pantheon, perhaps even to be venerated by (or become patrons for) your group's next characters. It gives a nice sense of legacy, carrying on your old man's mantle and all that.

## The Touch Of Greatness

There's something that links your character to greatness. This could be a profound inner

Lvl	Rank	Benefits
1	Neophyte	Telesma
2-3	God-touched	Bonus feat, +1 permanent bonus to any ability score, 3 Hero Points
4-5	Fated	Bonus feat, +1 permanent bonus to any ability score
6-7	Folk Hero	Bonus feat, +1 permanent bonus to any ability score, 4 Hero Points, +1 to saves, double natural healing rate
8-9	Living Legend	Bonus feat, +1 permanent bonus to an ability score
10+	Demigod	Pulse Pool, 2 bonus Pulse feats, +2 permanent bonus to any ability score, Nexus Flexing, 5 Hero Points, +2 to saves, triple natural healing rate

transformation, a chapter in the tome of blood and glory, or the power to revolutionize the world through the boundless imagination of the mind. What it's not is destiny – destiny's for saps without options. Instead, your character has access to an otherworldly conduit that grants access to Herculean opportunities... or titanic ruin.

This ‘touch of greatness’, as it’s referred to by self-aware mooks and flunkies, is what insures your story won’t slip on a banana skin or rot away in a dead-end plot line. The Suzerain Continuum has detected some spark in your character, and it hasn’t gone unnoticed by the gods in their immortal realms. One way or another, your character has wound up with a physical symbol of this connection – a Telesma. When several Telesmae come together with an adventuring group of heroes, they form a pocket realm within the fabric of the Maelstrom, that ethereal place beyond the Veil where divine entities live. Both these concepts are explained in more detail in the ‘Saving The Universe’ section on page 23.

A lot of heroes will no doubt feel crowded by the ready presence of gods in Suzerain. Nobody likes knowing that there’s someone bigger around, especially the BMoC (Big Men of the Campaign, natch). To be perfectly frank, the gods don’t care enough about the heroes that this should be a concern. Don’t get us wrong – the gods love the characters and hope they’ll be able to help in all sorts of tight scrapes in the mortal realms, but there are dozens and dozens of heroes out there at any given time. The characters aren’t unique and precious snowflakes. Sorry about that.

Not that you can’t change that paradigm. There are always stories about the divine prince (or demon prince) falling in love with an earthborn maiden, and if that’s your shtick go for it. As a whole, though, gods are pretty busy. The tides don’t ebb and flow by themselves, and pushing the sun across the sky all day is tiring work. Messing with the moment-to-moment antics of a stable of strong-minded heroes on top of that? Not likely. The gods hire the characters to deal with problems while they run the universe, not to micro-manage them.

So how does it all work, working for the gods? It’s really like being free agents, guns for hire with a sense of ethics, realm-based problem specialists. Your character can put whatever he wants on his business card. There are all sorts of actions required to keep the universe from tearing itself apart, and a gazillion problems that need fixing lest the Grand Machine busts a piston. For that stuff the gods pass the buck to their intermediaries: demigods or devoutly faithful spirits. From there, it’s just a matter of time until the characters get a knock on their clubhouse door.

## All The Detail, All The Time

The Suzerain Continuum is a big place. Lots happening. Very exciting. We’re aware there’s a limit of what your brain can store before the space worms suck it dry, so we’ve created a safe haven for all the best info (and plenty of neat little details): [www.suzerain.info](http://www.suzerain.info). You’ll find extra features on all our realms, and much more besides.

Head over and, in particular, you might want to type “Suzerain Continuum” into the search box. Just a suggestion for a good place to start browsing the universe.

This isn’t to say that the gods are entirely lazy and detached. There are solid political reasons for not fraternizing too closely with their sponsored heroes. For one, it gives the heroes a protective level of neutrality. No one is eager to repeat the massive Hero Wars that spanned the universe in eons past, except for the occasional mad, one-eyed soul eater. And you really don’t want to go back to that.

More importantly, it allows your heroes to go anywhere. If they’re all wearing large, glowing crests of the Firelord on their tabards, chances aren’t so great that the Icelord will let them into his lands. As a result, only the most devout or ground-shaking characters have any direct contact with their particular god. Everyone else can work for whichever mix of deities show an interest in the current crisis.

What sorts of things do the gods need doing? Well, you’ll get the idea from the campaign in this book, but it tends to break down into the three stages of character development. Until your character hits Folk Hero rank you can expect him to be building his skills and proving his mettle to the universe. He’ll be dealing with bigger and bigger adventures, but in his home realm, the world he grew up in. At Folk Hero he gets access to all of existence, every time and place. He’ll be expected to fix the sorts of problems that could threaten entire worlds. Then he hits Demigod at 10th level, and the universe itself is at risk. Well, it was probably at risk many times before, but this time it’s your character’s turn to stop the End Times from crashing the party. Hop around reality, and change it as needed to stop the big bad from happening.

## Pulse

Pulse, also called the Pulse of All Things, is everywhere and in everyone. Suzerain introduces a new type of feat, called a Pulse feat, that uses this life force to function. Only demigods have access to a Pulse pool - they are the sole beings in possession of sufficient life force to spare for performing such amazing feats. Note that even if Pulse feats don't have an associated Pulse cost, they still require you to have at least 1 point of Pulse remaining. Your Pulse Pool is equal to 1/4 your character level + your highest ability score modifier. A character's Pulse Pool is restored to its maximum after a full night's rest, although certain uses of Pulse or other in-game effects can permanently reduce a character's Pulse Pool.

## Followers And Companions

What's a Gilgamesh without an Enkidu, Robin Hood sans Merry Men, or Batman without Ace, the Bat-Hound? Lessened, that's what. A good hero has allies, companions, sidekicks, or some form of a pit crew that ends up making him look better. That's not to say the support staff are total slouches!

The different kinds of "sidekicks" your character can have all interact slightly differently, both in logic to travel through the Maelstrom and in mechanics.

The following are modified in Suzerain:

**Animal Companions:** Animal companions are protected by the Telesmae as well as the different nature gods of the different pantheons. We highly recommend that your GM allow animal companions to gain either the "Advanced" template or the "Giant" template as an additional advancement at 10th level.

**Cohorts and Followers:** Cohorts follow their leader through the Maelstrom, but followers don't. Instead, in every realm, new followers flock to the hero. Whether they're a known entity or not, the inhabitants recognize the influence and power of the individual and decide to aid him. This allows the character to gain a new group of followers that are useful to the current realm - thus a more primitive leader might find that in an advanced realm a techie wants to follow him around and help him with all the advanced technology (driving the party around, leading them through the terrain, answering questions and the like).

**Familiars:** Familiars are relatively untouched, since they are part of a hero's soul. It's advised, however, that the Improved Cohort feat might be given to wizards and the like as a bonus feat when they advance to 10th level, since the typical increase in danger at that point means that the familiar becomes more of a risk than an asset.





## The Ethereal Plane

In Suzerain, the Ethereal Plane is often referred to as the Spirit World. There are no changes to the Ethereal's planar traits. There are a number of cosmetic, and a few small mechanical, differences detailed here.

## Heroes And Demigods

As characters rise through the ranks, they become increasingly in tune with the rest of the universe. This isn't just hippie-talk – they physically change as their bodies begin utilizing Pulse more efficiently. Standing against these champions becomes tantamount to telling the universe it's wrong and you are right. It's like willfully disobeying the laws of thermodynamics (in a realm where they apply, naturally). That kind of burden isn't something the Continuum would thrust upon the unprepared – even the smallest licks of phenomenal cosmic power have been known to drive mortals over the edge. With the kinds of challenges that shake the fast-track to godhood, both internal and flesh-eating, the following bonuses are the least that the will of the universe could provide.

## Hero Points

The Suzerain Continuum loves heroes – or at least those who have proven themselves. Characters receive 3 Hero Points once they've proven themselves - at "God-touched" rank. This increases to 4 once the character reaches Folk Hero rank and goes up again to 5 at Demigod rank. (For the full details of the Hero Point system, see the *Pathfinder Roleplaying Game Advanced Player's Guide*.)

## Recovery

Time and injury just don't mean what they used to when the gods are footing your karmic expense report. Folk Hero-rank characters naturally heal double the amount of a standard character, healing 2 hp per character level after a full night's rest. Demigods heal at triple the natural rate (3 hp per level a night).

## Life And Death

Player characters can escape death with alarming ease, and there's nothing wrong with that. The universe loves a good story, especially the slam-bang kind where heroes aren't piling up left and right from boring-yet-efficient sniper fire. Ever since the Underworld replaced its three-headed dog with an honor system, death has just had a hard time sticking to the bold.

God-touched and Fated rank characters in Suzerain only require the expenditure of 1 Hero Point to escape death's clammy grasp. Instead of kicking the bucket, the character is spared by his Telesma sending out a mighty distress signal to the gods, and they orchestrate a suitable coincidence or act of 'dumb luck'. The gods work in ways that can be as humble as a runaway kangaroo or as surprising as a last-minute religious conversion.

In practical terms, the player should look forward to controlling cohorts, summoned creatures, and followers, getting drinks, and ensuring other players never want for snacks for the rest of the session, but his character will return at the start of the next session – no longer near death, but bearing whatever

## The Emotional Bond

Let's talk about the 'emotional bond of ownership'. We all get attached to certain items, and develop a sense of ownership to things after we've had them for a while. When a character shifts between worlds, all the items that are bonded refocus too, for as long as he's holding them. If a shaman shifts to the Spirit World, his clothes will most likely shift with him. Similarly with his favorite walking cane (if he's carrying it). It normally takes about half a week for a person to form a bond with an item after becoming its owner, as long as he's using it and doesn't just stick it on a shelf. On the other side of the coin, extreme emotional attachment can happen much quicker. Pick up a sword off a battlefield and immediately use it to save your life a couple of times during the furious fighting, then you'll get that bond pretty much instantly!

wounded dignity he had at the time of 'death'. The gods don't suffer foolish deaths gladly, however; the character starts his second (or third, or fourth) lease on life with no Hero Points for that session. If he dies in that session... well, that's just careless. He had it comin'. With no Hero Points, it's time to roll the credits and think up another character idea.

At Folk Hero and Living Legend rank, a character begins the post-'death' session with 1 Hero Point. Demigod rank characters come back to life packing 2 Hero Points. These numbers aren't modified by Feats, nor by being Folk Hero or Demigod, nor anything else for that matter. Them's the breaks, but it sure beats the alternative.

Now some of you might ask, "What happens when my character flies the nukes into the sun to sacrifice himself for the greater good?" Simply enough... he's dead. Honestly, there's no coming back from that. The Telesma is fried and never gets to send out the distress call. Also, if a character volunteers to make a great sacrifice, his Telesma will pick up on that vibe and let him die a hero's death with full honors.

There are going to be some situations where it's genuinely not right for the story that the character survives, and this rule isn't there to stop that. Instead, consider the following option in those cases: the Telesma scoops up the life essence of the character at his instant of death, then somehow finds its way into the hands of another potential hero, about as skilled as the deceased character (same rank), and

## Realm Hopping

Characters have a number of ways to travel between realms. Being given a Telesma by the powers-that-be is one, and it's the one that Savage Mojo's own settings focus on. That's far from the only way, though. Characters can also get drawn through by randomly blundering into a portal, a 'wormhole' between realms. They can find they'd been living inside a virtual reality simulator inside another realm. They can even be caught at the moment of death and find their souls entering new bodies as 'reincarnates' (which is how Suzerain 1st edition worked).

binds itself to him instead – create a new character, but he has the sum of the life experiences of the old character imprinted on his memories. He thinks it's a past life thing, but it's actually the pretty jewel he just found.

Which option you use when a character would otherwise die, that's up to you and your GM. Each situation is different and different results are appropriate for a gritty horror realm than a heroic fantasy realm. Bottom line, though... in Suzerain, death is not the end, even if you have to go questing to some shadowy afterlife realm to bring your character's soul back.

## Flexing A Nexus

As your characters reach Demigod rank, they're going to find themselves in some pretty uncommon situations. Time and space will become far less familiar than they are now, and chances are good that you'll end up exploring your world's future or its past. There's a big, complex reason for why time travel doesn't tend to wreak havoc on all events that occur after the insertion point, but we leave that for the scholars (and the GM) to handle. All you need to know for now is that it's all right if you litter in the Italian Renaissance or give Hitler some art lessons – usually. Important historic anchors, known as *nexus points*, are resistant to change.

Demigod rank characters are able to temporarily subvert nexus points as part of their standard skill set. They accomplish this by bending reality until a major nexus on the timeline pops and moves across to an alternate reality. After a while, reality responds to this change and snaps back into place. Although these changes are small in the grand scheme of things, they're still a gleaming shot of divine power that most characters are unaccustomed to. To flex reality, a character pays 1 Hero Point and 1 Pulse (or 2 of each for a major flex).

**Minor Flex (1 Point):** Flexes of this intensity are able to introduce moderate physical changes into reality. We're talking about things like discovering an overlooked, fully operational hovertank in a post-apocalyptic setting. Or picking the key to an opponent's home out of a nearby flowerpot. It's also enough to drive a bitter wedge of hate between two lovers, ensuring that a particular NPC was never

born. The effect only ever lasts for about five minutes, and the effects need to be able to take shape in a 150-foot radius area, centered on the meddling demigod. For example, in the case of the disappearing NPC, he'll need to be within 150 feet of the character to be flexed out of existence (for those five minutes).

How's about another example of how this might work in a game? The characters are in France, 1944. It's shortly after D-Day and they need to hold a bridge in a small, half-destroyed town against a relentless assault by the enemy. Somebody plays an Edith Piaf record and then all hell lets loose. After furious street fighting, the characters have been driven to the far side of the bridge. Five minutes from now the cavalry will turn up, but for now it's a desperate situation. But what if the bridge was destroyed when the town was bombed a few days before. Suddenly, there's no bridge for the enemy to cross... though the characters know it'll be back in five minutes – just as the cavalry turns up. If there were any troops on the bridge when reality was flexed, the GM gets to pick what happens to them – do they appear on the river bank with their fellow soldiers, or suddenly find themselves trying to swim across instead (blissfully unaware there was ever a bridge)?

**Major Flex (2 Points):** At this level, demigods can get into the good stuff. Any historical point that you know about becomes a virtual “what if...” point, transforming every event that radiated out from it. For example, our guys in 1944 France could change history so that Hitler was assassinated early on and the war was already over. Reality would warp outward, changing every necessary detail so that the portion of the realm around the character (again, about 150 feet) was reshaped to fit the divine vision. For five minutes, the bit of town around the characters is a bubble filled with a different reality, one of little pastry shops, happy schoolchildren playing by the river, and people talking about getting back to normal after that short but terrible war with Germany.

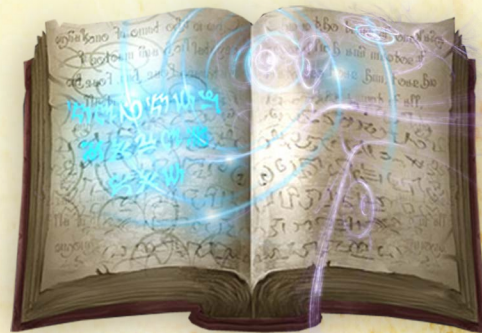
These changes are far-reaching, but limited to the 150-foot radius bubble around the characters. Those people outside the 150-foot radius of effect aren't aware of the difference around the demigod – they're part of one reality, but if they get closer than 150 feet, they become a part of another reality in that instant, unaware of anything else.

In both cases, if you can't describe the changes within one reasonable sentence, the timeline proves too rubbery to mold. Generally, you tell the GM what you want to achieve (“I want to remove the NPC with the rifle from this scene”) and he makes it happen as appropriate (“It turns out he fell and broke his leg this morning, so he never showed up for work” or “Years ago, his parents had an argument about the color of the wallpaper in their home, and the guy was never born” or whatever).

In addition, any creature with a Pulse Pool is allowed to spend 1 Pulse to make a Will save (DC 30) to resist being flexed out of existence. If they succeed, you still expend the Hero Points and Pulse as normal.

There is such a thing as a **Godlike Flex (3 Points)**. Nexus flexes of this level are available only to true gods. They can remake entire realms, not just the area around them... but such power always comes with a price. Somewhere in time and space, someone is paying for what is done. Furthermore, these changes set quickly and can inadvertently become permanent. The resultant tremors along the timeline are something everyone wishes to avoid. No god wants to be responsible for bringing about the End Times.

While changes last up to five minutes, they can be extended using additional Hero Points, with the GM's approval. There's something else you should bear in mind about flexing a nexus, before you go crazy and change the world multiple times per session: your character doesn't get the Hero Points he spent on flexes back at the start of the next game session. Rather like the death penalty in Suzerain, these are major ways to mess with reality, and there's a longer term cost for that power. If you spent 2 Hero Points on flexing during a session, the next session your character will start with 2 less Hero Points.



## Character Creation

If you're looking to create a Suzerain character from scratch, this is the right place to be. Before getting to Race, Class, Skills, Feats, etc, think about what role you want your character to have in the story. Will the character be a reluctant hero, dodging every speck of divine interference? A highly trained professional with abandonment issues? A muscled lunkhead with a heart of gold? Go over the possibilities with your GM and the rest of the group so that everybody has a unique, valued voice once play begins. This isn't as simple as making sure that every group of heroes has a tank, an infiltrator, a buffer, and a healer. What's more important is that the characters have points of interest where they will be able to interact with one another and the GM's stories without falling prey to boredom.

**Race:** Virtually any race is available for play in Suzerain, but there is a new category of feats called a Planar feat that represents your character possibly being a different realm's version of a race which you may want to look at before finalizing this step.

**Ability Scores:** If rolling for abilities, the roll-4d6-and-drop-lowest method should work fine. If



the GM wants especially heroic characters, they can opt for the following method instead: 6+2d6 per ability score. If point buy is being used, it's suggested that the GM allows a 25-point buy system for "Epic Fantasy."

**Feats:** While all standard feats are available, two new feat types exist: Pulse feats, which are typically only available to characters of 10th level or higher, and Planar feats, some of which can only be taken at 1st level.

**Gear:** While starting wealth is determined normally, all equipment isn't necessarily all available. The GM should consider what gear the character would have access to based on their starting realm and make a shopping list to indicate such.

## Starting At The Top

If you don't want to start at the bottom and ease slowly into the realm-jumping hijinks, you have a couple of options. All of them depend on the entire group deciding to operate at higher power levels, otherwise you'd just be hogging the spotlight. This works fine for television shows about specific individuals, but not so well with a circle of friends who all want equal input.

The first option is to create a character as outlined previously, and manually advance the character to the Folk Hero (6th character level) or Demigod (10th character level) rank.

The other option is for those of you who are no doubt asking, "Why can't I just do the setting jumping/alternative realm thing from day one, as a starting Neophyte character?" Well, if you want to, of course you can. This is your game now. Write your name on the inside cover if you don't believe us. Plenty of quality stories can (and have) been told about a small band of outmatched protagonists, jumping from dangerous setting to dangerous setting because they had run out of options at home.

Just keep in mind the same caveat as before: the GM and other players should agree that it's an interesting idea. If everyone is prepared to take on some seriously tough challenges with only the abilities available to Neophyte-rank characters, have at it. The official, Suzerain-approved way to run that kind of game is in the GMs section.

## New Feats

### Pulse Feats

Suzerain introduces a new type of feat, the Pulse feat. All of these feats require a Pulse Pool to function just like a monk's *ki* pool. If a cost is not denoted in the description then it functions so long as the character has at least 1 Pulse remaining. Note that that means a minimum character level of 10 is required to take any of these feats, as a character gains access to their Pulse Pool at 10th level.

#### **Bearer Of Ill Omen (Pulse)**

You were born under a bad sign, but didn't let it faze you. Instead of suffering fate's slings and arrows like a commonplace whipping boy, you fought back and learned some tricks about bad luck. All it takes is a slight nudge to redirect the luck toward a more deserving target.

**Prerequisites:** Wis 13.

**Benefits:** When an opponent confirms a critical hit against you, you may expend 2 Pulse as a free action to negate the critical hit, and damage is instead rolled normally.

#### **Bearer Of Ill Omen, Improved (Pulse)**

You have flirted with bad luck and gone on to seal the deal, as it were. Coils of dodged fates flicker at the feet of your spiritual form, ready to be cast at less adept opponents.

**Prerequisites:** Wis 15, Bearer Of Ill Omen.

**Benefits:** When an opponent confirms a critical hit against you, you may expend 2 Pulse as a free action to force your opponent to re-roll the original attack and take the new result.

#### **Carpe Diem! (Pulse)**

You have seen enough of the battlefield that its swirling chaos is no longer a cause for alarm, but a source of new opportunities and split-second stratagems.

**Prerequisites:** Leadership, character level 10th.

**Benefits:** Immediately after initiative is rolled but before any creature has taken an action, your character may expend 1 Pulse to rearrange their

order. Take the initiative rolls from all willing allied characters, including yourself, and redistribute them as you see fit.

#### **Cat's Descent (Pulse)**

Through guided training or extended experience with pit traps, you have learned to fall with preternatural grace.

**Prerequisites:** Acrobatics 5 ranks.

**Benefits:** You may land on your feet after a fall of any distance so long as you succeed at an Acrobatics check (DC 10 + 1 per 5 feet).

Furthermore, you may expend Pulse to reduce damage from a fall. For every point of Pulse spent, you reduce the damage by 1d6.

#### **Cat's Descent, Improved (Pulse)**

People have expressed genuine concern that your ancestry might possibly involve cats.

**Prerequisites:** Acrobatics 10 ranks, Cat's Descent.

**Benefits:** You automatically land on your feet after every fall. Furthermore, you may expend 1 Pulse to ignore all damage from the fall.

#### **Chosen**

Faith carries power. The gods have rewarded yours with a small spark of their divine gifts.

**Prerequisites:** Must worship a deity, must maintain an alignment identical to the deity worshiped.

**Benefits:** Choose two of the following spells; you may now use them as spell-like abilities three times per day: *guidance*, *resistance*, *stabilize*, or *virtue*. Choose one of the following spells; you may now use it as a spell-like ability once per day: *bane*, *divine favor*, or *shield of faith*. Your caster level is equal to your character level when using these spell-like abilities.

#### **Cool As Ice (Pulse)**

You have become a battlefield calculator, confident under pressure that would send lesser minds crawling for the nearest foxhole.

**Prerequisites:** Wis 15 or base attack bonus +5.



**Benefits:** When you are subject to a fear effect, you may expend 1 Pulse as an immediate action to ignore all fear conditions for a number of rounds equal to your character level.

### Cool As Ice, Improved (Pulse)

When emotions flare, you stay cool, collected, and focused on victory. If you don't already have a godly portfolio in mind, you should consider looking at battle, tactics, or glaciers. Lesser blows are like sparks on a smith's apron to you, or gnats against a tank.

**Prerequisites:** Wis 16, Cool As Ice.

**Benefits:** As long as you have at least 1 Pulse, you are immune to fear effects.

### Earned Power (Pulse)

Thanks to your unyielding discipline, your magic has an increased chance to overcome elemental resistances.

**Prerequisites:** Self-Taught, ability to prepare or spontaneously cast arcane spells.

**Benefits:** Your 3/day spell-like abilities gained from the Self-Taught feat become usable at-will, and your 1/day spell-like ability gained from Self-Taught becomes usable 3/day. In addition, you may spend 1 Pulse as an immediate action when an enemy is damaged by one of your spells to reduce that enemy's energy resistances by 5 each prior to resolving the damage dealt by the spell.

### Eldritch Geometry (Pulse)

Your knowledge of symbology expands, allowing you to extend the duration of some spells as well as protect yourself from attackers with your magic.

**Prerequisites:** Symbolist, ability to prepare or spontaneously cast arcane or divine spells.

**Benefits:** Whenever you use the Symbolist feat to cast a spell with a range of personal, the spell's duration increases to 24 hours if it would normally persist for less time than that. Alternatively, you may spend 1 Pulse to inscribe a symbol on yourself which contains an embedded spell, using up one of your prepared spells or daily spell slots as if you had cast it normally. This spell can be activated as an immediate

action after an enemy has attacked you to cast the spell with the attacker as the target. If the target is an invalid one, the spell fizzles. If it's an area-effect spell, the spell is centered on the attacker. You can only have one such spell inscribed on your body at once.

### Exemplar (Pulse)

Heroes known across multiple realms for their feats of strength don't have bad days where their efforts are stymied by a stubborn door. By the same token, heroes of the mind are able to reason their way through any problem beneath a specific threshold. When so much is at stake, bad days are a luxury heroes can't afford.

**Prerequisites:** Chosen ability score 20 (see Benefits text).

**Benefits:** Choose one ability score. On a failed check or roll modified by the chosen ability score, you may spend 1 Pulse to apply a +2 bonus to the check, and may continue to do so until the check is a success or you run out of Pulse. This can be applied to any and all instances involving the ability score (attack rolls, saving throws, skill checks, and any other instances not listed.)

**Special:** This feat may be taken more than once. Each time it's taken, it applies to a different ability score.

### Exemplar, Improved (Pulse)

When was the last time that Hercules couldn't lift something? Exactly.

**Prerequisites:** Chosen ability score 24 (see Benefits text), Exemplar.

**Benefits:** On a failed check or roll modified by the chosen ability score, you may spend 1 Pulse to apply a +2 bonus to the check, and may continue to do so until the check is a success or you run out of Pulse. Additionally, when you roll a natural 1, you may spend 3 Pulse to ignore the automatic failure, calculating the result normally with a roll of 1. This can be applied to any and all instances involving the ability score (attack rolls, saving throws, skill checks, and any other instances not listed.)

**Special:** This feat may be taken more than once. Each time it's taken, it applies to a different ability score.

### Extreme Luck (Pulse)

The best thing about being you... is everything. Events tend to work in your favor, even when you don't deserve it.

**Prerequisites:** Cha 15, Luck domain.

**Benefits:** Once per game session, you may re-roll a failed die roll of any type. By expending 1 Pulse, you can allow one ally within line of sight to re-roll any failed die roll. By expending 2 Pulse, you may instead force an opponent within line of sight to re-roll a successful die roll of any type. You or the target must use the result of the new roll.

### Far-Reaching Faith (Pulse)

Your prayers bring solace to more of the faithful, and despair to more enemies of your faith.

**Prerequisites:** Chosen, Prayer.

**Benefits:** You can increase the number of possible targets for your spells by 1/4 the standard amount. If the spell normally only targets one creature, it can instead affect one additional creature within 10 feet of the initial target.

### Favorite Of Fate (Pulse)

Fortune may favor the bold, but fate favors the compulsive gambler. To make your eventual downfall all the sweeter, fate has decided to give you a slight boost. With all this luck, you're bound to get cocky someday.

**Prerequisites:** Cha 15, Extreme Luck, base attack bonus +5.

**Benefits:** You may expend 1 Pulse to add a +5 bonus to the result of a single d20 roll.

### Fearsome Presence (Pulse)

Parades halt and guards shake when you get angry.

**Prerequisites:** Cha 14, Intimidate 3 ranks.

**Benefits:** When you make an Intimidation check, you may spend 1 Pulse to demoralize all creatures within 30 feet who can see you. The range of the demoralization effect increases by an additional 5 feet for every 5 that your check exceeds DC 20.

### Fearsome Presence, Improved (Pulse)

Crowds part and trained soldiers falter when your character gets mad. There's something about him that's just... unsettling.

**Prerequisites:** Cha 14, Intimidate 8 ranks, Fearsome Presence.

**Benefits:** You can intimidate more than one target at a time. When making an Intimidation check, you may affect a number of targets equal to 1/2 your level + your Charisma modifier.

The range of Fearsome Presence increases to 45 feet, and an additional 10 feet for every 5 that your check exceeds DC 20.

### Feel My Pain (Pulse)

You can make your wounds look worse than they are, sickening and repelling your opponents.

**Prerequisites:** Con 14, Bluff 10 ranks.

**Benefits:** As a free action on your turn, you can expend 1 Pulse to cause all opponents in a 10-foot radius to become sickened (Will save negates, DC 10 + your Constitution modifier + 1/2 your level). This effect lasts for a number of rounds equal to your Constitution modifier.

### Feel My Pain, Improved (Pulse)

Even if you look like bloody hamburger, you're not the only one suffering. Your wounds are so distressing that even the grimmest torture artists aren't sure how you can carry on.

**Prerequisites:** Con 16, Bluff 15 ranks, Feel My Pain.

**Benefits:** As per Feel My Pain, but the radius increases to 20 feet. Furthermore, when triggering the effect, you may choose to expend 3 Pulse instead of 1 Pulse to cause opponents to become nauseated (Will save negates, DC 10 + your Con modifier + 1/2 your level) for 1 round.

### Flight of the Ascendant (Pulse)

After a certain level of accomplishment, walking becomes far too prosaic for a certain breed of heroes. They recognize that they're larger than life, and as such must take large steps.



**Prerequisites:** Acrobatics 10 ranks, Run.

**Benefits:** You always count as having a running start for your jumps. All DCs for jumping are reduced by 5, and all falls are counted as 10 feet less for the purpose of determining falling damage. You may expend 2 Pulse to jump as a swift action, but can travel no further than you could with a move action.

### **Flight of the Ascendant, Improved (Pulse)**

Whether through sterling muscle control, daily exercise, or a strident disdain for gravity, you can travel in great bounds that approach flight. Doing so is incredibly showy, and a great way to demonstrate one's superiority over lesser foes.

**Prerequisites:** Acrobatics 15 ranks, Flight of the Ascendant, Run.

**Benefits:** All DCs for jumping are reduced by 10, and all falls are counted as 20 feet less for the purpose of determining falling damage. You may expend 1 Pulse during a 5-foot step to instead make a jump check and travel up to the maximum distance allowed by the skill check.

### **Indomitable (Pulse)**

The spirit's willing, but the flesh is weak? Not anymore! You can use your faith or unflinching willpower as a battery to power any action.

**Prerequisites:** Con 14, Die Hard, Endurance, base attack bonus +6.

**Benefits:** You may voluntarily become fatigued to re-roll any one roll. You may choose which result to use.

### **Iron Inside (Pulse)**

You are accustomed to attempts to break your mind or spirit, and have learned special defenses to resist them. Perhaps you chant sutras, retreat into an alternate personality, or are simply too conceited to be affected.

**Prerequisites:** Cha 14, Iron Will.

**Benefits:** You gain a +2 competence bonus on saving throws to resist any non-physical source that would cause you to become fatigued.

## **Cha-ching!**

Different times and different places use different ways of paying for things. From clam shells to precious metals to little bits of plastic, mankind has come a long way... and eCash is just around the corner. As for the future, who knows what a far-flung space colony will use? To keep things simple and not get bogged down in tracking the spare change of a dozen realms, Suzerain works in standard gold pieces (gp) as per the *Pathfinder Roleplaying Game Core Rulebook*. A realm might use a different name for its currency - crowns instead of dollars in Relic, for instance - but we always keep the exchange rate 1:1. That keeps a little flavor, but it's really simple to remember. 30 Crowns... that's 30 gp to you. If you want more historical accuracy and detail, go for it. But we're happy to have some quick-paced fun rather than doing the precise accounting. Now, back to stealing that million clams we need to bankroll our audacious plan for world domination!

### **Living Banner (Pulse)**

The mere presence of some charismatic figures is enough to change the tide of an entire battle. Your exploits have become legends on several worlds, and victory is assured to those who follow your lead without faltering.

**Prerequisites:** Cha 18, Diplomacy 15 ranks, Leadership, Master Leader.

**Benefits:** You grant a +2 morale bonus to all ability checks, skill checks, and attack rolls of any cohorts or followers attracted via the Leadership feat so long as you are within their line of sight. You may expend 2 Pulse as a swift action to share the effects of any teamwork feats you possess with your followers for 1 round.

### **Master Leader (Pulse)**

Master leaders know that they're only as good as the most vulnerable of their troops. In order to survive contact with the enemy, they must look out for even the lowliest of their charges.

**Prerequisites:** Diplomacy 10 ranks, Leadership.

**Benefits:** You may expend 2 Pulse to give all of your cohorts or followers attracted via the Leadership feat who are within your line of sight a +2 morale bonus to all saving throws for 1 round.

### Opportunistic Push (Pulse)

Just being good enough doesn't always cut it. Sometimes it takes giving 110%, pulling out all the stops, or going completely overboard.

**Prerequisites:** Wis 14.

**Benefits:** You may expend 1 Pulse to gain a +2 morale bonus to any die roll. This feat can be used after the roll is made but before the result is revealed.

### Overwhelming Force (Pulse)

Your studies have driven your magical power to its peak, allowing you to rip apart enemy defenses with your arcane might.

**Prerequisites:** Earned Power, Self-Taught, ability to prepare or spontaneously cast arcane spells..

**Benefits:** When your spells are subject to spell resistance, or when their damage is reduced by energy resistance, you may spend 2 Pulse to negate the defense. This must be declared before any rolls are made.



### Prayer (Pulse)

The gods will lend you their ear on occasion. But beware, for even the most benevolent deity tires of failure.

**Prerequisites:** Chosen.

**Benefits:** Your 3/day spell-like abilities gained from the Chosen feat become usable at-will, and your 1/day spell-like ability gained from Chosen becomes usable 3/day. You also gain a second spell usable three times per day from the "once per day" list of the Chosen feat. In addition, you may spend 1 Pulse as an immediate action in order to cast one of the following spells spontaneously: *aura sight*<sup>ACG</sup>, *cure critical wounds*, *inflict critical wounds*, *prayer*, *weapon of awe*<sup>APG</sup>.

Each time you spend Pulse to activate this feat in this way during a given day, there is a cumulative 10% chance that the prayer goes unanswered the next time you call upon your deity's power. After two such unanswered prayers in a single day, you are subject to the effects of a *bestow curse* spell (with a caster level equal to your character level and no save), and you may not use this ability again until 24 hours have passed and the curse has been broken or dispelled.

### Pulse Armor (Pulse)

Sometimes Pulse has subtle effects that could be mistaken for luck. Other times, it turns knives aside and deflects bullets. This is one of those other times.

**Benefits:** As an immediate action, you may expend 1 Pulse to gain DR 2/—. This DR affects all attacks until the beginning of your next turn. If used in reaction to an attack roll, the Pulse may be spent after the attack is confirmed, but must still be spent before damage is rolled.

### Pulse Armor, Improved (Pulse)

Sometimes Pulse turns aside knives and deflects bullets. Other times, the hero has a castle dropped on them and walks away unscathed.

**Prerequisites:** Pulse Armor.

**Benefits:** As Pulse Armor, but each Pulse spent grants a cumulative DR 5/— against all attacks and lasts until the end of your next turn.



### Pure Strain

Your character's mind and body are perfect, absolutely flawless—and he probably does everything possible to keep it scar-free because he's so proud of it.

**Prerequisites:** Racial-preferred ability score 16 (see Benefits text), non-half breed race, non-Human.

**Benefits:** Your character eliminates one negative penalty for your race and increases the race's bonus to their primary physical ability score by 2. For instance, increase a dwarf's Constitution bonus and eliminate their Charisma penalty, increase an elf's Dexterity bonus and eliminate their Constitution penalty, increase a halfling's Dexterity bonus and eliminate their Strength penalty, etc. For other races, please see the appropriate source book, as well as consult with your Game Master.

**Special:** This feat only requires access to a Pulse Pool to take it. You don't lose its benefits if you spend all your Pulse.

### Raptor's Eye (Combat, Pulse)

You deal death from a distance.

**Prerequisites:** Dex 16, Improved Critical, base attack bonus +10.

**Benefits:** You may spend 1 Pulse to ignore an enemy's cover or concealment to your attacks for 1 round.

### Resonance (Pulse)

Your character's Pulse is such a roiling tempest of activity that it's just bubbling to get out. Your ethereal representation looks like a chained thundercloud. When the fury is unleashed, every ready source of Pulse nearby sings in harmony. The effect is quite forceful.

**Prerequisites:** Cha 16.

**Benefits:** As a standard action costing 1 Pulse, your character may create an effect equivalent to a *gust of wind* spell radiating from him in all directions out to a 60-foot radius.

### Resonance, Improved (Pulse)

In the Spirit World, your character is now constantly sparking with untapped Pulse. In moments of strong emotion, the energy flares and dances visibly around him. This resonance is no longer a song, but a penetrating howl.

**Prerequisites:** Cha 18, Resonance.

**Benefits:** As Resonance, except that the *gust of wind* effect persists for 1 round per 4 character levels or hit dice you possess.

### Ritualist (Pulse)

Things not of this world shrink beneath your power.

**Prerequisites:** Speaker, Seer.

**Benefits:** By expending 2 Pulse as a standard action, you may stagger an outsider or incorporeal creature for 1 minute. In addition, by expending 3 Pulse as a standard action, you may target any creature with the extraplanar subtype with a *banishment* spell effect. The effective caster level of the *banishment* effect is equal to your character level.

### Run Like The Wind (Pulse)

Some people start running one day, and never really stop. No world is too large for your journey.

**Prerequisites:** Acrobatics 15 ranks, Fleet, Improved Flight of the Ascendant, Run.

**Benefits:** When running, you move ten times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or five times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +10 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Furthermore, by spending 2 Pulse as a swift action, you may move horizontally without regard for the surface underneath—so running over rice paper, wet cement, water or even lava is possible (but not over empty air). You may move across any surface so long as the movement begins and ends on solid ground.

### Seer (Pulse)

The mysteries of the universe are laid out in plain sight for you. Whether by a blessing of the gods, blind fate, or random chance, you see the strings of destiny in all things.

**Prerequisites:** Wisdom 12.

**Benefits:** You can see outlines of ethereal and incorporeal creatures, thereby negating any associated miss chance. By spending 1 Pulse, you can treat a natural 1 as a roll of 2.

### Self-Taught

While your fellows learned their craft in classrooms from accredited masters, you taught yourself magic with naught but a few hard-won arcane notes and possibly an excerpt from another wizard's tome.

**Prerequisites:** Intelligence 12.

**Benefits:** Choose two of the following spells; you may now use them as spell-like abilities three times per day: *acid splash*, *detect magic*, *light*, or *prestidigitation*. Choose one of the following spells; you may now use it as a spell-like ability once per day: *mage armor*, *magic missile*, or *true strike*. Your caster level is equal to your character level when using these spell-like abilities.

### Sidekick (Pulse)

Your animal companion, cohort, or familiar's fate becomes intertwined with that of your character. Rare are the moments when he is not by your side, and most people have trouble conceiving of one without the other.

**Prerequisites:** Cha 16, Leadership feat or animal companion or familiar class ability.

**Benefits:** Choose one of the following benefits:

*Animal Companion:* Your animal companion gains a +2 bonus to both its Strength and Constitution, and a +2 natural armor bonus to its AC.

*Cohort:* Your cohort gains a +2 inherent bonus to all ability scores, as well as a +2 insight bonus to AC while within 10 feet of you.

*Familiar:* Your familiar's maximum hp are equal to yours, and their Strength, Dexterity, and Constitution scores all increase by 2.

In addition, any creature who benefits from this feat gains a +10 circumstance bonus on Will saves against effects that would force them to work against you in any harmful manner.

**Special:** This feat may be taken more than once. Each time, it applies to a different animal companion, cohort, or familiar.

### Speaker (Pulse)

Your seer abilities grant you insight into dealings with extraplanar creatures as well as a means of communicating with all creatures.

**Prerequisites:** Seer.

**Benefits:** You gain a +4 bonus on Charisma-based checks with any creatures with the extraplanar subtype or the outside type. In addition, by spending 1 Pulse, you gain the benefits of a *tongues* spell for 1 hour.

### Strong Grip (Pulse)

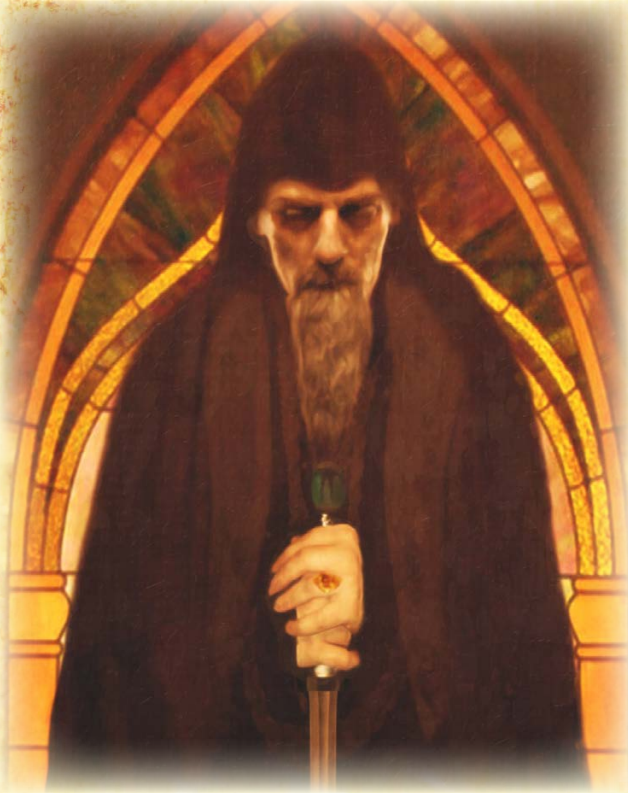
**Prerequisites:** Str 14, base attack bonus +9.

**Benefits:** You may choose to wield a two-handed melee weapon in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for you, and it's treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like. This does not allow you to wield a two-handed weapon in each hand, nor does it allow you to use over-sized weapons. However, it does allow you to use a shield with a two-handed maul, or answer your cell phone while firing an AK-47.

### Strong Grip, Improved (Pulse)

**Prerequisites:** Str 16, Strong Grip, base attack bonus +13.

**Benefits:** You no longer take a -2 penalty on attack rolls while using the Strong Grip feat, and you may expend 1 Pulse to throw any weapon you can hold in one hand for 1 round. The weapon is treated as a throwing weapon with a range increment of 10 feet.



### Stutter (Pulse)

Your character's Pulse is so potent that it has begun to warp time.

**Prerequisites:** Con 14, Int or Wis 14.

**Benefits:** You may spend 1 Pulse as a swift action to activate a *haste* effect (as the spell) for 1 round.

### Surge (Pulse)

The blast doors are closing, the villain is escaping, the ground is crumbling beneath you. Just... a little... faster. Your muscles shriek; something surges within you. Jackpot!

**Prerequisites:** Endurance, Run.

**Benefits:** As a free action costing 1 Pulse, you can double your base move speed for 1 round.

### Surge, Improved (Pulse)

Three seconds, and nothing will be left of the city. The coruscating artifact is so close to the portal, yet still so far away. Time slows; the faces of your companions begin to blue-shift as you rush past them. You're in the zone.

**Prerequisites:** Endurance, Run, Surge.

**Benefits:** When using the Surge feat, you can spend 1 additional Pulse to instead triple your base speed.

### Symbolist

You understand the power of symbology in magic. Your extensive studies have allowed you to master a means of spellcasting that would otherwise be impossible.

**Prerequisites:** Ability to prepare or spontaneously cast arcane or divine spells.

**Benefits:** By increasing the casting time of a personal-range spell to 1 minute, you may cast it on a willing target instead of yourself by first scribing a symbol on their person, typically on their forehead or chest. You also gain *arcane mark* as an at-will spell-like ability.

### Titanic Blow (Combat, Pulse)

When you strike true, few are left standing.

**Prerequisites:** Str 16, Improved Critical, base attack bonus +10.

**Benefits:** Whenever you confirm a critical hit in melee with your preferred weapon, you can spend 1 Pulse to increase the critical multiplier by 1.

### Transference (Pulse)

Your understanding of symbols expands to allow the transfer of one symbol to another.

**Prerequisites:** Eldritch Geometry, Symbolist, ability to prepare or spontaneously cast arcane or divine spells.

**Benefits:** As a standard action, you can transfer the effects of a symbol (one of your own, or any other mark- or symbol-based spell) from one willing creature to another. Unwilling targets receive a Will save (DC 10 + 1/2 your character level + your Cha modifier) to negate this effect. In addition, by expending 1 Pulse as part of this standard action, you can cause a spell you cast to originate from a creature bearing your arcane mark, thus allowing you to cast a spell from a different angle or around a corner.

## Saving The Universe

Suzerain makes your characters truly heroic and then turns them into demigods, before they finally (hopefully) transcend to godhood. That's about as epic as it gets. They're obviously going to need some help to face the challenges that inevitably turn up to sour their day. They get Hero Points, extra feats, and additional ability score increases. Once they hit Folk Hero rank, they get double the natural healing rate, and they pick up a Pulse Pool at Demigod. And let's not forget the ability to avoid death at the cost of a single Hero Point.

It's still not enough. Trust us, these challenges aren't little niggling issues like finding matching socks in the morning. They're not minor impish problems biting their ankles and trying to undo their shoelaces. We leave that stuff to other settings. These are serious challenges for mortals who are favored by the very gods themselves. As such, your characters get two additional bits of supernatural aid: a fortress of their own and a tour guide to the universe.

## Your Pocket Realm

After a few Telesmae get close to each other, they communicate with one another and start forming strange, interconnected geometries that burrow through the Veil separating the mortal realms from the Maelstrom. If the gods can strike an accord over the gathering of champions, the Telesmae's connections deepen, hollowing out a section of the Maelstrom for their bearers.

The creation of this pocket realm is a subtle event. Just because the gods have chosen to back a gathering of heroes doesn't mean they'll immediately break out the golden drinking horns and mythic taxidermy. More than likely, your characters will first notice their new safehouse when they keep on returning to it, no matter how unlikely the circumstances. That'll be the Telesmae chirping amongst themselves, trying to return to their god-blessed home. As the forces of history bend around your characters' actions, the links between them, their Telesmae, and the Maelstrom will become ever deeper.

It's comforting to know your adventuring group has access to a base of operations – a pocket realm crafted of Pulse and capable of surreptitiously

transporting itself from one realm to the next, along with your characters. The pocket realm is a relatively stable area of the Maelstrom that is maintained for the characters by their Telesmae, but without your characters knowing about it at first. Until Folk Hero rank, Telesmae keep a low profile, and the pocket realm will look like any other accommodation that's suitable for the local environment – a cozy inn room, a sturdy tent big enough for the whole group, etc. Your characters' Telesmae maintain this space, as well as its contents. For example, if characters leave some possessions in the closet of their cheap motel room while beating a hasty retreat, those same items will be waiting for them in the next dusty motel in the next tumbleweed town. This might give some sharper characters pause to think that things aren't exactly what they seem...

The pocket realm grows and becomes increasingly grand as the characters increase in rank. The quality of the hotel rooms they get seems to improve, until they have a nice suite at Fated rank instead of a roach-infested basement at Neophyte. But it's still a place that looks right for the local environment.

As soon as the average rank in the group reaches Folk Hero, everything changes. The characters are contacted by their Telesmae, and it's time to see the universe for what it really is. Their souls are now strong enough to handle the transition to different times and places through the Maelstrom. As a first step, though, they need to meet the representatives of the gods, and that happens in the pocket realm. As the characters step through the door into their realm, suddenly they're aware they've traveled through a portal to another place. It's like a veil has been lifted and they see what's really going on – the space inside no longer matches the space outside (sort of like a certain blue police box...). And there, in the middle of the main room, is the welcome party made up of various senior spirits and demigods who want to check out the newbies. If the GM has any 'big reveal' secrets about the workings of the universe, this is a good time to slip them in. Otherwise, the new Folk Hero characters are clued in to what you, the reader, already know about the wider Suzerain Continuum.

As part of their Folk Hero rank briefing, the new kids are taught how to rearrange their pocket realm. From then on, the characters are able to modify the

trappings of their realm to suit their tastes. Since it's a shared resource, dependent on the psyche of each of the characters, its architecture and particulars will be tailored to the group. Followers of the Grand Singularity can expect an eventual technotopia of free-flowing information falls; a group with strong patronage from Relic's Etaro, the Wanderer, is more likely to be granted an ever-evolving hunting lodge with room for a great number of interesting guests. As the heroes prove their worth to the universe, their Telesmae work to strengthen the realm's ties to the Maelstrom. By Demigod rank, the realm will be saturated with enough Pulse that it could easily reach the size of a palatial estate, complete with its own ecosystem.

No matter what its internal trappings, access to the pocket realm is always through an unassuming entryway. Everyone who isn't capable of traveling to the Maelstrom (including most mortals) will just see the normal room beyond, while the owners will see the entrance lobby to their realm. As they step through, they disappear from the mortal world – leaving any observers with a new tale to tell about our heroes' many wiles. Animal companions, familiars, and cohorts get to travel with their character using the same rules as people carrying items to and from the Maelstrom.

When characters travel into a mortal realm, the flow of time in the pocket realm synchronizes with that realm. If characters hide in their pocket realm for ten minutes, ten minutes pass on the other side of that unassuming doorway too. If the characters go back through a portal to the Maelstrom, the pocket realm synchronizes to 'Maelstrom time' instead of 'mortal time'.

### So, How Big Is It?

Treat the pocket realm as a *mage's magnificent mansion*, but one that creates up to five 10-foot cubes per level instead of three. Use the sum of all the heroes' levels when calculating the size. A pocket realm can't be dispelled, although it can be rendered temporarily inaccessible by a *wish* or *miracle*.

The pocket realm is a home away from home, a secret hideout, Fortress of Solitude, and private lodge. Because of the pocket realm's deep ties to the characters' great potential, the messengers of the gods also prefer it as their meeting area. When the higher powers want the heroes' help, they send a high-ranking functionary (say, an angel or a Demigod-level phoenix) into the pocket realm to share what's going on and what bold hearts can do about it.

### A Character's Telesma

We've mentioned Telesmae a few times so far, but what are they exactly? Each is an individual gem, usually part of something else, like a ring that has been handed from seventh son to seventh son for generations. Or a smooth rock that your character picked up one day, and never got around to tossing. Or an ugly tourist charm, which nevertheless ends up hanging in conspicuous locations, that your character bought to get rid of that weird old lady at the side of the road. Just one of those things, right?

Wrong. That little gem casts eerily familiar patterns when it catches the light, and silently hums of nostalgic times. It feels like a mix between an old friend and a favorite pair of pants. Also, it's sentient. Maybe it's not very smart – in the area of a cat or dog – but that's still a serious step up from most jewels. Whatever shape the Telesma is in now, it was originally created by a divine power and designed as a conduit to a chosen one: your character. (Note the difference between being a chosen one and The Chosen One. Gods know that heroes often fail – heroically. It's good planning for them to keep a few spare chosen ones up their nigh-infinite sleeves.)

The gods discovered early on that repeatedly pulling mortals through the Veil between realities could destroy their very soul, shredding it like so much tissue. Not wanting to add to the growing pile of pulped heroes, one of the gods had an idea. Nobody remembers who, but it was a good enough idea that everyone took the credit, as divine egos tend to do.

At any rate, one of the gods created a small yet flawless gem, which he filled with one of his spirit servants. Its job: to guide the appointed hero as he fulfilled his divine purpose. Each major deity has hundreds of lesser spirits at his beck and call, so



bonding a few to gems wasn't a great loss. The god set this gem into a piece of jewelry, divinely beautiful, and offered it to his hero.

This was the first Telesma, the first talisman of the gods.

A powerful bond grew between Telesma and human. Better still, the god could bring the human to and from the Maelstrom by summoning the gem back – it would then bring the human with it, safely cocooned in its power.

Time passed and more gods gave Telesmae to their followers, each creating new designs as they went. Not all Telesmae guided their appointed heroes as closely as the first. Over time, most gods agreed it was better to have a pool of free agents, unfettered by the eon-spanning politics associated with being a direct servant. If your character has Faith in a particular deity, his Telesma will inevitably have been created by that deity for him. Otherwise, it's likely the Telesma was created by the gods as a group without a particular one-to-one relationship between a god and your character.

Although there are exceptions, Telesmae tend to have only limited consciousness. While they are generally obedient and are strongly loyal to the human they have bonded with, it's a narrow intelligence. Telesmae can be playful, or even mischievous, but also contrary if asked to work against their core purpose. Like any divine artifact with the intelligence of a golden retriever, bribery and tricks may be necessary to guide them toward individual goals rather than godly dictates.

Telesmae are incredibly useful items for your character. They transport him through portals and across the Veil, and they ease the transition into each setting. Telesmae can learn different additional powers, too. Characters start to feel the benefits of the Telesma before they even hit Folk Hero rank, but it's only then that the gods let the Telesma reveal itself and open its direct telepathic link.

It's impossible for a hero to lose his Telesma: the two are connected by a force deeper than Pulse. Each can sense the other's approximate location from any distance within a realm, and precise position from close range (within 1km). But that doesn't mean they are physically bound. Your character can still take off

## Telesmae In Play

There are three basic approaches to playing Telesmae. You can ignore the fact that they're sentient and just play them as magic items with a narrative purpose. Or you can decide on a basic personality and let the GM handle all Telesmae like they're NPCs. Or each player's Telesma gets played by the player on his left, and everybody plays both their character and occasionally a Telesma. Try them all out and see which is most fun for you.

his Telesma just like any other piece of jewelry. That means they can be stolen. Certain mortal legends involve heroes seeking enchanted items, and growing in power and prestige once those are located – those stories may actually be about heroes fighting to claim stolen Telesmae, or reclaiming one stolen from them. Excalibur was encrusted with jewels, after all ...

There are also drawbacks to having a Telesma. The first is that it links the character to the gods, allowing the gods and their representatives to contact him and call him back to the Maelstrom. This can be annoying, because the view across the Veil is misty, fading in and out of focus, so the gods might choose an inappropriate time to call a hero back for an update. This can make for some fun roleplaying, and it also provides a handy excuse when one of the players can't make it to a session.

The second is that anyone with the power to see the Ethereal Plane will instantly notice a Telesma and recognize it as something not native to their





realm. Beings of opposed philosophy are drawn to it, good to evil, chaos to order. The character stands out mystically because of the touch of the gods, making him a clear target for demons and devils and evil spirits and all manner of nasty beings who want to tear down anything good or heroic, those involved in whatever the characters are there to thwart can feel that the characters are going to be major players in the coming days. And if your character is the sly, malicious sort, he'll find himself a target for every do-gooder in the universe. It's not fair, but that's why most heroes find themselves at the center of plots and plans, forever being assaulted from all sides. And there always seems to be a nemesis lurking in the wings. The character-and-Telesma's bonded aura draws danger to him and makes him a temptation to anyone who can see or sense his enhanced power. Subconsciously, unknowingly, opposites attract – and it's not a good thing!

The third problem is Telesmae do have some sentience, and aren't always perfectly obedient. Again, this is great for roleplaying – you get to give your item a bit of personality. Your GM also gets to have some fun; if your character tries to use his Telesma to do something that's inappropriate for his patron god (if he has one), he needs to make a Diplomacy check with a DC based on how inappropriate the action is. Fail, and the Telesma stubbornly refuses to help out. The fallout could be embarrassing, or merely deadly, depending on the circumstance.

Only a mortal who has been flagged by the gods as a potential Hero can own or use a Telesma, and even then only the one that's bound to him. This describes all characters in a Suzerain game, even if they don't have the Patron God feat – that's for characters who want an extra close relationship with a particular deity. Characters who don't know they have patron gods or don't believe in the divine right of the space faeries to control their destiny aren't exempt either. There's a Maelstrom full of gods and great spirits who've marked him for greatness, like it or not.

Other people may be able to force a Telesma to share its power, but their body, mind, and soul are not prepared for the exchange. The granted power is too much for them to handle, and they will go insane. All those tales of men and women driven mad by cursed relics has some basis in fact – many of those people foolishly tried to wrest power from a Telesma and were overwhelmed by the experience.

## The Mechanics Of Telesmae

A Telesma becomes part of the character during character creation, and you have some say in its appearance and personality. A Telesma is like having a wizard's familiar, only it's a magical gem. It has some sentience and it has certain powers. The Telesma has a spiritual link with its owner, and is unlikely to disobey a direct order. But because it has intelligence, it also has a personality. And that's something you can work out with your GM.

Is your Telesma snarky? Is it eager? Is it hesitant? Is it playful? Aggressive? Afraid to be left alone? And what form does it take? All Telesmae are gems, but the type, color, and cut vary. Is it a large square ruby, set in a heavy gold ring? Will it be a round star sapphire, suspended from a fine gold chain? Or a small, rough quartz attached to a watch fob? Decide what would be fun to play and what would suit your character.

Mechanically, the Telesmae are powerful, intelligent magic items with the following statistics:

### Telesma

**Aura** moderate abjuration, divination, illusion;  
**CL** 20th; **Weight** 1 lbs.

**Slot** none; **Price** priceless

**Alignment** varies; a Telesma's alignment is never more than one step away from its owner's

**Senses** Senses 30 ft.

**Intelligence** 10; **Wisdom** 10; **Charisma** 10;  
**Ego** 10

**Language** telepathy

Folk Hero Rank powers:

*Mutual Locator:* The Telesma and its owner know each other's location so long as they're in the same realm.

*Spirit Senses:* The Telesma is a creature of the spirit realm. It can see the Ethereal Plane clearly, and sees the Material Plane just as a being on the Material Plane might see the Ethereal Plane... hazily.

*Control Portal:* The Telesma and its owner, when working in tandem, can locate portals with a DC 20 Knowledge (planes) check. The distance to the portal increases the DC by 1 if the portal is outside a 30-foot radius, by 2 if it's outside a 300-foot radius, by

4 if it's outside a 1-mile radius, and by 6 if outside a 10-mile radius. Portals farther away than 75 miles can't be sensed. Success on this check reveals the location and general direction to reach the portal, as per the *find the path* spell. When the chosen is within 30 feet of the portal, they can visually perceive it as shimmering, liquid glass caught in moonlight. It looks transparent, but obscured on the far side. Activating the portal requires the expenditure of 1 Hero Point and 1 minute of concentration. Some portals are harder to open than others, and heroes usually find them while fleeing from some army of formless horrors. A portal stays open for 24 hours, usable by anyone who has a strong enough soul not to get bounced out or utterly destroyed by the forces of the Maelstrom, before it closes again.

*Localization:* In a new realm, characters suffer a -2 penalty on all social checks for the first 1d4 days that they're there. The Demigod can choose to have the Telesma grant him the ability to speak all languages, as per the *tongues* spell, as well as subtly alter their physical appearance slightly to fit in more easily, as per the spell *disguise self*. Finally, the Telesma grants its Demigod the ability to tap into a latent, subtle informational network inherent to the realm, allowing the chosen to make untrained Knowledge checks on realm-specific topics with a DC of 20 or less at a -2 penalty (as opposed to being completely

clueless). Another benefit's that the Telesma picks up on the way local people talk, allowing its owner to communicate as per the *tongues* spell. It takes a couple of minutes to kick in when first arriving in a new place, after which the telepathic link to the Telesma keeps the translation pretty smooth while in that realm. This function costs no Pulse to utilize and is always active.

*Masking:* Even better, the Telesma can also make the character look like a person native to his new realm. This ability costs no Pulse to activate, but requires a full round to manifest. The Demigod's face and body change slightly to give him a thicker or more slender frame, darker or lighter skin, local facial features, etc. This won't change his race or make him more than 10% taller or shorter, and it won't make him look like a different person. The effect is subtle enough that most people won't even notice it - subconsciously, they simply treat him as a local when he's using this ability. Even clothes and equipment can be masked to blend in: a futuristic Demigod's laser rifle might be masked by the illusion of being a bow in the eyes of the locals of a fantasy realm, for instance. Masking costs nothing, and it's one of the most important functions of a Telesma. This ability generally functions as *disguise self*, but provides a +15 bonus to the Disguise check.



## Telesma Growth

At 11th level, and every 3 levels thereafter, Telesmae evolve and improve their connection to their master, growing and increasing in power.

### Telesma Special Abilities

Owner Level	Int Adj.	Wis/Cha Adj	Special
6th	+0	+0	Control Portal, empathic link, localization, mutual locator, personality, spirit sense
11th	+1	+0	Telesma growth
12th	+2	+1	—
13th	+3	+1	—
14th	+4	+2	Telesma growth
15th	+5	+2	Telepathic speech
16th	+6	+3	—
17th	+7	+3	Telesma growth
18th	+8	+4	—
19th	+9	+4	—
20th	+10	+5	Telesma growth

### Telesma Growth

Telesmae evolve along with their owners – indeed, many believe it's that constant contact with a Hero that allows the Telesma to change and grow and improve in the first place. However it happens, Telesmae can't only become smarter but also more powerful, exhibiting new abilities and fine-tuning old ones.

This growth happens even before the character is aware of the true nature of the gemstone he never seems to lose. Starting at 11th level, and every 3 levels thereafter, his or her Telesma gains an ability from the following list:

#### Allure

Your character's Telesma is sexy, convincing, or some combination of the two. This benefit's shared telepathically, giving your character a +3 bonus to Bluff and Diplomacy checks.

#### Assistant

Your character's Telesma can concentrate on maintaining his spells for them, allowing the Hero to maintain two concentration spells at the same time without additional penalty.

### Ability Synergy

Your character's Telesma is particularly adept in one of the six core attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) and able to guide and influence the same attribute in your character. Any skill or ability check made with the chosen ability score receives a +2 circumstance bonus to the roll. This option can be taken multiple times, applying to a new attribute each time.

### Balm

Your character's Telesma can soothe ability score damage, exhaustion, and fatigue, functioning as per the *lesser restoration* spell once per day.

### Forced Manifestation

Your character's Telesma can trick or drag spirits into the physical world. This causes the target to lose the incorporeal type temporarily. Doing so costs your character 2 Pulse. This effect lasts for five rounds, and can be extended another 5 rounds by paying an extra 2 Pulse.

### Karma Bank

Your character may store 1 unspent Hero Point in his or her Telesma at the end of a session. The point

## Telesma Personalities

This list can be determined randomly by rolling a d20 and consulting the table.

Personality	Benefit to Owner
Adventurous	+2 Survival
Artistic	+2 to any one Craft skill
Anxious	+2 Initiative
Bitter	+2 to resist Bluff, Diplomacy, and Intimidate rolls
Cunning	+2 Disguise
Delighted	+2 Diplomacy
Devilish	+2 Bluff
Ecstatic	+2 to saves vs. fear
Fearful	+1 to Reflex saves
Greedy	+2 Appraise
Happy	+2 Perform
Hateful	+1 to confirm critical hits
Hostile	+2 Intimidate
Mischievous	+2 Sleight of Hand
Observant	+2 Perception
Optimistic	+1 to Will saves
Playful	+2 Acrobatics
Sadistic	+1 to Fortitude saves
Sincere	+2 Sense Motive
World Weary	+2 to any one Knowledge skill

may be used in later sessions normally. The bank can hold only 1 Hero Point at any given time.

### Protective

Your character's Telesma emits a protective field of Pulse around his or her physical body, shielding the Demigod from harm. This grants your character a +1 insight bonus to AC.

### Psychically Aggressive

Your character's Intimidation checks can incapacitate opponents, thanks to the assistance of his or her Telesma in the Ethereal. When you succeed at demoralizing an opponent, they also gain the sickened condition for the same duration.

## Pulse Battery

Your character's Telesma acts as a battery containing 1 Pulse per rank of the owner. This replenishes every 24 hours.

## Spirit Interaction

Your character can pay 1 Pulse as a free action to become able to influence the incorporeal. For 1 round, all of your equipment gains the *ghost touch* quality, and your spells and other abilities affect both the Material and Ethereal Planes.

## Telesma Radio

Your character's Telesma is capable of broadcasting information to familiar Telesmae within 3 miles without the need for line of sight.

## Touch Link

The spirit housed within your character's Telesma can move up to a foot away from the gemstone, giving you a +2 circumstance bonus on melee attack rolls for touch-range spells.

## Unbounded Adjustment

Your character's Telesma is an expert in helping with quick adjustment to new realms – your character no longer suffers the –2 penalty for a session's duration after arriving in a new realm.

## Relic, Yr208

There is no default Suzerain realm where everything works exactly as described in the preceding pages. In order to demonstrate these concepts more concretely, here's a quick look at Relic, our realm of sword-and-sorcery.

Relic has centaur tribes, dragon-men who evolve to be full dragons over their lives, sea elves with an Egyptian-style society, wizards and alchemists rubbing shoulders with the Church and her questing knights, a huge Greco-Roman civilization of intrigue and organized combat, shamans, warlocks, priests of a dozen flavors, elemental humanoids, barbarians, charging monsters the size of mountains, gremlins who have metal pass right through them, dwarves

that pass right through stone, and much more. It's a proving ground for heroes, and a great first stop for the career-focused would-be god. The Lich Queen from our *Dungeonlands* books started her life here. In fact, an uncommon number of the most powerful Suzerain gods started their ascent to power here, so it has a well-earned reputation in the upper circles.

That's getting too epic, too fast, though. For now it's enough to say Relic is your realm if you're looking for high adventure and deep intrigue. If you don't have any other characters you want to use for your Suzerain campaign, this is a good place to start one.

## The Past And Present

Past and present are interesting terms in Suzerain since characters can come from anywhere and anywhen. There are certain points in the history of each realm that simply resonate as junctions of the time stream. Called nexuses, these times and places tend to be incubators for potential heroes, and Relic has a couple of good ones in the first three Ages of existence. The biggest nexus forms in the 208th year of the Third Age, but it's worth knowing a bit about the rest of history too:

In the Second Age, the Trader Imperium built great walled cities and fortress-markets across the center of the grand continent of Austeria. The excesses of these metropolises have been relegated to folktales, but rare is the historian who doesn't express nostalgia for the misted corridors of the past. Iron-shod caravans connected the land, spreading peace and culture across a network of wide, paved roads, some stretching over a thousand miles.

The Traders were the dominant civilization of their age, their ziggurat temples towering over the landscape. Then the Warlocks came, destroying everything in their path with earth and fire, bringing about the War of the Wild. They called the earth to swallow entire towns, and all that now remains are buried ruins and overgrown stretches of the imperial road.

If that sounds interesting, check out our *Caladon Falls* book, which focuses on the first year of the War of the Wild.

Now fast forward 200 years into the Third Age when the days of jumping at shadows and starving from spell-tainted wheat are at an end. Scavengers

mine the land for Trader relics and sell them in bustling, if lopsided cities protected by knights who can trace their lineage back to old Caladon. Wizards tear into the fabric of reality, providing luxuries for the burgeoning nobility, earning new riches for their moldering universities. Across the Great Expanse where the Imperium once flourished, nomadic tribes no longer disappear without a trace on account of demonic predators. Life is still harsh, but for the first time in generations, there is a peaceful calm and hopefulness. Where there is hope, there are heroes, and that's why we'll focus on that nexus for a while. The War of the Wild is a pretty big nexus too, though....



## Characters In Relic

The following are just a few of the new Planar feats available in the fantasy realm of Relic, a little taste of the sorts of things you can expect to see in our meaty realm books. If your character grew up in that realm, or spent a chunk of time there, consult your GM to see if he's eligible for these goodies.

### Planar Feats

Planar feats are a new feat type that can only be taken at 1st level (except for other feats further down the chain that are opened up by taking the 1st-level prerequisite feat). These feats should also only be taken with the approval of your GM due to the heightened power level they introduce. In addition, they typically have special prerequisites that are atypical - such as not being a specific race or lacking a certain ability or trait.

### Aurora (Planar)

After the War of the Wild, the shattered nations experienced a great number of dark days. Aurora tradition claims that they appeared during these years to drive back the worst excesses of the night. The way their skin and hair shine in the light lends credibility to the tale. However, auroras are as comfortable in darkness and shadows as they are underneath the sun-catchers that adorn the halls of Hela, the sun goddess. Indeed, in shadow the same skin and hair



turns to midnight black, making them fine sneaks and assassins. Apart from the skin and hair, auroras tend to be tall and wiry people, strong yet lean.

**Prerequisites:** Not a dwarf, 1st level only.

**Benefits:** You gain the following special qualities:

*Enhanced Vision (Su):* You reduce penalties for seeing in the dark by half, as well as gain a +2 bonus on saving throws against the dazzled condition.

*Channel Light (Sp):* You can cast *light* (as the spell, with a caster level equal to your character level) at will as a standard action. The light only emanates from your bare skin, so the range is altered to personal and the duration is half what it normally would be.

### Improved Aurora (Planar, Pulse)

Focussing on your heritage, you have improved your mastery of light and shadow.

**Prerequisites:** Cha 14, Aurora, not a dwarf.

**Benefits:** You increase channel light's duration to the normal duration and gain the following ability:

*Shadowstep (Sp):* While in complete darkness, you can spend 2 Pulse as a standard action to *dimension door* (as the spell, with a caster level equal to your character level) to another area in complete darkness within your line of sight.

### Greater Aurora (Planar, Pulse)

Your natural control of luminescence has grown to a mastery of both light and dark.

**Prerequisites:** Cha 16, Improved Aurora, not a dwarf.

**Benefits:** Your channel light ability can now also darken the area as a *darkness* spell. You suffer no penalties as a result of being in dim light or darkness. You can now transport other creatures with you during a shadowstep by paying an additional 2 Pulse per creature.

### Child of the Arrow (Planar, Pulse)

Thirteen constellations mark the months in Relic, each with its own myths and earthly resonance. The Arrow is swift and purposeful, constantly moving towards the object of its desires. It's the star sign of subtlety, rather than raw brawn or muscle-bound



machismo. Children who are marked by these stars tend to become hunters, decisive leaders, and monomaniacs.

**Prerequisites:** Dex 14, Weapon Focus (any bow), Strength may not exceed 12, 1st level only.

**Benefits:** When you threaten a critical hit with a bow, you may spend 1 Pulse to increase the damage die of the attack by 1 size category, to a maximum of 1d12 or 2d6.

### Improved Child of the Arrow (Planar, Pulse)

The stars have called to you, and you have answered. The Arrow has a greater influence on your life, bolstering your greatest desires with celestial energy.

**Prerequisites:** Dex 16, Child of the Arrow, Improved Critical (any bow), Weapon Focus (any bow), Strength may not exceed 12.

**Benefits:** You may increase the size of the damage die any number of times, but each increase costs a cumulative additional Pulse (so increasing by 2 sizes costs 3 Pulse, 3 sizes costs 6 Pulse, etc). In addition, any creature you hit with a ranged attack suffers a -2 penalty to AC for 1 round.

### Greater Child of the Arrow (Planar, Pulse)

Your connection to the Arrow is complete. Your purpose is evident, and the silent sky points the way.

**Prerequisites:** Dex 18, Child of the Arrow, Improved Child of the Arrow, Improved Critical (any bow), Weapon Focus (any bow), Strength may not exceed 12.

**Benefits:** The Pulse cost of increasing the damage die of your ranged attacks is reduced to 1 Pulse per increase and is no longer cumulative. In addition, increase the penalty to the target's AC by the number of increases to the damage die.

### Living Rock (Planar, Pulse)

For many years after the Warlocks were defeated, it was widely believed that they took all their servants with them. The Warlocks' foul magic had corrupted the earth, turning farmlands to ash and tainting



stone with corrosive impurities. Although scattered bands of these servants fought back, the assault was too pervasive for anything but heroic last stands. Although many died during the War of the Wild, a few families survived—and as time passed, their numbers slowly grew again.

Living Rocks are a remnant of these beings. They resemble and function as other races but are ultimately walking rocks, one of the elemental races of earth. Their stony nature makes them resilient to some attacks, but also slower than other races. Some even have a rudimentary control of earth and stone.

**Prerequisites:** Con 15, not an elf, 1st level only.

**Benefits:** You gain DR 2/bludgeoning, but your base speed is reduced by 5 feet. In addition, if you have Pulse, you can spend it in the following way:

*Transmute Mud to Rock:* For 2 Pulse per round, the character can transmute mud to rock. This requires concentration and otherwise functions as though it were the spell *transmute mud to rock*, with an effective caster level equal to half your character level (minimum 1).

**Special:** You can take this feat without first possessing a Pulse Pool, but you can't use the Pulse-based benefits of the feat without one.

### Improved Living Rock (Planar, Pulse)

Over time, some Living Rocks focus on their control of stone and earth, developing even greater abilities.

**Prerequisites:** Con 17, Living Rock, not an elf.

**Benefits:** Your body hardens, increasing your DR to 5/bludgeoning. In addition, the cost to transmute mud to rock is reduced to 1 Pulse per round, and your effective caster level for this ability is equal to your level.

### Greater Living Rock (Planar, Pulse)

Your power over your essence reaches its climax. You expand your control over rock, and are even able to speak with the stones for a time. Additionally, your ability to transmute rock has become a nearly effortless task for you.

**Prerequisites:** Con 17, Improved Living Rock, Living Rock, not an elf.

**Benefits:** Your body becomes a stalwart bulwark of stone, and you gain DR 10/bludgeoning. In addition, your ability to transmute mud to rock no longer requires concentration, and you gain the following abilities as well:

*Stone Speak:* For 4 Pulse, you may converse with stone as though under the effects of *stone tell* (as per the spell) with an effective caster level equal to half your character level.

*Earth Glide:* For 2 Pulse per round, you may benefit from an effect that functions exactly as the *earth glide* spell with an effective caster level equal to half your character level.

*Move Earth:* For 4 Pulse, you may cast the *move earth* spell with an effective caster level equal to half your character level.

### Fury (Planar, Pulse)

Furies are a subrace from Relic, a breed of humanoids who used to be able to shift into a “werewolf” form. Tall, feral-looking, and paired with a beast’s spirit, they are strong, fast, quick to anger, and possess natural weaponry, which can become impressive for the few that learn to shift. In humanoid form, they tend to be taller, darker, and hairier than average for their race. They also tend to be on the leaner side— a fat fury is a rarity, and most are sleekly muscled. After generations, most of the breed have lost the ability to shift and could fit among non-furies. However, the rare few have regained the ability to shift. Their hybrid form is a tall man-wolf combination much like the classic “werewolf”, with fur matching their hair color—usually grey, black, or white, although reddish varieties are known among the barbarian clans of the mighty Lehr Peaks.

**Prerequisites:** Str 14, Con 14, must not be bestial (ratfolk, catfolk, etc.), 1st level only.

**Benefits:** As a typical member of this subrace (which spans all humanoids), you have two claw attacks and a bite attack that deal damage as appropriate for your size. You also naturally heal at twice the rate of a normal creature of your race.

Shifting costs 3 Pulse, lasts 1 hour, and requires a full-round action. While transformed, you gain a +5 circumstance bonus on Intimidate checks, but suffer a –10 penalty on Diplomacy checks with non-furies due to your frightening appearance. While in this form, the damage dice of your claw and bite attacks are increased by one size category, but you can no longer manipulate anything with your hands. You can spend another 2 Pulse to increase the duration for another hour.

**Special:** A fury that later contracts “real” lycanthropy can use this feat to increase the damage dice of their natural attacks instead of shifting into a new form.



### Improved Fury (Planar, Pulse)

As furies grow in power, they gain finer control of their shifted form.

**Prerequisites:** Str 16, Con 14, Fury, must not be bestial.

**Benefits:** The cost to shift is lowered to 2 Pulse, and only requires 1 Pulse per hour thereafter. You may shift as a standard action. Your claws also ignore DR as though they were magical and silver.

**Special:** A fury with this feat that later contracts lycanthropy treats all their natural attacks as magical and silver.

### Greater Fury (Planar, Pulse)

The fury has gained a perfection of form that baffles their less skilled fellows.

**Prerequisites:** Str 16, Con 15, Fury, Improved Fury, must not be bestial.

**Benefits:** The cost to shift and maintain your form is reduced to 1 Pulse. You may shift as a move action. You heal at triple the natural healing rate for a normal creature of your race, and your claws ignore DR as though they were cold iron, magical, and silver.

**Special:** A fury with this feat that later contracts lycanthropy treats all their natural attacks as cold iron, magical, and silver.

### Patron God (Planar, Pulse)

This is an example of how a specific patron god might cross the boundary from the standard faceless archetypes like Patron God: Fertility or Patron God: War. There are thousands of patron gods out there. As long as you and your GM agree on what powers the Patron God might give, feel free to make up your own. We'll certainly have more for you in individual realm books as we release them.

### Patron God: Zanaa (Planar, Pulse)

As the goddess of deep thinking, strategic cunning, and righteous honesty in the Valon empire, Zanaa is rarely without her symbol - a round hoplite shield with the chess board pattern on it (complete with chess pieces set up for the start of a game). She is the helper of heroes and, as such, a perfect patron for you.

**Prerequisites:** Must not possess another Patron God.

**Benefits:** In exchange for your devotion, you are granted a choice from the following supernatural abilities. Pick one at Folk Hero rank, and then a second one when you reach Demigod rank (or pick two immediately, if you take this feat when you're already a Demigod).

*Aura of Truth:* By spending 1 Pulse as an immediate action, you gain a +10 insight bonus on Sense Motive checks to detect deception and feints in combat.

*Resilient In Battle:* By spending 2 Pulse as an immediate action, all allies within a 30-foot radius gain a +2 insight bonus to AC as well as gain DR 1/evil. This bonus lasts for 1 minute and can be extended by spending an additional 1 Pulse per minute.

*Divine Understanding:* By spending 2 Pulse as an immediate action, the character gains a +10 insight bonus on a single Knowledge type. This effect lasts for 5 minutes.



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