

SUZERAIN



Sample file

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 inter-orient 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 and say hello.

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Sample file



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

Level	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): <http://savagemojo.com/suzewiki/index.cfm>. 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 magic 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.

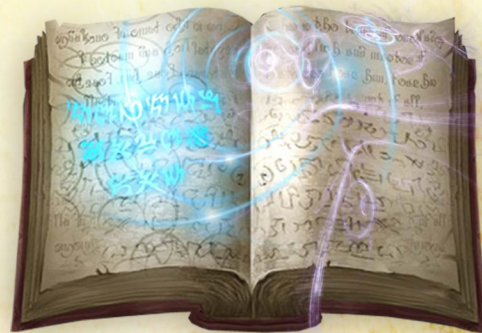
These changes are far-reaching, but limited to the 150-foot radius bubble around the characters. Those people outside the 150-foot radius of effect aren't aware of the difference around the demigod – they're part of one reality, but if they get closer than 150 feet, they become a part of another reality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

