

For centuries, groups and individuals have been striving for the ultimate power. They will stop at nothing to achieve it, including destroying the world as we know it. Through their actions, the thin wall between this world and the *Ignotus* has been eroded. The worlds are merging.

Characters who exist in the world of *Ignotus* are blissfully unaware of what is really going on. Well, most of them. Those who do know find it nearly impossible to stop what's happening. It can be stopped, though. It must be stopped.

The *Ignotus* campaign setting should be a challenge to experienced players and game masters. It's not for everyone, though. The characters must rely on their wits to stay alive, and uncover the truth behind the greatest conspiracy never uncovered. Brute force may prove lethal.

Newer players and GMs may find the setting useful to hone their skills and learn some new tricks.

It's a horror setting, designed to evoke a sense of fear in players, and maybe a sense of dread. The world is a very frightening place, indeed.

Ignotus ©

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Careers

The chance of someone remaining in a single job (or even a single field) through their working life is slim. In the *d20 Modern* © system, there are no rules for career changes. Some guidelines for careers are presented here, intended for use with the *Ignotus* © campaign setting.

Unlike starting occupations, careers do not offer huge bonuses to characters. However, a character who stays with one career (such as the starting occupation, other than student or street dweller) gains bonuses that characters who change occupations don't get.

For each level that a character remains with an occupation/career, that character receives 1 rank in two skills that are associated with the career. The character also receives an automatic +1 rank in the Profession skill per level, with the exceptions of the student and the street dweller occupations.

The character gains one bonus feat for every two levels that the character remains with a career. If the character changes careers, the last two feats gained this way are lost.

Changing occupations

If the character decides to change careers (or if the GM decides that the character has lost the position that the character held), the skills from the previous occupation become cross-class skills, and the skills of the new career become class skills. The new class skills may only be increased by no more than two ranks per level.

The character must have the bonus feat(s), if any, gained by the new career before that career may be taken. Also, the character must have a minimum of three ranks in the skills provided by the new career. The character will not gain any bonus feats from the new occupation.

The character's wealth bonus is affected by the career change, even if the wealth bonus is the same for both occupations. The wealth bonus for the new career will be one less than what it would be for a starting occupation. If the character returns to a previous career after having another occupation, the wealth bonus will return to the level that the character's wealth bonus was prior to leaving.

Early retirement

Characters who are away from their jobs for long periods of time (other than the street dweller and criminal occupations) will be given the option of early retirement without benefits. In this case, it is up to the GM to decide when the character's employment is terminated, and if the character will be able to find another job.

A guideline for this might be a profession check (DC 10 plus the occupation's wealth bonus and the character's level) to find if there are any jobs that the character is qualified for. (A character with too much experience might be overqualified for some jobs, or might be too old for a company to consider).

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