

A-Kon 15  
Special Edition  
Preview



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# Ignotus

modern  
horror

# Ignotus

## *Going Sane in an Insane World*

“Ninety-nine percent of the world is insane. People are living in denial, willful, blissful ignorance of what’s really going on. Of the other one percent, most of them, the lucky ones, are locked safely away, mostly pumped full of thorazine and lithium, and branded ‘insane’ because they are truly sane enough to know the truth. Some of them still wandering the streets, searching for answers to questions that shouldn’t exist. They’re hiding what they know, fearful they get locked up as well. Or worse. A handful have the power to understand what’s happening, and they have the power to stop it or perpetuate it. Do you think they’ll stop it? When it gives them power over the world? The universe? Life as we know it? Those are the ones in control, the ones locking people away because they get too close to the truth. They’re the ones that are spreading false leads on Who Killed J.F.K. to keep everyone from finding out why Kennedy was *really* shot. Johnson’s thirst for power? A convenient scapegoat. The Bay of Pigs and the Doomsday Clock at 11:59:59? Smoke and mirrors. The sacrifice of the Innocent King? Come on. Seriously. Kennedy was about as innocent as Judas. There’s a reason his brain turned up missing between Bethesda and D.C. Someone wanted to use him, even after his body died. Someone else had to stop that from happening.

“Guillotines being shipped into California. A potent virus spreading among wild game in the Rockies, which ‘escaped’ a research facility. Mad cows in the U.S., AIDS in Africa, West Nile, E. Bola, God knows what next. Look at Project 112. It’s an excuse for a police state. Kaczynski wasn’t too far off. McVeigh didn’t act alone, or with just one other. The C.I.A.’s golden boy in Afghanistan didn’t mastermind any plots. The Illuminati don’t do jack. They follow the leader, do as they’re told. Ironic. The name means, ‘enlightened,’ but they’re just running the fog machine. It’s all a hoax, a ruse, a big game that nobody’s going to win. Except the new gods, the ones running the show. And I can’t tell a soul. If I do, we’re all gonna pay.”

--from the diary of Howard Phillips (who was found hanging in a prison cell, an apparent suicide; he was serving 8 years for illegal possession of various psychotropic drugs.)

Welcome to the end of the world.

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<sup>©</sup>

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## Character Backgrounds

In the *Ignotus* setting, characters will have 1d4 random background traits. These range from family and friends to traumatic events or unexpected joys, prior to the beginning of the game. These are presented in a general manner; it is up to the individual players to provide details (if wanted). Some of these traits have benefits, some carry penalties, all of which will add to the flavor of the game without unbalancing it.

<u>d% roll</u>	<u>background trait</u>	<u>d% roll</u>	<u>background trait</u>
01	minor Shutter experience	53-56	supernatural witness
02-03	bullying victim	57	metaphysic surge episode
04-06	supernatural experience	58-60	shadow government witness
07	spiritual surge episode	61-63	drug experience
08-11	shadow government experience	64	psionic surge episode
12-14	inheritance	65-67	experience with a place of power
15	psionic surge episode	68	minor Shutter experience
16-17	unusual relative	69-70	child prodigy
18-20	psychotic episode	71-72	minor Shutter experience
21	metaphysic surge episode	73-76	witness to major crime
22-24	abuse victim	77	spiritual surge episode
25-26	unusual childhood friend	78-79	shadow government witness
27-30	child prodigy	80	minor Shutter experience
31-33	supernatural witness	81-82	seizures
34-35	participant in minor crime	83-85	major childhood illness
36	psionic surge episode	86	spiritual surge episode
37-38	supernatural experience	87-89	artifact inheritance
39-41	major childhood illness	90	supernatural experience
42	spiritual surge episode	91-93	shadow government experience
43	minor Shutter experience	94	metaphysic surge episode
44-46	involved in accident	95-96	unusual childhood friend
47-50	shadow government witness	97-98	drug overdose witness
51	minor Shutter experience	99	major Shutter experience
52	major Shutter experience	00	roll twice again

The experiences of childhood leave a lasting impression, and affect us into our adult lives. These backgrounds should be used to help the GM and players enhance their characters' personalities, and give players something to

build on during play. GMs can use these backgrounds as the beginnings of adventures. The events of a character's background may or may not be linked to each other; it is up to the GM to decide if, for example, an abuse victim

who had a metaphysical surge lashed out at the abuser with the energy. The details of some of these backgrounds should be unknown to players (especially the paranormal ones), though the experience may be well remembered by the character. The characters won't know exactly why any of these experiences happened.

Some of the backgrounds will require added role-playing, and will ask a little more from the players to flesh out the characters and

their personalities. Of course, there is no "right" or "wrong" way to play a certain character, but it should be remembered that some of these backgrounds affect people deeply.

*Background trait descriptions are detailed in the **Ignotus** © setting book.*

## Feats

*New feats are introduced in the **Ignotus** © setting book. Here are a couple of samples from the full version:*

### **Cheat Destiny** (Psionic)

With this feat, the psionic character may increase the odds of making his own saves.

**Prerequisites:** Psionic ability, Intuition (feat).

**Benefit:** A character with psionic ability may use power points to increase the bonus to one save (Fortitude, Reflex, or Will), as a free action. The bonus to the save lasts one round. The character may expend 2 power points to gain a +1 bonus to the save. No more than 10 power points may be used in this way.

**Normal:** A character's saves cannot be increased psionically.

### **Mystic Shroud**

A character who is able to use magic may use this feat to provide greater protection.

**Prerequisites:** Psionic, metaphysic, or divine spellcasting ability.

**Benefit:** As an attack action, the character may spend one Action Point per level to create a field of energy around a creature or object, which adds ½ the spellcaster's level + intelligence modifier to Defense. The energy field also grants a +2 bonus to saves. This effect lasts 1d6+spellcaster level rounds.

**Normal:** A spellcaster may only increase Defense bonus and saves through the use of spells.

## **POWER CRIT**

You may threaten a critical hit if you succeed in hitting an opponent.

**Prerequisite:** Base attack bonus +10, proficiency with weapon.

**Benefit:** You may spend an action point before making an attack with a weapon with which you are proficient. If the attack hits, it automatically threatens a critical hit (regardless of whether the attack roll

falls within the weapon's actual threat range). You must roll to confirm the critical hit, as normal. This is a supernatural ability.

**Normal:** You must roll in the threat range of a weapon, then confirm that threat to score a critical hit.

## **Skills**

*New skills are introduced in the **Ignotus** © setting book. Here are a couple of samples from the full version:*

### **Knowledge: Conspiracy** (Int, untrained)

This category of Knowledge allows the character to discern the validity of conspiracy theories, and search for the truth behind them. When a new theory is introduced to a character, he may make a Knowledge: Conspiracy check to see if he has any previous knowledge of the theory, and if the theory fits any other theories that he has come into contact with. This skill also gives the character a bonus when researching conspiracies. In interviews, the character may make a Knowledge: Conspiracy check (DC 10 plus the interviewee's Charisma modifier) to gather more information on any conspiracies that the interviewee may know of. When doing book or internet research, the character gains a +2 synergy bonus to his research roll for every five ranks in Knowledge: Conspiracy.

This skill may be used untrained, but only to discern the validity of the theory.

### **Presence** (Cha)

The presence skill reflects a character's strength of personality. Ranks in the presence skill allow a character greater control over how much, or how little, he or she gets noticed.

**Check:** The most common use for this skill will be when casting psychic spells. Spells which have an ability cost in addition to their point cost may have the added ability cost lowered to 0 with a successful presence check (DC 20 plus the ability cost minus the caster level). Spells with a wound point cost in addition to their point cost may have the wound point lowered by one-half (rounded up) with a successful presence check (DC 25 plus the wound point cost minus the caster level).

The character may also use the presence skill to make people notice him or her over other people (an opposed Presence check). A character with 5 or more ranks in presence may choose a +2 synergy bonus to either hide or move silently. A character with 10 or more ranks in the presence skill gain a +2 synergy bonus to both.

**Try Again?:** No; the character has only one chance to make a first impression.

**Special:** Psionic spellcasters treat this skill as a class skill.

**Time:** When used in spellcasting, this skill takes a combat action. Otherwise, using this skill is a move-equivalent action.

## Advanced and Prestige Classes

There are a bunch of advanced and prestige classes that have been developed specifically for the *Ignotus*

© setting book. Here are a couple of samples:

### **Shaman** (Advanced)

Shamans are healers and spiritual leaders. Shamanism has been found in almost every culture worldwide. They obtain their power through dealing with spirits and other supernatural beings, and are able to travel to the Lower World, the dimension in which the spirits reside. They are able to travel to the Lower world by altering their consciousness either by meditation, ritual (which is usually very painful), or psychotropic drugs. (The Lower World is different from the Ignotus.) Often, they only receive guidance and the aid of knowledge from the spirits that they deal with, rather than actual supernatural power.

#### **Requirements**

To qualify to become a Shaman (female: Shamanka), a character must fulfill the following criteria.

**Skills:** Concentration 4 ranks, Knowledge (Arcane Lore) 6 ranks, Knowledge (Behavioral Sciences) 4 ranks, Treat Injury 4 ranks.

**Feats:** Intuition, Psionic Skills.

#### **Class Information**

The following information pertains to the Shaman advanced class.

**Hit Die:** 1d6

**Action Points:** 4 + one-half character level, rounded down, every time the Shaman attains a new level in this class.

#### **Class Skills:**

Autohypnosis (Wis), Concentration (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Arcane Lore, Behavioral Sciences, History, Theology and Philosophy) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

<u>Level</u>	<u>BAB</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>Special</u>	<u>Bonus</u>	<u>Bonus</u>
1	+0	+1	+0	+1	<i>Endure Elements</i>	+1	+1
2	+0	+1	+0	+2	<i>Spirit Guide</i>	+1	+1
3	+1	+2	+0	+2	<i>Enter Lower World</i>	+2	+1
4	+1	+2	+1	+3	<i>Healing Journey</i>	+2	+1
5	+2	+3	+1	+3	<i>Guide Other</i>	+3	+2
6	+2	+3	+1	+4	<i>Spirit Advocate</i>	+3	+2
7	+2	+4	+2	+4	<i>Channel Spiritual Power</i>	+4	+2
8	+3	+4	+2	+5	<i>Dismissal</i>	+4	+2
9	+3	+5	+2	+5	<i>Portend</i>	+5	+3
10	+3	+5	+3	+6	<i>Slow Death</i>	+5	+3



## Ecstatica

The ecstaticae are mages who draw their power from heightened emotions. These may come from intense fear, anger, hatred, love, passion, or any other driving emotional experience. Also, some ecstaticae use mind-altering chemicals to achieve the ecstatic experience (though many of them do not return from such trips; some overdose on the drug and magic which leads to death or permanent insanity).

### Requirements

To qualify to become an Ecstatica, a character must fulfill the following criteria.

**Skills:** Concentration 6 ranks, Knowledge (Self) 3 ranks, Sense Motive 3 ranks

**Feats:** Intuition, one Metamagic feat.

**Special:** A magic surge (divine, metaphysic, or psionic) experience.

## Class Information

The following information pertains to the Ecstatica advanced class.

**Hit Die:** 1d6

**Action Points:** 6 + one-half character level, rounded down, every time the Ecstatica attains a new level in this class.

**Class Skills:** Autohypnosis (Wis), Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (pharmaceutical) (Int), Decipher Script (Int), Faith (Wis), Knowledge (Arcane Lore, Popular Culture, Self) (Int), Listen (Wis), Read/Write Language (None), Research (Int), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Spot (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

Class Level	BAB	Fort Save	Reflex Save	Will Save	Special	Spells per Day					Defense Bonus	Reputation Bonus
						0	1	2	3	4		
1	+0	+1	+1	+0	<i>Adrenaline Rush 1/day</i>	4	1	--	--	--	+1	+0
2	+0	+1	+1	+0	<i>Mystic Shroud 1/day</i>	5	2	--	--	--	+1	+0
3	+0	+2	+1	+1	<i>Poison Immunity</i>	5	2	1	--	--	+1	+0
4	+1	+2	+2	+1	<i>Adrenaline Rush 2/day</i>	6	3	1	--	--	+2	+0
5	+1	+3	+2	+1	<i>Lay on Hands 1/day</i>	6	3	2	--	--	+2	+1
6	+1	+3	+2	+2	<i>Pain Threshold</i>	7	4	2	1	--	+2	+1
7	+2	+3	+3	+2	<i>Adrenaline Rush 3/day</i>	7	4	3	1	--	+3	+1
8	+2	+4	+3	+2	<i>Mystic Burst 1/day</i>	8	5	3	2	--	+3	+1
9	+2	+4	+3	+3	<i>Emotional Control</i>	8	5	4	2	1	+3	+2
10	+3	+4	+4	+3	<i>Serenity</i>	9	6	4	3	2	+4	+2

## Starting Occupations

Along with new classes, the *Ignotus* © setting introduces new starting occupations. Here are two:

## Homeopath

Homeopaths are those who have chosen to pursue medicine in nontraditional ways, using natural cures and the body's own defenses to treat illness and injury. Chiropractors,

herbologists, and acupuncture/ acupressure practitioners fall under this category.

**Prerequisites:** Age 21+, wisdom 12 or higher.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Craft (chemical, pharmaceutical), Knowledge (behavioral science, earth and life science, technology, theology and philosophy), Research, Sense Motive, Survival, Treat Injury.

**Bonus Feat:** Select either Medical Expert or Educated.

**Wealth Bonus:** +2

### Parapsychologist

Parapsychologists are trained skeptics, looking for the truth behind supernatural events. Some have supernatural ability, such as psychic or magical power. Ghost chasers, paranormal investigators, psychic debunkers fall under this occupation.

**Prerequisite:** Age 20+, wisdom 10 or higher.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Concentration, Decipher Script, Diplomacy, Disable Device, Gather Information, Investigate, Knowledge (Arcane Lore, Behavioral Sciences, Earth and Life Sciences, History, Physical Sciences, Theology and Philosophy), Listen, Research, Search, Sense Motive, Sleight of Hand, Spot.

**Bonus Feat:** Select either Arcane Skills, Psionic Skills, Studious, or Trustworthy.

**Wealth Bonus:** +2

## Ignotus Creatures

*Along with conspiracies, power groups, places of power, and the dimension, of course there will be creatures to play with. Here's a new fiend and some puppies.*

### Fiend, Avarice

(Gionach, "The Philosopher's Pit")

This creature appears in its natural form as a tall, gaunt human, little more than skin stretched tightly across a skeleton. Its arms are disproportionately long, and it has long, thin hands that constantly reach toward any type of precious metal, especially gold and silver. It is cowardly, and will attempt to flee if attacked, rather than fight. Gionach are intelligent, though they are unable to speak any language other than Abyssal.

On the Prime Material Plane, Gionach "feed" by absorbing valuable items and precious metals. The more valued an item is to its owner (or the person who currently holds it), the more alluring it is to the Gionach.

When the gionach is reduced to -10 hit points or less, its body transforms into impure lead.

**Gionach:** CR 3; Medium outsider; HD 4d8+8; hp 24; Mas 13; Init +0; Spd 20 ft, climb 20 ft; Defense 19, touch 8, flat-footed 19 (+9 natural); BAB +4; Grap +9; Atk +8 melee (1d6+2, claw); Full Atk +8 melee (1d6+2, 2 claws), +7 melee (1d8+3 bite); FS 5 ft by 5 ft; Reach 5 ft; SQ fast healing 2, immune to electricity and cold damage, damage from silver (or other precious metals), sonic resistance 10, telepathy,

darkvision 60 ft.; AL evil; SV Fort +2, Ref +1, Will +6; AP 0; Rep +0; Str 14, Dex 11, Con 13, Int 10, Wis 13, Cha 11.

**Skills:** Climb +7, Hide +3, Listen +7, Read/Write Abyssal, Search +5, Speak Abyssal, Spot +7.

**Feats:** Archaic Weapons Proficiency, Alertness.

**Fast Healing 2 (Ex):** A gionach which has recently (within the last hour) absorbed any quantity of valuables gains the ability to heal 2 hit points of damage per round. The healing is reduced to 1 hit point of damage healed if the valuables were absorbed over one hour, but less than 24 hours prior to taking the damage. The gionach gains no fast healing if it has been over 24 hours since it last fed.

**Immunities (Ex):** A gionach is immune to electricity and cold. It is also immune to damage from silver, gold and other precious metals; instead of taking damage from precious metals, a gionach may, as a full-round action, absorb the source into itself and heal a number of hit points equal to twice the weight of the object absorbed. It may not heal more than its maximum hit points.

**Sonic Resistance 10 (Ex):** A gionach ignores the first 10 points of damage from a sonic or sound-based source.

## Murrain Dogs

Murrain dogs appear as normal dogs, though they are aggressive and vicious. They are often confused for strays. They travel in packs of two or more, searching for victims that they outnumber at least 2 to 1. They are joined by a collective mind, and are able to communicate telepathically. Although they have a single

consciousness, individual dogs act independently. They are able to use complex tactics, and change those tactics as a single organism when needed. Alone, they are weak. In groups, they are formidable.

**Murrain Dogs (small-size):** CR 1; Small Ignotus creature; HD 1d8; hp 4; Mas 10; Init +2; Spd 30 ft; Defense 14, touch 13, flat-footed 11 (+3 Dexterity, +1 Natural); BAB +1; Grap +0; Atk +4 melee (1d4 plus poison, bite); Full Atk +1 melee (1d4, claw), +1 melee (1d4, claw), +2 melee (1d4 plus poison, bite); FS 2 ft by 2 ft; Reach 2 ft; SQ brood mind, poison, scent; AL Ignotus, evil; SV Fort +1, Ref +4, Will +1; AP 0; Rep +0; Str 11, Dex 17, Con 10, Int 17, Wis 10, Cha 10.

**Murrain Dogs (medium-size):** CR 2; Medium Ignotus creature; HD 2d8; hp 8; Mas 11; Init +6; Spd 30 ft; Defense 15, touch 13, flat-footed 12 (+3 Dexterity, +2 Natural); BAB +2; Grap +0; Atk +4 melee (1d4 plus poison, bite); Full Atk +1 melee (1d4+2, claw), +1 melee (1d4+2, claw), +2 melee (1d4 plus poison, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ brood mind, poison, scent; AL Ignotus, evil; SV Fort +1, Ref +3, Will +2; AP 0; Rep +0; Str 14, Dex 16, Con 11, Int 17, Wis 10, Cha 10.

**Skills:** Bluff +4, Hide +5, Jump +4, Listen +5 (+10), Move Silently +5, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5.

**Feats:** Improved Initiative, Multiattack, Weapon Finesse (Bite).

**Brood Mind:** Murrain dogs have a strong telepathic bond, which allows them to act as a unit. As long as they are within 90 feet of another murrain dog, they are able to see, hear, smell, feel, and taste what others within 90 feet

of the other murrain dog sense. There is no limit on the range that a chain of murrain dogs are able to communicate, as long as none are more than 90 feet from another. When in combat, murrain dogs try to position themselves so that at least two are on one target. They will be able to keep tabs on almost anything that occurs around them this way. Murrain dogs in groups of two or more gain a +4 Dodge bonus against all attacks, a +3 bonus to hit rolls and saves, and a +2 bonus to all other rolls (which are not reflected in the statistics block). When they are over 90 feet away from other murrain dogs, they lose these bonuses. Also, when within 90 feet of other

murrain dogs, each individual gains the following: cannot be flanked, cannot be caught flat-footed, cannot be surprised, and see invisible (by scent and triangulation).

**Poison:** Murrain dogs' saliva is toxic, and causes 1d4 points of dexterity damage on a successful bite. A secondary effect is an additional 1 point of dexterity damage the next round. A successful Fort save (DC 15) will counteract the effect.

**Scent:** This ability allows a murrain dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. They gain a +5 bonus to skill checks that involve detection.

***But wait... There's more!***

*Along with all of the new stuff designed for the **Ignotus** © campaign setting, you also get a bunch of rules options for a more realistic modern game. There is a new field of technology, as well. And for the flavor of the fantastic, there are magic items and artifacts.*

*The campaign book weighs in at over 160 pages of info, and includes adventure threads and adventures to enhance your game! Tips on bringing existing characters into the Ignotus, and more! Over 200 pages of game!*

*And another copy of the Open Game License!*

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