

IGNORN

ANY ERA

The Ignorn are silicon-based, vaguely humanoid sentients. They are experts in genetic engineering, specifically botanical, and much of their technology is based on modified flora. They are covered in genetically-manipulated moss and lichen. They have developed a kind of anti-gravitic moss that they put on their bodies to make moving easier, but they only rarely share such miraculous biotechnology with outsiders.

EXAMPLE VALUE: *Get There First.*

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Reason
- **TRAIT:** Ignorn. As silicon-based lifeforms, they are immune to many biological problems, such as toxins and suffocation. They subsist on geothermal energy, but can also subsist on solar exposure, with modified lichen enhancing the absorption rate. They are quiet and watchful. As stone, they are resilient to force, and can tolerate excessive heat, but coldness could adversely affect them, causing cracks in their stone.
- **TALENTS:** The character receives access to the following talents.

ANTI-GRAVITIC MOSS

REQUIREMENT: Ignorn.

You have access to anti-gravitic moss, which enhances your ability to move despite the heaviness of your stone body. Once per mission, you can transfer some of your anti-gravitic moss onto an object as an Advantage. This cannot be done during combat or applied to a moving object (or something not in your possession), as it takes time and care.

IGNORN STONE BODY

REQUIREMENT: Ignorn. Must take at Character Creation.

You have Resistance 2 to physical force but not energy. Also, your melee attacks gain the *Intense* effect, due to the force of your blows.

