



Academics-

A Sigil Prep guide to character advancement

Academics at Sigil Prep

Sigil Prep offers the widest variety of adventuring education opportunities of any school in the known planes. Whether you're looking to be the boldest Fighter, the most powerful Wizard, or the most whatever-Factotums-do Factotum, we have the resources and skills to help you be the best in your field. We take adventuring seriously, and there is no area, magical or mundane, in which we don't strive to offer the greatest instruction available.

Arms and Armaments

Whether you prefer to wield a longsword and protect yourself with chainmail, or you want to poke your foes with a trident while donning seashell armor, we offer expert training in every form of combat we can think of. The most standard of axes and bludgeons, or the most exotic things with one weapon on one end and another on the other. The finest steel plate, or the weirdest chest plate made of dead insect parts. If it has to do with battle, we know our stuff.

Life Skills for Adventuring

Whether you call them Feats or Skills or Non-Weapon Proficiencies, whether it has to do with navigating the dungeon, talking your way out of trouble, problem-solving, or just maintaining your hobbies, we have top-rated courses in every possible interest an adventurer might have. Athletics, History, Seafaring, or Harp Playing. You can't be too well-rounded.

The Arts Arcane

Nobody knows magic like Sigil Prep knows magic. Well, the Great School of Magic at Glantri, maybe. But nobody's as diverse in their magical education. From lobbing fireballs to deciphering script. From making rogues feel bad because you can replicate everything they can do, to making fighters weep because you just do way more damage. We know where the true power is at, and we'll teach it to you.

The Power of Faith

One of the few schools with a comprehensive Divine magic program that doesn't subscribe to any particular faith, Sigil Prep can help you be a Cleric, Paladin, or Favored Soul whether you worship Oghma, Obad-Hai or Odin. We can even guide you through the cult of Yeenoghu. But don't tell your mom. Unless your mom is a gnoll.

And so much more...

Let Sigil Prep be your choice for the best in adventuring education.

Character Progression

Sigil Prep, as a campaign setting, revolves around students at a school. Therefore, many character choices, from what spells you know to what feats, skills, or class features you take, are assumed to be the result of your classes and/or training. The DM of a Sigil Prep campaign, then, has to decide how much of a character's progression comes from XP, as in most D&D games, and how much from education.

In this section, we'll look at several options, and allow the DM to choose which is right for his campaign.

The Four-Year Degree

As Sigil Prep is largely patterned after American universities, and uses similar nomenclature, it's first necessary to define the following terms. All of this information is based on students taking and passing an average course load during four years of university. Depending on the institution's requirements and the student's ambition, students may enter these "years" earlier or later than average.

A **Freshman** is a first year student, from the time of enrollment until he meets his school's basic requirements for that year. (Somewhat demeaning slang term "Frosh" or "Fresh-meat" may be used by upperclassmen).

Second-year students are **Sophomores**. By the end of this year, most students have completed basic educational requirements not related to their majors, but in Sigil Prep, this is more vague.

In the third year, students are **Juniors**, while fourth year students are **Seniors**. Degrees are usually earned by the end of the fourth year.

Of course, there are also **Graduate Students**, working toward higher degrees.

What that means for Sigil Prep

Much of the rest of the Sigil Prep documents assume Seniors are more powerful than Juniors, who are more powerful than Sophomores, and so on. How powerful can vary depending on your view.

High Powered Sigil Prep game: Freshmen range from levels 1-5; Sophomores, 6-10; Juniors 11-15; Seniors, 16-20. Grad students are 20+, if the rule set you're using allows it. This allows for some very high-level adventures, although some DMs and players may object to 20th level characters still being "students." Good for very broad comedy, and anime-inspired games.

Mid-level Sigil Prep game: Freshmen range from levels 1-3; Sophomores, 4-6; Juniors 7-9; Seniors, 10-12. Grad students will be 13-15. A good mix that allows student PCs to get powerful, without being thoroughly over-the-top.

Low-level Sigil Prep game: Only two levels per school year. Freshmen reach level 2, while sophomores range from 3 to 4. Juniors, 5 to 6, and Seniors 7 to 8. Good for more realistic games, but missing out on some of the potential absurdity.

In all cases, professors, especially tenured professors, are assumed to be over level 20.

Leveling Characters

The biggest question, then, is how characters gain levels. The most traditional way is by experience points, as per most D&D games. However, in doling out XP, how does that affect the character's educational standing? (The following options assume a Mid-level game, as defined above)

1. The character automatically graduates to the next year when he reaches the appropriate level. For example, after ridding his dorm's basement of a zombie infestation, Jozan has enough experience to reach 4th level. Even though it's only the fifth week of his first semester, faculty determines he's earned enough credits to become a Sophomore.
2. Once the majority of PCs have reached 4th level, the DM may just assume a passage of time to the next school year, and everyone is considered a Sophomore.
3. The DM ignores character level and the student's year is based entirely on in-game time. Thus, if it's been less than a semester in-game, the characters are still Freshman, regardless of level. This can lead to 6th level freshmen or 12th level sophomores depending on how long each game year takes, but the DM and players may find this acceptable and even fun. However, NPCs should be taken into account; the DM may wish to keep Regdar or Alhadra, for instance, higher level than the PCs for story purposes, so they, too, may be absurdly high level.

On the other hand, the DM may decide to forego XP altogether, and base advancement entirely on in-game time. For instance, in a mid-level game, the freshmen characters start at 1st level. When the game time reaches fall break, the DM allows all PCs to level up to 2nd level, then to 3rd level before spring break.

Whichever case, remember, Sigil Prep is meant to be fun, and not terribly serious. Use the method that leads to the most fun for you and the group you're playing with.

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