

Digital Drip



PCs of Today

Sigil Prep 2.0

So early in 2018, I started a new play-by-post Sigil Prep game, and with no plTHOOK.net, I created my own forum to run it on. At this writing, the game is running, and has already amassed a fair amount of excellent player characters.

There's some awesome players in this game, just like there was in the original Sigil Prep game. Some quirky folks running the gamut from a squirrel-obsessed druid to a gradually shrinking frog-person to a homeschooled tiefling whose joyful prayers to Asmodeus are innocent and sincere. And many other great PCs as well. And here they are.

(Races or classes marked with an asterisk (*) are from third-party sources)

Annastrai

Race: Drow

Class: Bard

A princess in both the literal and sarcastic sense, Annastrai was a young Drow who felt superior to and unappreciated by the surfacers around her, but she didn't last long enough to really explore that.

Status: Inactive

Blue

Race: Miniature Giant Space Hamster (uses Aasimar stats)

Class: Mystic **Mystic Order:** Order of the Wu Jen

Blue is a tiny hamster with vast mystic powers. Intelligent but still largely guided by instinct, Blue is attracted to snacks and people who are nice to him. In the original Sigil Prep campaign, Blue was a companion to the PC Korwan (and is currently played by Korwan's player), and seems to remember the old continuity, even though the current Sigil Prep campaign is a reboot, not a continuation.

Blue likes fire, and has a number of fire-based abilities. He pals around with an awakened, psionic squirrel named Teal, who isn't as smart, but is equally energetic and possibly even more distractable.

Status: active PC



Caeruleus

Race: Aasimar

Class: Bard

Described as a quirky nihilist on his character sheet, but he didn't post enough to really get any insight into his character. A shame, because his player is a friend (actually, one of the best friend's of my artist buddy David, who plays Rae Quetzali in this game).

Status: Inactive

Doen Greener

Race: Cliffwalker Shifter

Class: Druid **Druid Circle:** Circle of Squirrels

An unapologetic expy of Squirrel Girl, Doen was a fun character who was perky, energetic, easily distracted, and obsessed with squirrels. She got along well with fellow PC Hano, and was a quick favorite among the players as well as the characters. Sadly, she didn't stay with the game very long.

Status: Inactive as a PC, but continues as an NPC

Doraad Dhakaan

Race: Hobgoblin

Class: Wizard

I'm going to admit to liking Doraad, but he didn't really last long enough to know much about his character. Aside from the odd class/race pairing of Hobgoblin Wizard, he seemed to be a more serious

character among the pool of eccentricity he found himself in, but he didn't stay long beyond the introductory story arc.

Status: Inactive

Frances De'Shalas

Race: Magic Fluke Skeleton*

Class: Bard **Bardic College:** College of Whispers

Frances had a bad pre-game relationship with a necromancer, and now he's a skeleton. Although covering himself top to bottom when not at Sigil Prep, with thick gloves and a full-face mask, he can't really hide the fact that he's abnormally thin.

Despite his current state, he's a good-natured guy who enjoys music and fears dogs.

He's presently in a relationship with fellow PC, Makihara.

Status: active PC

Hano-tсах

Race: Tabaxi

Class: Ranger (revised version) **Ranger Archetype:** Horizon Walker

Hano is a curious cat. In a different mood, I'd probably write this profile in the form of a parody of "Rum Tum Tugger" from the musical Cats, but I'll spare you. She's excitable, has a very short attention span, and likes to climb things. She has a strong

sense of freedom and a strong annoyance with confinement, both physical and metaphorical.

The usual "cat-person acts like an actual cat" tropes. But Hano is fun and interacts well with most of the cast. She does have territory issues with Jennifer's kitten, though.

Status: active PC

Inoue Shiori

Race: Human

Class: Rogue/Monk

Shiori is the daughter of the leader of a clan of ninjas from a hidden village in Kara-Tur, and also of a suave, irreverent roguish man. She went to Sigil Prep, her father's alma mater, but her mother is very insistent she concentrate very intensely and totally on her studies. She spends much of her time very worried that her mother will find out she has extracurriculars, or that there's no classes on the weekend, or that they have holiday breaks. Discipline is important for Shiori, mainly because of her mother. She, herself, finds the lack of constant supervision exhilarating. And nerve-wracking.

Status: active PC

Jennifer Chamo

Race: Fierna tiefling

Class: Cleric **Divine Domain:** Hellfire Domain

The daughter of Chamo, one of the Dukes of Hell, Jennifer was homeschooled and had few companions outside of her diabolic siblings. She came to Sigil Prep full of naivety, a total devotion to





(her understanding of) lawful evil, and a passion for a series of trashy young adult novels, the Dawn Knight series.

Although devoted to law and evil by her (raised in Hell) understanding of it, she is an extremely nice, friendly, and eager-to-help young woman. Her spellcasting is always in the form of a humble, fumbling prayer to Asmodeus, along the lines of *“Dear Asmodeus, sorry to bother you when I know you have a lot going on, but if it’s not too much bother, I’d like to borrow the blessing of your Hellfire to burn these pretty unpleasant guys attacking us. That would be great, thank you, Nos Nihil Ante Vos.”*

Jennifer has a pet hellcat kitten who, so far, hasn’t destroyed the dormitory.

Status: active PC

Leo Delgado

Race: Half-Elf

Class: Bard

Bardic College: College of Lore

A jovial and friendly cowboy, Leo greets everyone with enthusiasm, and is even polite in his dismissal of those rare folk he decides he doesn’t like. A handsome fella with a high Charisma and a talent for (not always intentional) flirting, Leo attracts crushes from a large number of acquaintances, not always aware that this friend or that one is utterly smitten with him. He greets everyone as a friend, at least until they prove otherwise.

Leo enjoys playing music and, at the time of this writing, is actively trying to form a band with fellow PC Frances.

Leo’s player was from the original Sigil Prep game, during which he played Roxy d’Cannith.

Status: active PC

Litharos Xanibog

Race: Human

Class: Druid

Druidic Circle:

More interested in vermin than the cute and/or powerful beasts most Druids favor, Litharos is a Goth kid who tends to get lost in his own thoughts and is rather socially awkward. He’s working to join in with others, but tends to find interactions uncomfortable.

At the time of this writing, he’s the newest PC and I haven’t gotten a total feel for him yet.

Status: active PC

Lorenzo Thuya

Race: Lizardfolk

Class: Barbarian

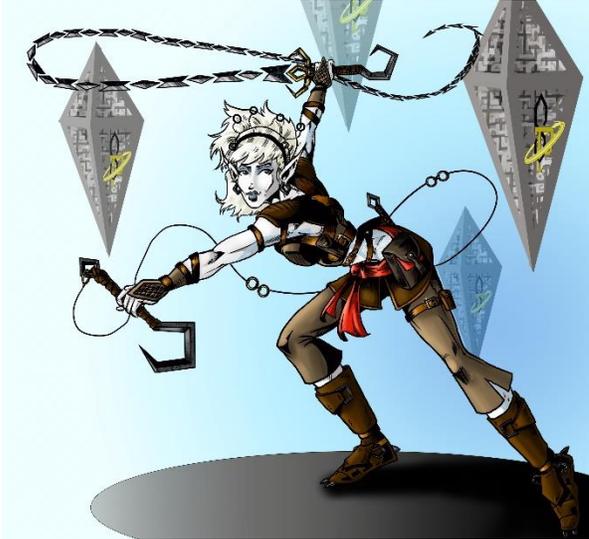
Primal Path: Path of the Division A Wrestler

Lorenzo is the smallest of a large group of siblings, and even then, he tops seven feet tall. He’s boisterous and friendly, much more civilized than his playfully violent (if a bit dimwitted) brothers and sisters. He’s made friends rather quickly, and enjoys exploring and brawling. He has a fondness for his mum’s cooking, although it can be rather debilitating on the digestive systems of his mammalian friends.

He's taken a job hunting exotic animals for Bad Max's Exotic Pet Shop and Butchery, and enthusiastically encourages his friends to hit Max up for employment as well. He is presently in a relationship with kobold PC Saccha.

Lorenzo is played by the same player who was Iltinger in the original Sigil Prep game.

Status: active PC



Makiharra

Race: Kor

Class: Craftsman*

Hailing from Zendikar in the Multiverse Next Door, Maki is extremely enthusiastic about her skills as a crafter, making and offering to make gear for her friends and for sale, flitting from one project to another, not always completing everything she lays out. She joined the cheerleading squad without knowing what a cheerleader is, and is trying to weaponize the uniform. Learning that the Magic: the Gathering card game exists as a card game within the Sigil Prep universe, she's struggled with an existential crisis, unsure if her entire reality isn't just somebody's construct.

The player has described her as a tsundere, but as of this writing, that hasn't really come out in gameplay to any great extent. She is in a relationship with fellow PC, Frances.

Status: active PC

Marty Martinson

Race: Human

Class: Rogue

Roguish Archetype: Arcane Trickster

The seventh son of a seventh son, Martin Martinson was destined for... something. But sometime prior to coming to Sigil Prep, Mordenkainen decided he didn't want that something to happen, and cursed Martin by changing his physical sex, thus making her no longer a seventh son.

With the physical change, Marty has also found herself identifying more and more as a woman, although she denies it to herself, and develops rather frequent sexual attractions to men. She is on a quest to reverse the curse, but the formula requires many items, some of them conceptual, that must be obtained by extraplanar beings of each alignment. The quest seems to have recently fallen by the wayside.

Marty is played by the same player who was Pembe Erasilmus in the original Sigil Prep game.

Status: active PC



Rae Quetzali

Race: Siren

Class: Rogue/Bard

Hailing from Ixalan in the Multiverse Next Door, Rae was a pirate with the Brazen Coalition, who came to Sigil Prep to sharpen her skills. She is a friendly, outgoing person who enjoys company, but is heavily drawn to the sea (and since she discovered it, Spelljamming). Rae has a deep fascination with dinosaurs and a passion for collecting maps.

Rae's player is also the main artist on the Sigil Prep website (see attached), and played Merrick Gaspar in the original Sigil Prep game.

Status: active PC



Saccha Meijch

Race: Kobold

Class: Witch*

Witch's

Craft: Gingerbread*

Relentlessly cheerful and oddly demure, Saccha seems more interested in her baking than adventuring, although she has managed to combine the two in unique ways. She dresses in extremely tacky clothing, and generally enters any scene with a tray of muffins she offers to everyone nearby.

She has a massive attraction to lizardfolk PC, Lorenzo and the pair are in a steady relationship.

Status: active PC

Sarah McAllister

Race: Human

Class: Rogue

Roguish Archetype:

Hailing from a world where the military is the dominant power, Sarah came to Sigil Prep to learn more about the arts of war, but has so far learned more about the art of socializing. Still fascinated by gunpowder and gunsmithing, she is also finding herself expanding into new interests. She pledged for a sorority that turned out to be composed of werewolves, and has so far, with the help of an enthusiastic insta-friend Volka, kept the leader of the sorority from learning Sarah herself isn't a lycanthrope.

She has started dating sorority member Waya, a little uncertain if werewolfism can be contracted by casual (heavy) makeouts.

Status: active PC

Shiki

Race: Vampire*

Class: Warlock

Patron: Hexblade

A naïve and pleasant young lady, in direct contrast to her vampire warlock nature. She was extremely nice, but only posted a few times before leaving the game, so we never got a real feel for her.

Status: Inactive

Signite Ashdown

Race: Phoelarch*

Class: Sorcerer **Sorcerous Origin:** Phoenix Sorcery

He linked his character sheet, but I don't think he actually posted in character at all. I wouldn't normally include a character that submitted a character sheet but never started playing, but he made it all the way to getting a room assignment...

Status: Inactive

Silgon

Race: Dragonborn

Class: Monk

A straight-talking, amicable sort of dragon person, Silgon was an early favorite among his fellow PCs, but behind the scenes, the player (a friend of a good friend) wasn't comfortable with the amount of in-character fourth-wall breaking and quietly but apologetically left.

Status: Inactive

Simon Rigel

Race: Human

Class: Rogue **Roguish Archetype:** Chrono Hopper*

Bearing an abberant dragonmark and associating with House Tarkanen back on Eberron, Simon is a young man trying to find himself. Using a copy of the Sharn Inquisitive as a rapier, he has a few quirks, which may tie back to his abberant mark, and is the first PC in the new game to find himself a (probably) recurring nemesis, the time-traveling vampire Retsam.

Status: active PC

t'Nee

Race: Grung

Class: Monk **Monastic Tradition:** Tiny Dancer

Despite worshipping Wastri, a god of bigotry, t'Nee (although considering himself racist) gets along quite well with everyone. A perky, bizarre little frogman, t'Nee takes most things in stride (although his gradual shrinking concerns him a bit). He does have a thorough hatred for bullywugs (pronounced "asshole" in the Grung language).

Status: active PC

Unit 001

Race: Warforged

Class: Mystic **Mystic Order:** Order of the Soulnife

Directly constructed by the Lord of Planes, Unit (who prefers to be called "One," but everyone calls him "Unit") is a warforged supremacist who tolerates the fleshbags around him, as long as they

don't touch him. He is extremely arrogant, but he nonetheless socializes with his organic peers (or at least does things that puts him in their proximity).

Unit is a returning player and character, having played Unit 001 in the original Sigil Prep game. The game is a reboot, so this is a fresh, younger Unit with none of the original's experiences, but every bit of his arrogance.

Status: active PC

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