



Chapter One: Character Creation

Step One: the Hook

Sigil Prep is a comedic game that's intended to be broad and over-the-top. Most PC characters are going to want to have something humorous, quirky, or unique about them. Think about D&D stereotypes, but also college tropes and clichés, the about how to exaggerate them. The jock, the overachiever, the third-year freshman. What are some of the problems of college life? Sending home for money, having a terrible roommate, the class you need most is too early in the morning. Now how do I associate those problems with D&D?



It's suggested (by me) that the first thing you look for in your Sigil Prep character is their Hook. What's fun and unique about them, and what makes them suited for Sigil Prep over another setting?

Sigil Prep is not a hack and slash setting where fighting monsters is first and foremost. The roleplaying and interaction between characters is front and center, so you want a character that's going to be fun to play even if a fight never breaks out. But if adventuring comes calling, you also want a character who can contribute to the action. A good Hook gives you a character that you'll enjoy playing, whatever comes up.

Example A: *Chris decides to play Roxanne d'Cannith, daughter of the baron of a major political House from the world of Eberron. She's a hedonistic party girl with no time for boredom, and a maxed out INT score that makes her classes a passing diversion rather than a priority. This hook allows quite a bit of flexibility, and a personality that, for good or ill, will interact well with other PCs and NPCs. Nothing in the hook limits Chris's character building options (over than being from House Cannith requiring Roxy to be human), so she can be well designed for adventuring. This is probably a hook that will lead to a fun character.*

Example B: *Bill comes up with Arin, a shy boy who's terrified of bullies and naturally assumes everyone who approaches him is there to hurt him. He's a pushover that will either run from danger, or blindly follow the commands of any assertive person. The character is, from the start, being created from a Hook that would seem to avoid both social and adventuring interaction, and thus, keeps him from the heart of the game. This Hook probably won't be much fun for the player in any event (although it might create a useful NPC for the DM).*

Example C: *Dan decides to create Gutboy Barrelhouse, Dwarven Fighter. His only goal with the character is to make him as optimal in melee combat as possible. While a perfectly reasonable character for games more devoted to dungeon crawls and constant danger, nothing in this character concept leads to any*

role-play interaction at all. The character completely lacks a Hook. If Dan takes to the roleplaying style of the group, Gutboy's personality might come out in play, but this is definitely not a Sigil Prep character from its design.

GOOD HOOKS THAT ARE TOO LIMITING

Some Hooks seem hilarious on paper, and might be fun for a session or two, but the joke will quickly wear thin, and you'll be left with a character who has more limitations than you'd initially planned. Sometimes these characters would be better served as NPCs, who don't have the spotlight and can show up when their quirk is appropriate. But it's possible some of these limiting quirks can also be salvaged by switching them up a little.

Example: *Rich wants to play Nyaaguh!, a half-orc bard who was born deaf and mute, with an 8 Charisma. Nyaaguh! carries a sousaphone around with him, which is both his instrument and weapon of choice (treated as a greatclub with the DM's permission). Dropping his CHA to 8 (in 3rd edition, the version Rich is playing) prevents a Bard from using any spells and grants a penalty to nearly all his class abilities. Nyaaguh! is very fun to interact with in roleplay, but is not terribly useful in adventures.*

An easy fix to Nyaaguh! is to change his actual class to Barbarian, although in character he continues to identify himself as a bard and attends bard courses. The same jokes can be made—terrible music-playing, unintelligible attempts at using Charisma skills, and such—but he becomes useful in combat. His Rage abilities can come naturally from his anger at failed attempts at charming people.

The important thing, though, is that your Hook is fun for you and the other players. A character with an irrational fear of muffins might be fun, but if it makes him lash out blindly at your fellow PCs with lethal force, you might find your muffin-hating paladin to be ostracized.

Whether you're a necromancer who uses computer coding lingo when describing making zombies, or a changeling who wears identities like outfits, the right choice is the choice you're having fun with.

Step Two: Class/Race Combo

The decision of class and race is not entirely different in Sigil Prep than for any other campaign. Some race/class combos are advantageous, others less so. Halflings make good rogues, tieflings are very capable warlocks, half-orcs excel as barbarians.

But there is nothing wrong with sub-par combinations, if that is the character you want to play. In Sigil Prep especially, odd combinations can be fun, just from the contrasts and humor that can come from them.

For example, Shawn wishes to play Jaro Bytheway, a Halfling barbarian. With a strength penalty, he comes into his class with a handicap, but Shawn is amused by the idea of an especially tiny Halfling dressed in heavy furs and lugging about a greataxe much too large for him. Because this is a comedy game, the GM is going to allow Jaro's axe to appear as a man-sized weapon, but still be treated as Halfling-sized for Jaro to wield it.



Step Three: Equipping Your Character

When it comes to equipping your Sigil Prep character, the rules are not terribly different from any other D&D character you might make. Use the rules for the edition you're playing in, and equip him for adventuring.

However, certain concessions are made for the purposes of Sigil Prep.

DAY-TO-DAY LIFE

The character is assumed to have basic items such as normal clothing, pencils, paper, most textbooks*, and such. It can be assumed the character has a small allowance, part-time job, or expense account to cover these things, as well as food and drink. The characters shouldn't be financially penalized for ordering pizza or going out to a club. Unless the night out is especially extravagant: "we're hiring a band and renting out the entire club and paying for luxury carriages to take us there" might be something they'll have to fork over gold for.

Make sure the DM is aware of your source of financing these small expenses, though. It's a potential story hook if that source dries up: Dad is under investigation and his money has been confiscated, the PC's job has let him go, "hackers" have stolen your expense account and hidden it behind a literal firewall (in the Elemental Plane of Fire).

**(The DM always has the right to declare that the bookstore is sold out of 'Ancient Magicks of the Desert of Desolation' and the only known available copy is buried in an undead-infested tomb.)*

TUITION

Similarly, Tuition is considered covered by parents, scholarship, a job, or financial aid. Although it is a genuine expense in the real world, it's also not fun to be told you can't play the game because your first level character doesn't have 5000 gp to fork over.

Again, the DM should keep track of each PCs' method of paying tuition. Scholarships may have requirements that lead to off-campus quests, or financial aid could dry up and the student will need to



do a favor for Dean Shemeshka to get it reinstated. Maybe your paladin PC did something to embarrass her order and needs an atonement quest to keep her scholarship, or your wizard's parents hate the girl he's dating and are cutting off funding unless he dumps her.

In any event, even after adventuring, the student shouldn't be forking out his earned treasure for his tuition just to participate in the game. Any "threat" to his scholarships or funding should be a story hook, not a means of potentially removing him from the game.*

**(on the other hand, if the character wishes to play a "townie" or a drop out who lives nearby and simply hangs out and adventures with the student PCs, that is a conceivable idea that could be discussed between player and DM.)*

ACTUAL EXPENSES

The character *does* need to pay for adventuring gear, especially armor and weapons, and for such things as magic item creation. School-related adventures should offer treasure just like adventures in other games, although the DM may decide some of this treasure is "de facto." In other words, the treasure is not real, but simulated for "genuine adventuring experience" by the school. Although this "de facto" treasure can't be spent in town, it could be traded with the school for gear created by students in the Armor Forging or Magic Ring-Creating labs.

In a similar vein, it is assumed that students in magic item creation courses are creating numerous magic items (presumably kept and sold by the school), but they only need to spend their own resources on those items they craft for themselves.