



Chapter Three: Majors

(Classes of Sigil Prep)

Majors

The Fifth Curriculum followed the relatively short-lived Fourth Curriculum after too many students sprained their ankles trying to keep up with when they could Shift and when they had to take a full move action. Months and months of test-teaching ensued, where students were allowed to audit classes taught by professors who were trying to hammer out exactly what worked and what didn't.

The end result was a curriculum that tried to compromise on structure and choice.

As in Curriculums past, the main focus of your adventuring education is your Major, but there are many paths in each major to allow for exactly the focus you want. The amount of non-major electives available is considerably smaller than the last couple of curriculums, but much better than the first go-round, so there's that.

All majors in the Fifth Curriculum offer various paths students must choose between to guide themselves toward the adventuring education they desire. Want to be a spellcasting fighter? Or an Underdark-dwelling Druid? Want to be a knock-off of *Avatar: the Last Airbender*? We've got you covered.

The program offers an assortment of majors:

- **Artificer**
- **Barbarian**
- **Bard**
- **Cleric**
- **Druid**
- **Fighter**
- **Monk**
- **Mystic**
- **Paladin**
- **Ranger**
- **Rogue**
- **Sorcerer**
- **Warlock**
- **Wizard**

Each of these majors is detailed in its own section, for your convenience.

Changing majors is a more streamlined process than it has been in the past, allowing students who cast spells to change majors even late in the process without having to start all over with Freshman level spells. We're kind of proud of this system. So, could somebody explain it to us?

Majors vs. "Majors"

Although in most cases, a PC's major is the same as his character class, there are instances where the player may decide his character's field of study is something other than his character class.

This can be as simple as him defining his character as an Elvish Literature major (while progressing as a Bard or Wizard) or a History or Biology or Communications major.

In some cases (such as example character Nyaaguh), the character may be enrolled as one Major (in this instance, Bard), but actually progress as another class (Barbarian). If this makes sense in the character concept, let it happen. Hang a lampshade on it and move on.