



Chapter 6- Electives

(Proficiencies, Skills, Feats, and more)

Elective Courses

Although most of your academic career will involve courses directly related to your adventuring major, several electives are required or encouraged to make you a well-rounded hero of the realm. Ranging from basic skills and proficiencies to aid in your everyday life, to exceptional feats that expand on your overall capabilities, careful selection of electives is important.

Basic Proficiency Courses

All majors require some level of basic proficiency training, to build basic competency in areas related to your adventuring career, or simply to enhance your everyday capabilities. Your selection of proficiency electives will help strengthen your later career choices, and your role in any adventuring parties you may care to join.

Weapons and Armor Training: Regardless of your major, if you are in an adventuring program, you're going to need some level of weapons training, and most of you will be studying at least the most basic uses of armor. We offer a wide variety of options in this regard, whether you're looking for the most basic sword and shield training, or something much more exotic.

Standard Skill Training: A number of skills can be improved by directed training, whether you're interested in Acrobatics or Investigation. You may have an advantage in certain skills over others, depending on how you score on your Intelligence Quotient, Wisdom Quotient, Charisma Quotient, Strength Quotient or Dexterity Quotient tests.

Artistry Training: In addition to basic skills, you can also enroll in any number of artistry courses, most of which require some manner of tools, be it disguise, carpentry, herbalism, and even thieves' tools. Learning to pick locks is an art. Honestly.

Featured Elective Academic Talents ("FEATs")

Students have several options in expanding their talents by taking Featured Electives, often called "Feats" by the students. These are much more involved and require more intense training than basic proficiency courses. Several are available, though they are completely optional. Students don't need to take them to complete any academic requirements.

Languages

Sigil Prep teaches a bolder and broader selection of languages than nearly any school in the planes. From Common as a Foreign Language to exotic tongues like Primordial and Infernal, if it can be taught, we teach it. It's not unusual for students to take foreign languages, and in the current state of the universe, the number of languages is... manageable. Much more so than in the past. Seriously, how did they have enough professors to even teach the range of languages in 1e?

The school teaches many of the regional languages of the core worlds, such as the languages of Faerun, Oerth, Krynn and others. In addition, numerous racial languages are taught.

The Classes You Aren't Taking

Although this document primarily talks about "classes" as they relate to game statistics, you can also assume your character is taking classes unrelated to the numbers on your character sheet. In between your 8 AM Sneak Attack and your 11 o'clock Stealth class, your Rogue might have Trigonometry or Civics. This is entirely up to you.

Students with long memories may recall the so-called “Alignment tongues” from the first curriculum, which students were required to take despite no one actually ever using them. These actually correlate to outer planes languages which are still available today (Abyssal = Chaotic Evil, Celestial = Lawful Good, Infernal = Lawful Evil, Modron = Lawful Neutral, Slaad = Neutral Evil, others uncertain at present), but they are no longer required.