

# Character Creation

Although *Sigil Prep* is built on the groundwork of the 5e ruleset, there are some distinct differences between it and standard 5e games. While it uses 5e combat and environmental rules (key terms are summarized in the glossary at the end of this booklet) and familiarity with those rules is expected, the character creation and advancement rules are distinctly different.

## Character Abilities and Ability Checks

*Sigil Prep* characters have the same array of abilities as do characters in standard games: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. You and your group can use any means you prefer to determine your ability scores.

Most of the rules for ability checks, ability contests, and adding your ability modifier apply; what follows are instances where the rules are modified.

### **PROFICIENCY**

*Sigil Prep* games offer three tiers of proficiency.

**Trained-** If you are trained in a skill or weapon, you add half your proficiency bonus when making a check with that skill or an attack roll with that weapon.

**Proficient-** If you are proficient with a skill or weapon, you add your full proficiency bonus when making rolls.

**Expert-** If you are expert with a skill or weapon, you add double your proficiency bonus.

### **SKILLS**

Skill checks are a subset of ability checks. There are more and different skills in the *Sigil Prep* game than there are in standard games, and it is somewhat easier to acquire new skills. You may start the game with certain skills granted by your race or your scholarship. Other skills are acquired by selecting courses as you advance in level.

Skills are detailed under the description of the race, scholarship, or course that provides them.

## Race

Choosing your race is no different from standard D&D games, although the selection is somewhat different.



(art by David Cummings)

Note that in *Sigil Prep* games, saving throws are determined by your race rather than your class. You may select a race from another source as your DM allows, although some modification will be needed.

Four races are presented in this booklet- Dwarf, Elf, Halfling and Human, and others will be presented in future sourcebooks.

## Scholarship

After selecting your race, you need to select a scholarship for your character. This represents the means by which your character is paying for their education. Your choice of scholarship will determine starting money, equipment, and skills you begin the game with. Scholarships are functionally the same as backgrounds in standard games, and you may be allowed to select a background in lieu of a scholarship

with your DM's approval, although adjustments may need to be made.

## Class/Subclass

You may use the standard classes (and subclasses) of the 5e system as your department and major (see below), using only the lore of the Sigil Prep setting, but an alternate system is presented here (and future sourcebooks will assume these rules).

## Department/Major

Your character will be enrolled in a department or "college" of Sigil Prep, and that will determine the courses you are able to take. This replaces the character class of a standard 5e character, although it replicates most of the abilities.

Each department offers a series of courses you may select, each course granting you an ability or skill, which is described under each course's write-up. Each "course" is given a credit value, and each level, you select 12 credits of courses. Many courses can be selected by characters from other departments, allowing some flexibility in character design.

You will also have a major within your department, similar to the subclasses (martial archetypes, divine domains, arcane traditions, etc.) of standard games. For instance, you may be in the Fighter department, and are majoring in Swordsmanship, or you are a Wizard student, majoring in Illusory magic.

Departments and majors both have "required" courses that you must take to complete your degree, but you have the flexibility to take them in different orders. Suggested schedules are given for each department and major, but you are free to alter the order as you wish. Note that many courses have *prerequisites*, and you must meet any given prerequisite to select that course.

## Electives

In addition to courses selected from your department and major, you have access to courses that enable you to gain skills, languages, weapon proficiencies and several other things. An assortment of these are listed in Chapter 5 of this document. Your DM may allow you to select a Feat from a standard 5e source as one of your courses, although modifications may be needed as electives are generally not as broad in scope as 5e Feats.

This document only covers four departments- Cleric, Fighter, Rogue and Wizard. Full documents for each, as well as other departments, will follow, accounting for a full character progression through 20<sup>th</sup> level/graduate school.

## Other Rules

Rules for Combat Actions, Time, Movement, Environmental Factors, Resting, Downtime, Cover, and other factors of adventuring and combat are unchanged from the standard rules. Saving Throws are the same, except that your saves are determined by your choice of race rather than your class.

Rules for spellcasting are somewhat different from class to class, and will be detailed in each class's write-up.



(logo by David Cummings)