

Races

Sigil Prep is possibly the most diverse school in the Local Multiverse, with students of every sapient species, from every corner of the world, and even from places beyond the multiverse.

As with other settings, when creating a character, you will choose a race which determines many of your starting abilities. This volume contains four races, including dwarves, elves, halflings and humans. Upcoming supplements will introduce other races, including catkin, dragonborn, gremlins, various races of half-humans, the strange elemental Temperamentals, and Tieflings (along with various tiefling-like races).



(art by David Cummings)

Dwarf

"They're sturdy, I'll give you that. They can drink a human twice their size under the table, they're fairly resistant to magic, and damn if they don't have a low center of gravity. Toss Hardforge the ball, let him run with it. He ain't fast, but he's tough to tackle. Also, it's funny to watch him run."

--Randall Tuftackle

Ability Score Increase: Your Constitution score increases by 2.

Type: Your creature type is Person (dwarf)

Age: Dwarves reach adulthood at the same rate as humans, but they are considered young until they reach the age of 50. On average, they live about 350 years.

Size: Your size is medium.

Speed: Your base walking speed is 25 feet. Your speed is not reduced by wearing armor.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Dwarven Resilience: You have advantage on saving throws against poison and you have resistance against poison damage.

Dwarven Combat Training: You have proficiency with the battleaxe, handaxe, throwing hammer and warhammer.

Stonecunning: You have the Stoneworking skill (see "Skill electives" in chapter 5)

Languages: You speak, read, and write Common and Dwarvish.

Subrace: Select a dwarven subrace of your choice. Those presented here are Midgard Dwarf and Town Dwarf.

An industrious, beer-swilling folk, Dwarves make up the third largest percentage of students at Sigil Prep, after Elves and Humans. They stand between 3'8" and 5'2", most of them broad-shouldered and stocky, but it's all muscle. They have a range of skin tones and hair colors similar to humans, but they tend toward darker coloration, from leathery tan to dark brown. Men almost uniformly have beards, and beards are a point of pride in their culture. Women also sometimes have beards, though it isn't as obsessive a trait with them.

A lot of dwarves tend to be aloof, avoiding social interaction. They make friends slowly; you might be

bestest buddies with your freshman dwarf roommate by your third year of grad school. Don't worry about it if you aren't, though. If you don't completely piss them off, you'll just get a lot of mumbling and sideways stares. That means they don't hate you, which for many dwarves is as good as it gets. If you *must* be friends with everyone in your line of sight though, just make sure you're good for beer money. Actually, that works for most people.

Midgard Dwarf

Ability Score Increase: Your Wisdom score increases by 1.

Dwarven Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

The most common race of dwarves are called "Midgard Dwarves". They are an industrious folk who are best known for their brilliantly forged weaponry. Some of the best dwarven smiths even forge for the gods themselves, and human warriors brag of having dwarven steel. They aren't afraid of battle themselves, and more than a few dwarves venture out to battle the many fierce dragons and menacing giants of that world.

The largest community of dwarves is on the world of Midgard, generally considered to be the plane of origin for the dwarf race, where a massive population of dwarves can be found on and deep inside Mount Brimir, where they toil industriously, providing weapons to the human warriors of the outlying coastal communities.

They are also found in smaller communities in the nation of Verdanland on the Open World, generally in the mountain regions and dense hills of the north.

Town Dwarf

Ability Score Increase: Your Dexterity score increases by 1.

Step in Time: In a town or city, when you make a Strength (athletics) check to climb a drain pipe, trellis, or other convenient climbing surface attached to a building, your movement rate is not reduced.

Increased Speed: Although your legs are short in proportion to your body, you are spry and limber enough that your base speed is 30 feet. Your speed is still not reduced by wearing armor.

Midgard dwarves seeking adventure are not uncommon in PactHome, but Town Dwarves are the most common race of dwarf here, part of the native population.

Town dwarves tend toward blue collar maintenance jobs, ranging from street cleaners to brickmasons to chimney sweeps. Nothing requires dwarves to have such jobs, they just seem to prefer that sort of work. They speak with Dick van Dyke-quality Cockney accents and address people as “Guv’ner”.

Town Dwarves are also common on the gritty, unpleasant city of Foulcity on the continent of Pohjola in the Open World. Those tend to be less friendly, but no less industrious and working class.

Town Dwarves are less burly than the other dwarven races, built more for movement than strength, although they remain broader in the shoulder than other races of their stature.

Elf

“Elves are snooty. They’ll form these tight little ‘elf only’ cliques and make fun of anybody who isn’t well-dressed. Most of them score a comfortable ‘Chaotic Good’ on the Gygax-Arneson Alignment Type Indicator, but let’s face it. ‘Good’ doesn’t mean you aren’t a bitch.”

--Amanda Blood

Ability Score Increase: Your Dexterity score increases by 2.

Type: Your creature type is Person (elf)

Age: Elves reach physical maturity at about the same time as humans, but remain young adults until about age 100, and live to be as long as 750 years old.

Size: Your size is Medium.

Speed: Your walking speed is 30 ft.

Darkvision: You can see normally in dim light as if it were normal light, up to 60 ft, and in darkness as if it were dim light.

Keen Senses: You have proficiency in the Perception skill.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Trance: Elves don’t need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours per day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages: You speak, read and write Common and Elvish.

Subrace: Select a subrace for your elf. Courtless Elf is presented here, but others will be offered in upcoming supplements.

Elves make up the second largest racial grouping at Sigil Prep, after humans. They exist in numerous worlds throughout the planes; they appear to have originated on the Court of Fairy. Court elves fall into one of four courts, serving the powerful Archfey who control the plane. However, much more common are the “courtless” elves who are found in several worlds throughout the Local Multiverse.

Elves tend to be highly social. With each other. And they form a lot of clubs and social groups. It’s a



Merrylyn Summerbreeze, a courtless elf (art by David Cummings)

guarantee that three-fourths of the clubs on campus had an elf somewhere in their founding charter. They’re also ahead of the curve in terms of social trends, piercing and streaking weeks before everybody

else starts doing it, and moving on to the next thing by the time the gnomes catch up.

Elves generally stand between 4'8" and 5'6", being just a bit shorter than humans, but taller than dwarves.

They have the same range of skin tones as humans, with similar ranges of hair color, although elven hair can naturally range into greens and greenish-browns. They also tend to dye their hair, so no color is surprising. Their ears are prominent and pointed, and their eyes are often shades of blue or lavender.

Courtless Elf

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, longbow and shortbow.

Cantrip. You know one Wizard cantrip of your choice. Intelligence is your spellcasting ability for it.

Extra Language. You can read, speak and write one extra language of your choice.

There are various communities of elves in Verdanland on the Open World, and they are common in many other worlds throughout the Local Multiverse. Dwellings are often temporary structures meant purely for shelter for a night or a week, or else are built into existing natural formations such as cliff faces and large trees. The freestanding structures created by Elves are often for other purposes: druid circles, way markers, and the odd trading post or two.

The bulk of Elves are "Courtless" elves, free from the dealings of the four major courts that control the elves of the Fairy Court. Courtless elves are the standard sort of elf you see from day to day. It is not at all unusual for the particularly adventurous individuals of this race to venture forth into all parts of the multiverse, and indeed, have formed communities all across the Local Multiverse.

Halflings

"We are a people of passions. Perhaps not with the wild abandon of your Elves or Half-Orcs, but we know the true joys. The joy of family, the joy of life, the joy of companionship of a good pet duck."

--Everett Sotkosen

Ability Score increase. Your Dexterity score increases by 2.

Type. Your creature type is Person (halfling)

Age. A halfling reaches adulthood at 20, and usually lives to the middle of their second century.

Size: Your size is Small.

Speed: You have a base walking speed of 24 feet.

Lucky: When you roll a 1 on d20 for an attack roll, ability check, or saving throw, you may reroll the die. You must use the new roll.

Brave: You have advantage on saving throws against being frightened.

Halfling Nimbleness: You can move through the space of any creature that is a size larger than you.

Languages: You speak and read Common, and Halfling.

Subrace: Choose a subrace for your halfling. Outcast Halfling is presented here, but others will follow in subsequent supplements.

Despite what you might think, halflings are not people with one ling parent. They are, instead, a folk of small stature but big spirit. The most common halfling race originate from small communities in the nation of Verdanland on the Open World, a realm of cool climate, grassy landscape, many, many roads, relaxing saunas, and a surprising amount of native waterfowl.

Halflings stand about half the height of an average human, ranging in height from 2'8" to 3'4". They otherwise have the appearance of humans, with slightly pointier ears. They have the same proportions as humans, and roughly the same range of hair and skin tones.

Outcast Halfling

Ability Score Increase. Your Charisma score increases by 1.

Naturally stealthy. You can attempt to hide even when you are obscured only by a creature that is one size larger than you.

Although many halflings prefer to remain in their homelands, once in a while a halfling sometimes has no interest in the provincial life, but options are limited back home, and most Outcast Halflings are resigned to move to human settlements and become thieves or entertainers.

Outside of Verdanland, Outcast Halflings are far more common than Homestead Halflings. In PactHome and portal cities throughout the Material World, there are entire communities of Outcast Halflings, serving many roles. But, of course, thievery is still a common profession among them.

There's a running joke that halflings at Sigil Prep are uniformly Rogue majors, although that isn't true. Only about 88% of them are Rogue majors. There are halflings in every department; some of them are robbing those departments, but that's neither here nor there.

Human

"Humans. Dear lady of spiders, the humans. They're literally everywhere. Every niche, every corner of practically every corner of the world, humans have butted in and taken over. Thank the lady the Winter Court has an exterminator service."

--Madelyn Webster

Ability Score Increase: Increase one ability score of your choice by 2, and another by 1.

Type: Your creature type is Person (human).

Age: Humans reach adulthood in their late teens, and tend to live less than a century.

Size: Your size is medium.

Speed: Your walking speed is 30 ft.

Human Versatility: You are proficient in any two skills of your choice.

Human Aggression: You are proficient in any two weapons of your choice.

Languages: You can speak, read and write Common, the local language of your home world, and one other language of your choice.

I mean, you know what a human is. Do I really need to explain humans to you?

Okay. Humans are the most pervasive race in the Local Multiverse. They're by far the dominant race on most worlds we know about, and by golly, they don't let you forget it. Not intentionally, of course, they just assume "human" until you're proven not to be.

Humans vary in height, sometimes but rarely reaching six and a half feet or taller. Their skin tones run from pale pinkish to dark browns, with hair running from varying shades of brown, light to dark blondes, and orangish-red, with eye colors often in the range of browns and blues. Although certain features are more or less common in different places, since the God War made long distance travel more practical, a person's physical appearance is in no way locked to a particular region or culture.

Just a sampling of the human cultures:

The Athenosian Republic: Humans here are known for their theater, philosophy and democracy-based politics.

Dunklervald: A world of fog and gloom, humans from here might be naturally nervous around supernatural entities, but those adventurous souls may be uncannily empowered.

The Lactic Empire: A militaristic empire that has spread across several worlds; known for its spears and tendency to appropriate culture from the Athenosian Republic.

The Open World: Humans of this world often long for adventure and dream big and idealistically.

Memphiton Delta: A desert culture built around a few large rivers, the humans have learned to adapt quite readily to change and hardship.

Midgard: There's a tendency here to be battle-hungry, or at least battle ready. They're naturally stockier than other humans, but also can be quite friendly, in a back-slapping kind of way.

While no single group can claim a majority of the highly cosmopolitan PactHome, humans do make up a larger percentage than any other race. They are found in every element of society, from the leadership to the business elite, to the working class, to the criminal element.

Humans are the largest demographic group at Sigil Prep, although, again, they are far from a majority. It is rare to find a class or a campus club that doesn't include at least a couple humans. Worse, most of them think of everybody else as 'humans with funny ears', or 'short humans with beards' or 'little tiny human guys.'

It gets old, guys. Seriously.