

Department and Major

In most 5e games, you choose a class for your character, and usually a subclass, depending on what class you choose. In *Sigil Prep*, you choose a department and major. These work similarly, but instead of preset class abilities, you get a selection of courses (some required, others not) which you choose. (You are, of course, free to use the standard Class systems in your *Sigil Prep* game, but this system is offered to flavorfully imply the taking of classes at a university setting.)

Each “Department” is a broad category corresponding to one of the standard classes, while your “Major” is a more specific focus within that department. For instance, you may choose that your character is in the Wizard department, and that they will be majoring in “Illusion” or “Evocation.” You should choose your department and major at level 1 (although rules for “undecided majors” follow).

Within each department, a number of courses are listed, which are required for that level. In addition, on most levels you will also be allowed to select an elective. Electives are courses that grant skills or abilities which are not required, but can be selected by those students who want them. You may choose an elective from your department, another department that is open to all students, or from the electives list in chapter 5.

For game purposes, you gain the feature granted by the course as you select it, although if for some reason you have to drop out of school before you graduate to the next level, you lose any abilities granted by courses you enrolled in at your current level. (This is rare.)

This booklet only includes Freshman level courses for the Cleric, Fighter, Rogue and Wizard departments. Full versions of these departments (and others) will follow in their own dedicated booklets.

Unlike in standard games, where characters gain levels by earning XP, or by reaching DM-determined milestones, *Sigil Prep* students level by completing terms (i.e., the passage of in-game time.) Level 1 is the first half of the first semester, ending at Fall Break. Level two is the second half, ending at Winter Break. Level 3 begins at the 1st half of the spring semester,

ending in Spring Break, and level 4 is the 2nd half of the second semester. Unless the DM wants to have summer classes, the whole thing starts over with fall semester of year 2.

As a rule, year 1 is level 1-4 (Freshman year), year 2 is level 5-8 (Sophomore year), year 3 is level 9-12 (Junior year), and year 4 is level (Senior year). However, a student is still a Freshman until all Freshman requirements are met, even if it takes to level 5 (or even 6), and they might become a Sophomore at level 3 if they complete all requirements in that time.

Although it’s expected students to finish Senior year by level 16, the chart below goes up to level 20 in the event students take a lot of unrequired courses and delay graduating. (I know I did.) Rules for Grad School will follow in a later supplement.

Level	Prof.	Term
1	+2	Year 1- fall semester (1 st half)
2	+2	Year 1- fall semester (2 nd half)
3	+2	Year 1- spring semester (1 st half)
4	+2	Year 1- spring semester (2 nd half)
5	+3	Year 2- fall semester (1 st half)
6	+3	Year 2- fall semester (2 nd half)
7	+3	Year 2- spring semester (1 st half)
8	+3	Year 2- spring semester (2 nd half)
9	+4	Year 3- fall semester (1 st half)
10	+4	Year 3- fall semester (2 nd half)
11	+4	Year 3- spring semester (1 st half)
12	+4	Year 3- spring semester (2 nd half)
13	+5	Year 4- fall semester (1 st half)
14	+5	Year 4- fall semester (2 nd half)
15	+5	Year 4- spring semester (1 st half)
16	+5	Year 4- spring semester (2 nd half)
17	+6	Year 5- fall semester (1 st half)
18	+6	Year 5- fall semester (2 nd half)
19	+6	Year 5- spring semester (1 st half)
20	+6	Year 5- spring semester (2 nd half)