

# Electives



(art by David Cummings)

To be a well-rounded student, you need to take a few courses outside your requirements. To that end, all departments require a few units of Electives. These are courses you can select for yourself, to help customize your character and flesh them out. Each department has a handful of Electives that you can choose that are sometimes department-specific, but may also be open to all students.

Following are non-department-specific electives you may choose for your character, divided into three broad categories: combat electives, skill electives, and language electives. The Feat option from standard games is replaced by Electives in a Sigil Prep game; however, since they are easier to acquire, they have been largely rebalanced. If you want to take a Feat

from another source as an elective, you and your DM should determine if the Feat needs to be altered.

## Combat Electives

### **BATTLEAXE BASICS**

*The old battleaxe.*

You gain proficiency in the battleaxe.

### **BLOWGUN BASICS**

*Sure, why not.*

You gain proficiency in the blowgun.

### **FLAIL BASICS**

*Stop flailing around wildly.*

You gain proficiency in the flail.

### **GLAIVE BASICS**

*Teaching you what the hell a glaive is.*

You gain proficiency in the glaive. It's a kind of polearm.

### **GRAPPLING**

*The art and science of wrestling someone else to the ground.*

**Prerequisite:** proficient in Unarmed strikes

You have advantage on attack rolls against a creature you are grappling.

You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

### **GREATAXE BASICS**

*A step above the good axe.*

You gain proficiency in the greataxe.

### **GREATSWORD BASICS**

*The bigger the sword, the better the anime.*

You gain proficiency in the greatsword.

### **HALBERD BASICS**

*If you'd only touch your enemy with a ten-foot pole.*

You gain proficiency in the halberd.

**HAND CROSSBOW BASICS**

*Fastest draw in first period.*

You are proficient in the hand crossbow.

*When you aren't satisfied simply cracking their skulls and need to liquify them.*

You gain proficiency in the maul.

**HEAVY ARMOR BASICS**

*Putting on the heaviest of suits*

**Prerequisite:** familiarity with medium armor

You are familiar with Heavy Armor. Without familiarity, wearing armor imposes disadvantage on all skill checks, attack rolls and saving throws involving Strength and Dexterity, and you cannot cast spells.

**MEDIUM ARMOR BASICS**

*In which we teach you to put on slightly heavier armor.*

**Prerequisite:** familiarity with light armor

You are familiar with Medium Armor. Without familiarity, wearing armor imposes disadvantage on all skill checks, attack rolls and saving throws involving Strength and Dexterity, and you cannot cast spells.

**HEAVY CROSSBOW BASICS**

*Now, this is a crossbow.*

You are proficient in the heavy crossbow.

**MORNINGSTAR BASICS**

*Is this a weapon, or a song from Pippin?*

You gain proficiency in the Morningstar.

**INTRODUCTION TO MELEE**

*Simple tactics for simple weapons.*

You gain proficiency in all simple melee weapons: club, dagger, greatclub, handaxe, javelin, light hammer, mace, quarterstaff, sickle, and spear.

**NET BASICS**

*Good for catching more than fish.*

You gain proficiency in the net.

**INTRODUCTION TO RANGED FIGHTING**

*When the enemy is over there.*

You gain proficiency in all simple ranged weapons: light crossbow, darts, shortbow, and sling.

**PIKE BASICS**

*The polearm, not the fish.*

You gain proficiency in the pike.

**RAPIER BASICS**

*Mandatory for fencing team qualification.*

You gain proficiency in the rapier.

**LANCE BASICS**

*Amazingly, this only takes one course. Have you tried carrying one of these?*

You gain proficiency in the lance.

**SCIMITAR BASICS**

*Curvy swords just look scarier.*

You gain proficiency in the scimitar.

**LIGHT ARMOR BASICS**

*The science of putting a leather pad on your torso.*

You are familiar with Light Armor. Without familiarity, wearing armor imposes disadvantage on all skill checks, attack rolls and saving throws involving Strength and Dexterity, and you cannot cast spells.

**SHIELD BASICS**

*Just because you can carry a plank, doesn't mean you know how to use that plank*

You are familiar with shields. Without familiarity, wielding a shield imposes disadvantage on all skill checks, attack rolls and saving throws involving Strength and Dexterity, and you cannot cast spells.

**LONGBOW BASICS**

*Some schools call this "archery"*

You gain proficiency in the longbow.

**SHORTSWORD BASICS**

*Pokey fun.*

You gain proficiency in the shortsword.

**LONGSWORD BASICS**

*The most popular sword.*

You gain proficiency in the longsword.

**TRIDENT BASICS**

*Four out of five dentists surveyed recommend three-pronged forks over other forked weapons. And it's sugarless.*

You gain proficiency in the trident.

**MAUL BASICS**

### **UNARMED BASICS**

*Kick, punch. It's all in the mind.*

You are proficient in unarmed strikes.

### **WAR PICK BASICS**

*Heigh ho, heigh ho, it's slaying orcs we go.*

You are proficient in the war pick.

### **WARHAMMER BASICS**

*Again... this is a weapons training class, not a miniatures game.*

You are proficient in the warhammer.

### **WHIP BASICS**

*Why are you putting so much emphasis on the H?*

You are proficient in the whip.

## **Skill Electives**

### **ACROBATICS** (basic skill)

*You'll flip for this.*

You gain the Acrobatics skill (Dexterity). You add your proficiency bonus to attempts to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. You can also use this skill to perform acrobatic stunts, including dives, rolls, somersaults and flips.

### **ALCHEMY** (basic skill)

*This will be more useful when there are actually rules for alchemy.*

You gain the Alchemy skill (Intelligence). You can mix and create alchemical concoctions and simple potions with alchemist's supplies. Further, you can analyze and identify such substances with a minute's study.

### **ALERTNESS** (ability)

*In which you learn to be ready for action.*

You can add your proficiency bonus to your initiative rolls.

### **ANIMAL HANDLING** (basic skill)

*The care and keeping of little furbabies.*

You gain the Animal Handling skill (Wisdom). You use this skill to calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's attentions.

### **ARCANA** (basic skill)

*Magic basics for the beginning magician.*

You gain the Arcana skill (Intelligence). You use your proficiency bonus when you need to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence and the inhabitants of both planes.

This skill also enables certain aspects of wizard spellcasting.

### **ATHLETICS** (basic skill)

*Health and fitness*

You gain the Athletics skill (Strength). You add your proficiency bonus to difficult situations you encounter while climbing, jumping, or swimming.

### **BREWERY** (basic skill)

*The creation and presumably consumption of homemade hooch.*

You gain the Brewery skill (Intelligence). You can create alcoholic beverages with brewer's supplies. (You can also learn this skill without using an elective with two weeks or more of downtime.)

### **CALLIGRAPHY** (basic skill)

*Fancy lettering and such.*

You gain the Calligraphy skill (Intelligence). You can use calligrapher's supplies to create artistic and attractive handwriting. (You can also learn this skill without using an elective with two weeks or more of downtime.)

### **CARTOGRAPHY** (basic skill)

*Where in the world?*

You gain the Cartography skill (Intelligence). You can use cartographer's tools to create accurate maps. You can also analyze the quality of existing maps and potentially determine the mapmaker by specific notations and trademarks.

### **CULINARY ARTS** (basic skill)

*What's cooking?*

You gain the Cooking skill (Intelligence). You can use cook's utensils to prepare quality meals. (You can also learn this skill without using an elective with two weeks or more of downtime.)

### **DECEPTION** (basic skill)

*Rewarding the best liar.*

You gain the Deception skill (Charisma). You use this skill to determine whether you can convincingly hide the truth, whether verbally or through your actions. This deception can encompass

everything from misleading others through ambiguity to telling outright lies.

**DISGUISE** (basic skill)

*Who am I this time?*

You gain the Disguise skill (Charisma). You can use a disguise kit or available garments to disguise yourself or others.

**DRAWN VEHICLE DRIVING** (basic skill)

*Proficiency in overland travel.*

You gain the Driving- Drawn Vehicles skill (Dexterity). You can use your proficiency bonus whenever you drive a land vehicle which is drawn by beasts of burden. The DM may still apply disadvantage if the vehicle is drawn by unusual animals (dogs, deer), or uses something other than wheels (such as a sledge or sleigh).

**FORGERY** (basic skill)

*Plagiarism for academic credit.*

You gain the Forgery skill (Charisma). You can use a forgery kit to craft realistic looking documents and signatures.

**[GAMES]**

Proficiency in a particular game cannot be acquired with an elective, but you can use one week of downtime to become proficient with a particular game or class of games.

**GLASSBLOWING** (basic skill)

*This always looked kind of creepy to me.*

You gain the Glassblowing skill (Intelligence). You can use glassblower's tools to create various forms of glassware. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**HERBALISM** (basic skill)

*Sure, this is an herbalism kit. That's the ticket...*

You gain the Herbalism skill. You can use an herbalism kit to identify and apply herbs and create certain antitoxins and potions.

**HISTORY BASICS** (basic skill)

*Those who ignore the past are doomed to repeat it.*

You gain the History skill (Intelligence). This skill allows you to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations. When you have

proficiency in History, you also have advantage on such rolls when dealing with your home country.

**INSIGHT** (basic skill)

*This is the sort of thing you can't teach. But we do it anyway.*

You gain the Insight skill (Wisdom). You can attempt to determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move, by gleaning clues from body language, speech habits, and changes in mannerisms.

**INTIMIDATION** (basic skill)

*Studies in threats and harassment.*

You gain the Intimidation skill (Charisma). You use this skill when you attempt to influence someone through overt threats, hostile actions, and physical violence.

**INVESTIGATION** (basic skill)

*The basics of looking around.*

You gain the Investigation skill (Intelligence). You use this skill to look around for clues and make deductions based on those clues. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse.

**JEWELMAKING** (basic skill)

*There's an L in this word. It's joo-EL-ree, not joo-ree.*

You gain the Jeweler skill (Intelligence). You can cut and set gemstones and craft attractive jewelry using jeweler's tools. You can also appraise the value and quality of gems and jewels with a minute's study. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**LEATHERWORKING** (basic skill)

*Rawhide!*

You gain the Leatherworking skill (Intelligence). You can create leather goods using leatherworker's tools. You can also appraise the quality of such goods. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**MEDICINE** (basic skill)

*Pre-clerical healing.*

You gain the Medicine skill (Wisdom). This allows you to stabilize a dying companion or diagnose a disease.

**METAL WORKING** (basic skill)

*Clang!*

You gain the Metalworking skill (Intelligence). You can use smith's tools and tinker's tools to create metal goods. You can also appraise such works. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**[MUSICAL INSTRUMENTS]**

Each of the below courses gives you familiarity with a specific musical instrument. Familiarity allows you to make Performance checks with that instrument. (Without familiarity, you cannot add your proficiency bonus when playing that instrument (if you are proficient in the Performance skill), or use the instrument at all (if you are not proficient in Performance)). More in depth rules for musical instruments will follow in the upcoming Bard Course Catalog.

*Basics of the Bagpipes*

*Introduction to Drums*

*Introduction to the Dulcimer*

*Introduction to the Flute*

*Introduction to the Lute*

*Introduction to the Lyre*

*Introduction to the Horn*

*Introduction to the Pan Flute*

*Introduction to the Shawm*

*Introduction to the Viol*

Not that Bard students may gain familiarity with a number of instruments equal to their Intelligence bonus (minimum 1) each time they use an elective to learn musical instruments.

**NATURE** (basic skill)

*The study of things that would exist even if we didn't.*

You gain the Nature skill (Wisdom). This skill allows you to recall lore about terrain, plants and animals, the weather, and natural cycles.

It also has a role in aspects of Druid spellcasting.

**NAVIGATION** (basic skill)

*Here, there and everywhere*

You gain the Navigation skill (Intelligence). You can use Navigator's tools to plot a course and follow navigation charts. You may also use this skill to avoid getting lost at sea.

**PAINTING** (basic skill)

*Art for art's sake.*

You gain the Painting skill (Charisma). You can use painter's supplies to create works of art. You can also appraise and identify the art of other artists. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**PERCEPTION** (basic skill)

*Everyone benefits from observation.*

You gain the Perception skill (Wisdom). You use your proficiency bonus when you attempt to spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

**PERFORMANCE** (basic skill)

*And if you're good, try out for show choir.*

You gain the Performance skill (Charisma). This skill helps determine how well you can delight an audience with music, dance, acting storytelling, or some other form of entertainment. If you are using a musical instrument, you do not get your proficiency bonus to Performance unless you are familiar with that instrument (see "Musical Instruments" above).

**PERSUASION** (basic skill)

*Tactfully telling other people what to do.*

You gain the Persuasion skill (Charisma). Use this skill to influence someone or a group of people with tact, social graces, or good nature.

**POISON** (basic skill)

*Wash your hands thoroughly after leaving this class.*

You gain the Poison skill (Intelligence). You can use a poisoner's kit to craft and apply poisons. You can also identify and detect poisons with a minute's study of a particular substance or suspected item.

**POTTERY** (basic skill)

*Let's make one thing clear, Mr. Potter...*

You gain the Pottery skill (Intelligence). You can use potter's tools to create pottery. You can also appraise the quality of such works. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**RESEARCH** (basic skill)

*Learning to learn.*

You gain the Research skill (Intelligence). You use this skill to pore through ancient scrolls, vast libraries, or the AstralNet in search of a hidden fragment of knowledge.

**RELIGION** (basic skill)

*There are, in fact, higher powers. You can meet them if you're lucky.*

You gain the Religion skill (Wisdom). You can recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults. In addition, when making checks relating to your own deity or their pantheon, you get advantage on the check.

This skill also has a role in aspects of Cleric spellcasting.

**RIDING** (basic skill)

*Hiyo, Silver!*

You gain the Riding skill (Dexterity). You use this skill to keep control of a mount during difficult maneuvers. When you take this skill, you still have disadvantage when you ride creatures that don't have the [horse] subtype, until you spend at least a week of downtime gaining familiarity with that creature.

**SAILING** (basic skill)

*Off to the high seas!*

You gain the Sailing skill (Intelligence or Dexterity). You can use your proficiency bonus when making checks related to operating or piloting water vehicles.

**SHOEMAKING** (basic skill)

*What? You thought only elves did it?*

You gain the Shoemaking skill (Intelligence). You can use cobbler's tools to create quality footwear. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**SLEIGHT OF HAND** (basic skill)

*Nothing up your sleeve...*

You gain the Sleight of Hand skill (Dexterity). You use your proficiency bonus whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person. You also use this skill to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

**STEALTH** (basic skill)

*Sneaky, sneaky.*

You gain the Stealth skill (Dexterity). You use your proficiency bonus when you attempt to conceal yourself from enemies, slink past guards, slip

away without being noticed, or sneak up on someone without being seen or heard.

**STONEMWORKING** (basic skill)

*Rock and roll, baby.*

You gain the Stonemworking skill (Intelligence). You can use mason's tools to create stonework and stone structures. You can also analyze the quality and structural integrity of such works. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**SURVIVAL** (basic skill)

*It's a jungle out there.*

You gain the Survival skill (Wisdom). You use your proficiency bonus to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that dangerous predators live nearby, predict the weather, or avoid quicksand and other natural hazards.

**WEAVING** (basic skill)

*See? It is a trade school now!*

You gain the Weaving skill (Intelligence). You can use weaver's tools to create fabric goods. You can also appraise the quality of such works. (You can also learn this skill without using an elective with two weeks or more of downtime.)

**WOODWORKING** (basic skill)

*What is this, a trade school all of a sudden?*

You gain the Woodworking skill (Intelligence). You can use carpenter's tools and woodcarver's tools to create wooden crafts and structures. You can also appraise the quality and value of such woodwork, including the style (and possibly the creator) and the sorts of materials used. (You can also learn this skill without using an elective with two weeks or more of downtime.)

## Language Electives

**COMMON AS A FOREIGN LANGUAGE**

*If you can read this, you don't need this course.*

You become fluent in Common. Note that PCs will be automatically fluent in Common except in very unusual situations, so this course will almost rarely be used.

**DWARVISH**

*The language of the dwarves, as spoken throughout the Local Multiverse for convenience.*

You become fluent in Dwarvish.

***ELVISH***

*The language of the Elves, its origins, and its intricate nuances.*

You become fluent in Elvish.

***HALFLING***

*The language of the Halfling folk of Verdanland.*

You become fluent in Halfling.

## Training Courses

Note: These courses are only offered during your department's Training Levels, and are not taken as general electives. Two units of the same Training Course can be taken simultaneously.

***CHARISMA TRAINING***

*We force you to talk to people until you're likeable.*

You gain +1 to your Charisma score, to a maximum of 20.

***CONSTITUTION TRAINING***

*Crunches. Lots and lots of crunches.*

You gain +1 to your Constitution score, to a maximum of 20.

***DEXTERITY TRAINING***

*Obstacle courses for everyone!*

You gain +1 to your Dexterity score, to a maximum of 20.

***INTELLIGENCE TRAINING***

*Daily sudoku until you get it right.*

You gain +1 to your Intelligence score, to a maximum of 20.

***STRENGTH TRAINING***

*Push-ups and protein.*

You gain +1 to your Strength score, to a maximum of 20.

***WISDOM TRAINING***

*Early to bed and early to rise.*

You gain +1 to your Wisdom score, to a maximum of 20.