

Character Creation

The following are the preferred character creation options of the present author. Obviously, if you are using Sigil Prep for your home game, you are in no way beholden to these house rules.

GENERAL

All character options from official sources in the current edition of D&D are allowed, from classes to spells to feats. If an option from an earlier edition appeals to you, but it isn't officially in the current edition, we can work to make an acceptable version.

Your character can come from any D&D setting, from Faerun to Eberron, and even rather obscure reaches like Jakandor or Pelinore. I'll also (probably) allow characters from homebrew settings (but don't be mad if my interpretations of your homebrew aren't perfectly in line with your intentions). *Be aware that Sigil Prep takes place in an alternate (modernistic) version of the D&D multiverse, so ask me questions if you're unsure about certain things.*

CHOOSING YOUR SPECIES

I use the term "Species" rather than "Race," throughout all documents on this site.

All species available from official sources are allowed. If you wish to play a species from a previous edition that is not translated to the current edition, we can work it out.

The stats that have been presented in the current "One D&D" playtest material (available on D&D Beyond) are my preferred versions of the Player's Handbook species, but I will allow the standard PHB version. In all cases, the ability score adjustments as presented in the source material do not apply, as ability score adjustments are now part of your Background.

Likewise, your species does not determine your starting languages. These come from your background, as well. There'll be a whole document on Languages, so I won't go into further detail here.

CHOOSING YOUR MAJOR

I'll be using the term "Major" rather than "Class" throughout all documents on this site. This is largely for flavor (since your characters are students at a university), but also, it frees up the word "class" to refer to, y'know, classes. Like you take in school. Whatever.

Again, all classes and class options from official D&D sources will be allowed, and options from other sources will be approved at on a case-by-case basis.

Although there are no explicit rule changes, the tiers of play are redefined as follows:

- Freshman Tier** (levels 1-4)
- Sophomore Tier** (levels 5-8)
- Junior Tier** (levels 9-12)
- Senior Tier** (levels 13-16)
- Masters Tier** (levels 17-18)
- Doctoral Tier** (levels 19-20)

Some material on this site may be referred to as a "Freshman Tier encounter" or a "Junior Tier adventure."

Character advancement is done by milestones rather than XP.

DETERMINING YOUR ABILITY SCORES

To determine your ability scores, roll 4d6 and drop the lowest. Any 1s rolled count as 2s, generating a number between 6 and 18. Do this six times and assign the results to your Ability Scores as desired.

CHOOSING YOUR BACKGROUND

I will be using the background system as described in the current “One D&D” playtest. For convenience, I’ll summarize it here.

You can choose one of the pre-determined One D&D backgrounds, or you can create your own using the following template:

- Add +2 to one ability score and +1 to another.
- Select two skill proficiencies
- Select one tool proficiency
- Select three languages (usually Planar, the common trade language of your home world, and the language from your home region)
- Select one feat. (For now, it can be a feat from 5e sources, although it will probably shift to the new rules as they become available.)
- Equipment selection valued at 50 gp

Please note again that the language system will be *very* different from standard.

DESCRIBE YOUR CHARACTER

I mean, duh. Tell me about your character.

Sigil Prep isn’t that interested in alignment. Put it on your sheet if you want, use it to inform your character, but it’s not going to be a vital element of the game. If you choose to list your alignment is undefined, that’s cool with me.

EQUIPPING YOUR CHARACTER

You’ll get some equipment from your background and some more from your class, and in addition to that, you’ll have a *card of monetary transferal* with 500 gp on it.

There’ll be an entire document on Equipment, so I won’t go into a lot of detail here. However, it can be assumed (under most circumstances) that you have reasonable, small items (like pencils, your keys, a lipstick, or whatever) on your person without having it all laid out on your sheet or wasting coppers on it.

