

THE SIGIL SYSTEM

QUICK START GUIDE



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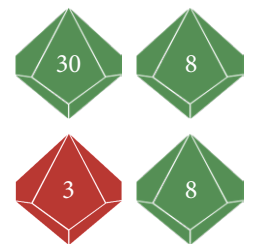
DICE



The Sigil System only uses one type of dice, called a ten sided dice, or a d10. During Character Generation, you will be asked to roll a d10 and d5 (roll a d10 and divide the number by two) to create your character, but to actually play the game itself you will need two d10s to create a d100.

A d100 is simply two d10s, where you have chosen one d10 to be the “ones” and the other d10 to be the “tens”. So if you roll both d10s and one says “3” and the other says “8”, you know that you have rolled 38. Some d10s have two digits on them, to make it easier to distinguish the “tens” dice.

If you don't have one of these special d10s, you can get two d10s of different colours. Then just make sure you always use the same colour for either the “ones” or the “tens”. Otherwise, simply roll a d10 twice, rolling the “tens” first and the “ones” second.



SKILLS

What your character can and can't do, and how good they are at what they do, are represented in the Sigil System by 20 Skills. These 20 Skills embody everything there is about your character, from how smart they are, to how fast they are, to how much money they have, to so much more.

All Skills can range from 0 to 100, but never above or below that. During Character Generation your character's Skills will start at Level 30 and you get the chance to add a bunch of Levels to your Skills by rolling some d10s and d5s.

Skills are broadly split into two groups: Physical Skills and Non-Physical Skills. Physical Skills are all about what your character can physically do with their body, like running, shooting, fighting and sneaking. Non-Physical Skills are the mental and social Skills and show how good your character is at seeing, talking, learning, etc.

Once you get a Skill above Level 50, you will have the chance to create a Specialisation inside a Skill. Specialisations are Skills you create and name yourself and are more focused versions of normal Skills. So you can create a Specialisation called “Sword-fighting” out of the Fight Skill, or one called “Tracking” out of the Investigation Skill. Specialisations level up twice as fast as normal Skills, so get them quickly.

SKILL



LVL 50



SKILL + SPEC



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WILL: 35

SIGILS: 3

Two Skills have special abilities: Constitution and Will. Constitution limits how many Wounds you have and Will limits how many Sigils you have. Sigils help with Skill Checks, and Wounds show how tough your character is. For both, take the first digit of the Skill Level and that is how many Wounds or Sigils you have. So if you have Will at Level 35, you have 3 Sigils. If it was at 59, you would have 5 Sigils. It works the same for Constitution and Wounds.

SKILL CHECKS

Just because you want your character to do something in the Sigil System, doesn't mean they are always successful at it. If there is a chance that it could fail, or that failing could produce good drama, your game master may tell you to do a Skill Check.

All this means is that you roll a d100 and try and get at or below your Skill Level. If you do, your character has succeeded, but if you roll a number higher than your Skill Level then your character failed. This is the basis for all Skill Checks in the game, so once you've mastered this, you're ready to go.

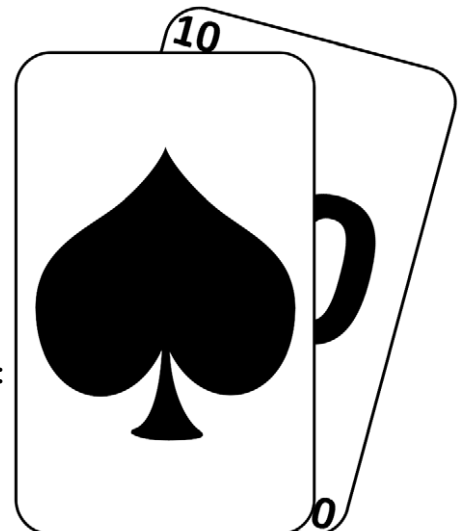
SKILL: 43



SKILL: 50
MOD: -20
30

Since nothing in life is as easy or hard as we think it is, your game master will add Difficulty Modifiers to your Skill Check. Difficulty Modifiers add or subtract amounts from your Skill Level, making it easier or harder to pass a Skill Check. If your character has a Skill Level of 50 and your game master added a Difficulty Modifier of -20, then you now have to get at or lower than 30 to pass the Skill Check.

Sometimes (like during Combat) your character will face off directly against another character. When this happens, you will do an Opposed Skill Check. All this means is that you and the player (or game master) controlling the other character both roll a normal Skill Check (with any Modifiers) and see who got the highest number while still being underneath their Skill Level. Think of it like Blackjack. You want to get as high a number as possible while staying at or under the target number: your Skill Level in the Sigil System. Whoever gets the highest number under their Skill Level wins the Opposed Skill Check.

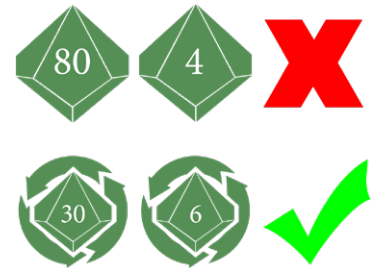


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SIGILS

Sigils are points that you can use to make Skill Checks easier. Each time your game master asks you to roll a Skill Check, you can use a Sigil to give the Skill Check a bonus +25 Modifier (on top of whatever Difficulty Modifiers your game master has already given you). You can only do this once per Skill Check.

If you failed a Skill Check, or you just didn't like the result of it, you can also spend a Sigil to re-roll that Skill Check, giving you a second chance. You can also only do this once per Skill Check and you must accept the result of the second roll.



You start each new gaming session with a number of Sigils equal to the first digit of your character's Will Skill Level (called your Sigil Threshold). You can get more Sigils during each session through GM Intrusions, which means your game master will make your character's life harder but will give you a Sigil to make up for it.

It doesn't matter how many, or few, Sigils you have at the end of the session, because at the next session you will again have only as many Sigils as your Sigil Threshold.

COMBAT

When it comes to Combat, there are as many ways to fight as you can imagine. You don't just have to limit yourself to the Fight or Shoot Skill Checks, and there are all sorts of actions that you can do in Combat such as grappling, throwing, choking, disarming and they all use different Skills.

The order in which each character takes their turn is decided on by the game master, and each turn is around 5 seconds of your character's life, so whatever you want to fit within 5 seconds can be done in a turn, but remember that if there is a chance to fail, you may have to do a Skill Check.

Skill Checks in Combat will nearly always work the same as Opposed Skill Checks: your character and their opponent both roll normal Skill Checks (with any Modifiers) and see who got the highest number while still being under their Skill Level.

The main difference is that in Combat, the attacker rolls first and only if they succeed on their roll, then the defender rolls. If the attacker fails their roll, then their character missed and the defender doesn't have to roll. If the defender rolled higher under their Skill Level than



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the attacker, then the attack missed as well, but if the attacker rolled higher under their Skill Level than the defender, than the attack hit and could do damage.

You can easily work out what the damage of an attack is by taking the number that the attacker rolled (if under their Skill Level), and then subtracting the number that the defender rolled (if under their Skill Level). This is the damage. If the defender rolled over and above their Skill Level, then add that number to the attacker's number.

ATK	DEF
SKILL: 50	SKILL: 40
 	 
ROLL: 35	ROLL: 10
DAMAGE = 25	

WOUNDS

Wounds are how damage is handled in the Sigil System. Once a character has taken damage, your game master will consult the Wound Severity table to see just how serious the wound is. This can range anywhere from a Minor Wound like a scratch, to a Significant Wound like a broken bone, to a very serious Grievous Wound like a punctured eye.



Your character has 6 Hit Locations. To see which body part is wounded, all you need to do is reverse the numbers of the roll that caused the wound. So if the attacker rolled a 64, it becomes a 46. Your game master then will check the Hit Locations table in the rulebook to see which limb received the Wound.

Your game master will describe what the wound looks like (if it is a cut or a bruise, for example), but in game terms all Significant Wounds give a character a -10 Modifier to any Skill Check using that limb, and Grievous Wounds give a character a -15 Modifier to any Skill Check using that limb. Minor Wounds give no Modifiers.

A Minor Wound is gone after the encounter where the character received it; a Significant Wound will only disappear after the entire gaming session is over and only if the wound was treated; but a Grievous Wound takes ten whole session to go, and again only if the wound was treated.

MINOR	-0	ENCOUNTER
SIGNIFICANT	-10	1 SESSION
GRIEVOUS	-15	10 SESSIONS

THE SIGIL SYSTEM

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