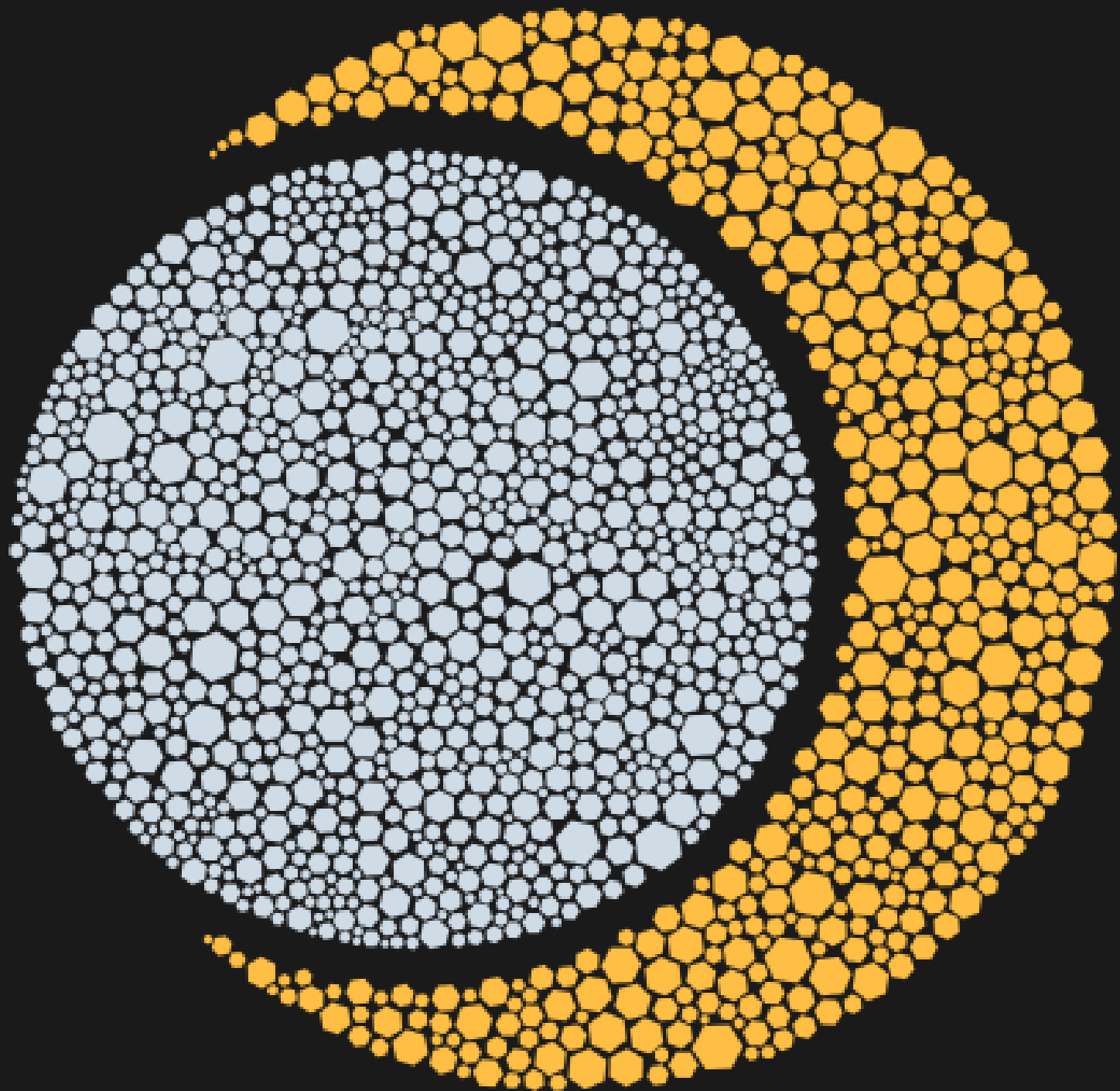


BRIGHTEST NIGHT



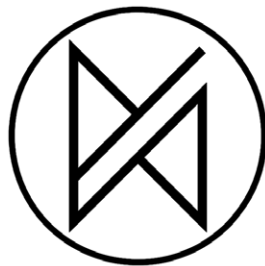
STORMFORGE
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A MOD FOR
THE SIGIL SYSTEM



BRIGHTEST NIGHT

DESIGNER: Izak Tait.



STORMFORGE PRODUCTIONS

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INTRODUCTION

Welcome to Brightest Night, a mod for the Sigil System that deals with the divine and the devilish, the holy and hellish, and the good and the evil.

Brightest Night is all about gaining abilities from a higher power and paying a price to use them. For the Lightsiders that deal with holy powers, these will be oaths and vows to either do something or not do something. For the Darksiders that deal with the less-than-savoury powers, they will offer up something in order to gain the otherworldly powers.

HOW TO USE THIS MOD

This mod is simply an addon to the core Sigil System rules, so you need to have the Sigil System (preferably 1.2 or later) in order to effectively use these rules.

Brightest Night does not change any rules found in the corebook, but it does give you a lot of new options for playing characters who are dedicated in some way to a god, goddess, devil, demon, or pantheon.

As with any of the Sigil Mods, Brightest Night is entirely optional to use during your games and you can pick and choose which parts of it to use. The powers and abilities shown in this mod are all balanced with each other, so it is highly recommended that if you use multiple powers that you use them as they appear here.

WHAT'S IN THIS MOD

This mod is split into two distinct parts: The Light and The Dark. What sort of powers each part covers is fairly self explanatory.

In each part you will find ten groups of powers that are themed around either the light or the dark side of morality. Along with each power will come a perk that your character will gain simply for having the power. More importantly, however, each power will come with its own cost. For the Lightsiders, this will be the vows your character makes to keep his powers and for the Darksiders, this will be the sacrifice your character makes in order to use his powers. Nothing comes for free, and the costs will

most often be heavily focused on roleplay. Your character will change or be changed by the powers he wields.

After the list of powers in each section there is a short character creation part that adds onto the Sigil System's core character creator. If you want to start a game as either a Lightsider or Darksider, this part will help you discover how your character gained his power(s) and how he has been changed by it.

On the last page of each section you will find an easily printable cheat sheet that has a condensed version of the rules. This is perfect for use at the table, and keeping this mod for referencing the more in-depth rules.

HOW TO GAIN THE POWERS

This mod gives you the rules for how to use the powers, their perks and how to do the cost (offering or vow). It does not, however, tell you how to go about obtaining the powers themselves.

In short, this will depend entirely on your own setting and how that setting's cosmology work.

Perhaps in your setting, each of the "good" gods has its own temple that a potential applicant must join in order to give his vow and gain that god's respective (and unique) power. Or perhaps in your setting, there are no grand holy orders, and there are merely wandering paladins who must go on a great quest. Only at the quest's end are they worthy enough to offer their vow and gain their god's power. Or, further still, maybe in your setting none of this exists, and god is a nebulous concept. People simply cry for aid and if they accidentally give the correct vow, they get the power.

The same is true for the Darksiders. Maybe your setting is full of devious devils who appear in dark alleyways and sell powers to any willing to make the offering. Or perhaps your setting only has one Outsider who requires supplicants to join a cult before he will part with his powers. Or maybe your Outsider is a personal demon, who listens to the whispers of the masses and grants their darkest desires at a cost.

The lore about how to gain the otherworldly powers in this mod are entirely up to you. As long as



you make the rules consistent with each other and with the tone and genre of your setting, they will be believable.

NO REST FOR THE WICKED

While the powers come at a cost, paying it is not the end of the story. As you will find in the character creation part of each section, the god(s) and Outsider can and do ask your character for favours, quests and jobs.

The degree to which they do so is up to your specific setting, but bear in mind that the powers are not isolated from the outside world. With the offering or vow your character makes, he will slowly be changed as this cost will affect how you roleplay your character. Taking a power, or more than one, is a lifestyle choice your character makes that can never be given back and forgotten.

To aid with this, the character creation section asks what your character's current job is for his otherworldly patron. This sets the theme for your character's motivations and aspirations, but it is also a good idea to ensure your character always has a job or two to do for his god/Outsider. After all, a knight without a quest is little better than a thug, and a warlock without a scheme is no better than a petty criminal.

Remember as well that the more you do for your patron, the greater the chance that they will reward you for it.

PENANCE AND TRIBULATION

Something unique to the Lightsiders is the concept of Penance. The Lightsiders make a vow to their god(s) to receive their power. This means that the power will only work for as long as they keep their vows.

Where the power is the carrot, the penance is the stick.

Should the Lightsider break his vow, he will incur his Penance. This means that the Lightsider loses his power and his perk *and* that something bad happens to him.

This is his punishment, but like all punishments, it will come to an end once he has learned his lesson. How that works, as with gaining the powers, is up to your specific setting. Maybe the Lightsider needs

to go on a quest to prove his worth to his god(s), or maybe he just needs to reconcile his wrongdoings with all those he has harmed, or perhaps he needs to spend time in a cloistered monastery, or darker still perhaps he needs to kill a Darksider to lose his Penance.

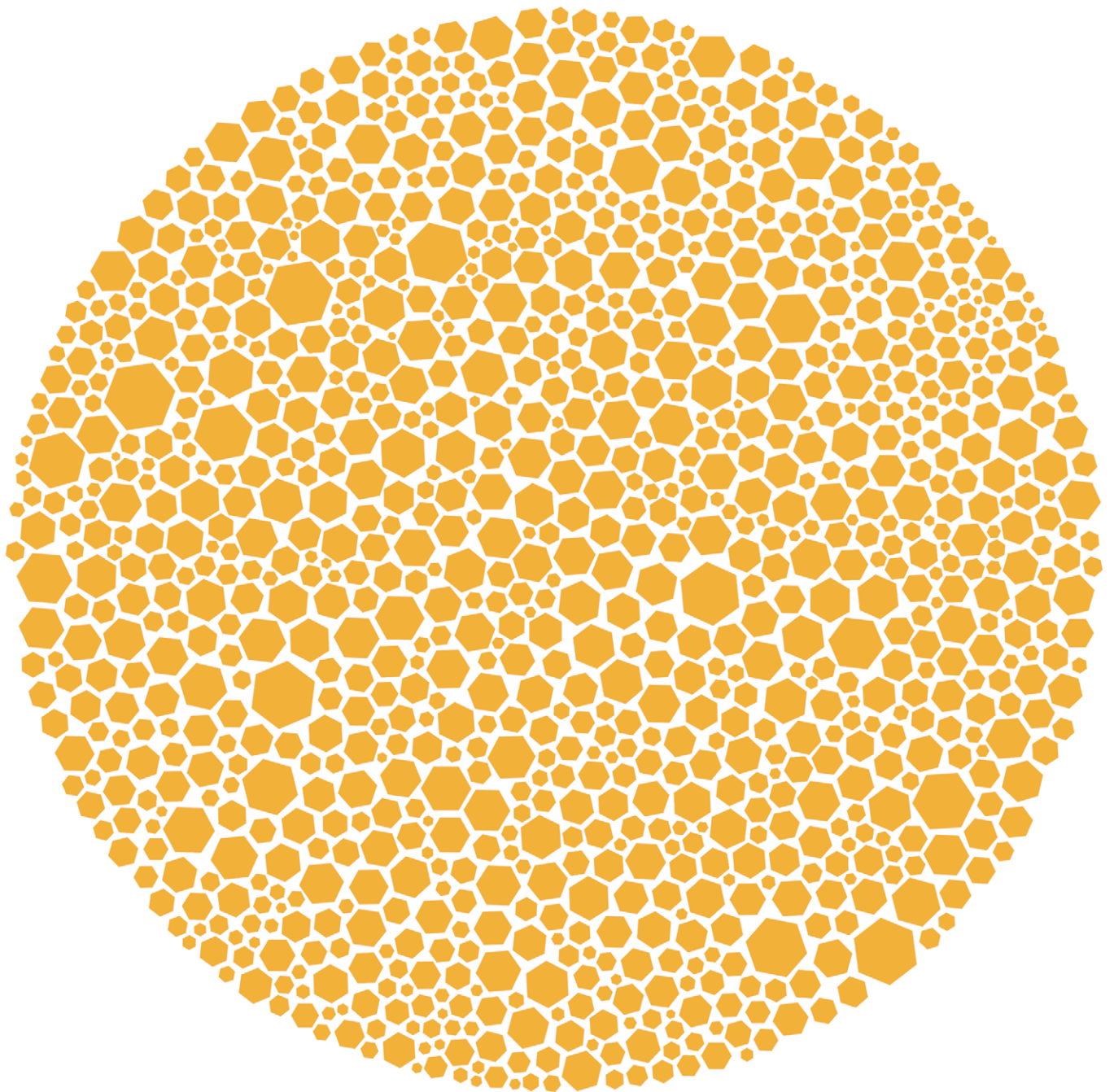
Bear in mind that losing the Penance doesn't automatically mean your character will gain back his power. After the Penance has been taken away, your Lightsider has to go through whatever quest or mission he did before in order to gain back his power. In some settings, this could be entirely impossible and that in itself could be an added Penance.

LITTLE COLUMN A, LITTLE COLUMN B

Being a Lightsider and a Darksider are not always mutually exclusive. Unless your setting expressly forbids it, there is nothing in the rules stopping you from taking a vow to gain a holy power and making an offering to gain an evil power. It might take some explaining as to why you would do both, but if you can imagine it, you can do it.

However, the character creation parts in this mod is not quite set up for that purpose, and so you might have to roll on either, both, or do some rolls in one and some rolls in another if you want to start with a character that has powers from both sets.

THE LIGHT



OATHS

Whether you call them paladins, clerics or priests, the Lightsiders are those characters which have taken an oath to uphold all that is good and holy in this world. By taking vows that make their lives harder, these Lightsiders have been granted powers of creation so that they can make the world a better place.

They are not always be the nicest of people in the world, and some have even sacrificed something to the Outsider. However, the oaths they took have changed who they are and how they interact with the world. As long as they keep to their oaths, they will be a force of good in the world.

In order to use the holy powers of creation, a character must choose the associated Vow. As long as the character keeps the Vow, he gets to use that holy Power as well as gaining the Perk that comes with it.

If the character breaks the Vow (even once, and even only a little) then they lose **both the Perk and Power** of the Oath, *and* they gain the curse that comes with the Penance of the Oath. The only way to rid himself of the curse is to go on a quest for atonement. After this, the character must go through another trial or quest to gain back the Oath.

OATH OF THE GUARDIAN

The Guardians are tasked to care for the natural world and ensure that the chaotic energies of magic do not overcome the balance of nature. They are the forces of order that stands against chaos, especially those caused by the powers of wayward mages and the followers of the Outsider. Magic is a powerful tool and an even more powerful weapon, and those that wield it without responsibility will soon come face to face with a Guardian.

The Guardians are not prohibited from using magic themselves, as long as they do so responsibly, and many Guardians see using magic as fighting fire with fire, often in a quite literal sense.

Vow

To ensure that the Guardians understand what they are fighting for, they are given a living (and natural) thing to care for and protect. They must

then care for this living thing, making sure it stays healthy, in good condition and (most importantly) alive. They also can never be too far from their ward.

What this living thing is, is up to the GM and will depend on the Guardian's specific religion, sect or order, or other belief system. Broadly speaking, as long as it is natural and alive, it could work. A few examples are: plants, animals, fire.

POWER

The Guardian can temporarily remove someone's ability to cast magic. This is an Opposed Skill Check between the Guardian's Will Skill and target's Special Skill. If the Guardian succeeds this Opposed Skill Check, then the opponent cannot use any magical ability until the Guardian has performed a number of narrative actions equal to the first digit of the Guardian's Will Skill Level. The opponent also gains a Mental Wound equal to the difference between their rolls.

If the Guardian rolled exactly on his Modified Skill Level, then the duration of the Power's effect is increased. The opponent won't be able to cast magic until the Guardian has performed a number of narrative actions equal to double the first digit of the Guardian's Will Skill Level.

The Guardian can also remove any ongoing magical effect on an object, animal or person on a successful Will Skill Check. If successful, the magical effect is permanently removed, until of course another character reapplies it.

PERK

The Guardian's anti-magic abilities extends beyond his ability to affect others, and becomes a personal shield that protects himself from any mage who would do him harm.

As long as he keeps his Vow, the Guardian cannot be targeted by magical effects other than those Holy magical effects found in this chapter. The Guardian can still be harmed by the consequences of magic, just not directly or indirectly targeted.

For example, a fireball thrown at the Guardian will have no effect, but if that fireball sets a house on fire, the Guardian can be hurt by *those* flames.



PENANCE

The Guardian swore to protect his ward from harm and to stand against the evils of magic. By breaking his vow to his ward, the evils of magic are inflicted upon him.

The Guardian's Penance is three fold. Firstly he cannot use magic at all, even other Holy Magic. Secondly, any magical effect made against him does double damage. Lastly, being in the vicinity of the same type of object/animal/plant/icon as his previous ward now gives him a -20 all Skill Checks.

OATH OF THE KNIGHT

The Knights are the wandering heroes of truth, justice and the righteous way. These errant Knights have been tasked to aid all those who cry out for help. They are the saviours of the cities and the protectors of the countrysides. There is no task too great or small that a Knight wouldn't offer their aid for, and while their powers might not be as grand as other Lightsiders, they more than make up for it with passion and spirit.

Vow

A Knight is a servant of the people first and foremost. When someone becomes a Knight, he vows that his interactions with others will always be polite, that he always show respect and kindness, even to those who do not deserve it.

Furthermore, a Knight must always offer to aid anyone who calls on him for help, no matter how great or small the task is. From fetching a pail of water, to slaying dragons, the Knight must always be ready to help others.

The Knight can only deny his aid to others if helping them would make the Knight do anything illegal or be against his religious code.

POWER

A Knight has the holy power to bless the bodies of others to increase their physical attributes to supernatural levels.

To do this, the Knight selects a target within Near Range (which can be himself) to bless and rolls a Will Skill Check. If the Knight succeeds on this Will Check, then the target will gain a bonus to all their Physical Skill Checks equal to the number that the Knight Rolled.

This blessing will last until the target has rolled a number of Physical Skill Checks equal to the first digit of the Knight's Will Skill Level (So if the Knight's Will Skill is 38, then the bonus will last until 3 Check have been made).

PERK

Just as the Knight is able to bless the bodies of others, so his own body has been blessed to be faster, stronger and tougher. By taking up the Oath of the Knight, he permanently gains 10 Levels in all of his Physical Skills.

PENANCE

The Knight has failed to help others, and so now he will not even be able to help himself. The Knight's Penance is to have his own physical prowess crippled by permanently losing 20 Levels in all of his Physical Skills. This is on top of losing his Perk, which means the Knight is in fact losing 30 Levels.

OATH OF THE LANTERN

Where there is darkness, there is evil, because evil cannot stand the light. The Lantern-Bearers have made it their duty to seek out evil wherever it may be found and expose it for all to see. The most pernicious of all evil is the magical kind which warps the world around it, and that is the evil the Lantern-Bearers seek out most fervently.

Where the Guardians are the protectors against magic, the Lantern-Bearers are the investigators who seek to root out witches, warlocks, warring undead, wayward mages and servants of the Outsider.

Vow

A Lantern-Bearer's life is spent in search of evil. When you gaze for so long into the abyss, precautions must be taken to ensure the abyss does not gaze back.

Therefore the Lantern-Bearer has vowed to blend the ritualism of his religion into his everyday life. Every part of his daily life will be filled with religious rituals in order to keep his mind focused on the task at hand and his soul free of evil.

What the specific rituals are will depend on the Lantern-Bearer's specific religion and will be determined by the GM, but it must be something that the Lantern-Bearer goes out of his way to do, it



must take up time and it must involve all his daily activities. A quick mental prayer now and then won't suffice.

AREAS THAT THE RITUALS MUST COVER:

- Greeting others and saying goodbye
- Buying/selling/trading
- The start and end of a journey
- The start and end of combat
- Before and after meals
- Before sleeping and after waking up
- Before using any magical powers
- Daily prayers
- Illness/death rites

And anything else that the GM wants to include.

POWER

For his dedication and his diligence, the Lantern-Bearer has been granted the power to create Holy Light. This Holy Light takes the form of a brilliant silver-white sphere 30cm in diameter that gently floats around the Lantern-Bearer, unless he mentally commands it to be in a specific position relative to him. The Lantern-Bearer can direct the Holy Light to move to specific locations although it can never be more than two metres away from him.

The Holy Light illuminates the area around the Lantern-Bearer within Close range and provides enough light to see within Near range. While the Holy Light is as bright as evil is dark, it will never blind anyone.

The Holy Light is not only a convenience at night time (and poorly lit areas), it also reveals any trace of past magical effects as well as those who can use magical powers (such as Darksiders and the undead).

Traces of past magical effects will glow where they were used, with the strength of the glow based on how long ago the magical effect was cast. Holy magic will glow a soft silver; elemental type magic will glow a colour according to their element; incanted magic will glow a deep indigo; undead a sickly green; and Darksider magic will glow a coal black.

Anyone who can use magical powers will also glow the same colours, and if a character can use more than one type of magical ability, then their "aura" will be a marbled blend of colours.

Only Lantern-Bearers can see these illuminated auras (whether it be on an object or person), and they rarely let this secret leak outside their

brotherhood.

PERK

The Oath of the Lantern is an oath of constant questing and searching. Thus, the Lantern-Bearer has been blessed in ways to aid his eternal investigation.

By taking up this Vow, the Lantern-Bearer permanently gains 20 Levels to his Perception, Investigation and Intuition Skills.

PENANCE

The Lantern-Bearer has failed to guard his mind and soul with his rituals, and now he will pay the price for his lack of diligence. His Penance (other than losing his Power and Perk) is to become blind.

He will no longer be able to do any Skill Check that requires the use of his eyes. He can still do Perception, Investigation and Intuition Skill Checks, but he has to rely on his other senses, and so he will take severe penalties to these Checks.

OATH OF THE HEALER

Healers soothe not only our wounds and ailments, but our spirits as well. These medics are not the picturesque heroes we imagine when we think of holy men coming to save the less fortunate with their shining armour and swords of holy fire. No, the Healers are the quiet champions, often overlooked, but never thanked enough.

The Healers never disappoint when they answer the call of the needy, and can heal all but the worst wounds with nothing more than a spoken prayer.

VOW

In order to gain the gift of life, the Healer has lost the gift of death. This Vow is simple and straightforward. As long as the Healer does not kill, then he can heal the wounds of others and himself.

Since the Healer can heal the wounds of any creature, he is forbidden from killing any sentient creature. If it can feel pain, he cannot kill it. He also cannot ask anyone else (explicitly or implicitly) to kill a sentient creature on his behalf, as he would still be involved in the act.

The Vow, however, only applies to the Healer himself. If another member in the party decides to kill someone, the Healer's vow is not broken. The healer is also not obligated by this Vow to prevent



death that he sees. His Vow will not be broken if he stands by while others kill. His Vow is his own and none other's.

All of this means that a Healer can still eat meat, he just can't kill the animal or ask for it to be killed. He can also fight, as long as he does not kill the opponent.

POWER

As the name quite explicitly states, the Healer's power is to heal wounds, whether on himself or on others.

The Healer must be in Close range to his chosen target, choose a specific Wound on the target and then roll a Special Skill Check.

If the check is successful, the Severity of the Wound is lowered by one step for each 20 points the Healer rolled above 0. For example, if the Healer rolled a 23 then the Wound's Severity would be lowered by 2 steps. This means that a successful roll of 60 or higher would completely heal a Grievous Wound (as it would take it down 3 steps).

If the Healer fails his Special Skill Check to heal a Wound, then fate and the divine above have declared the Wound must remain, at least for now. A Healer can only attempt a Skill Check to heal a specific Wound once per session.

A Healer cannot heal a Hit Location Destroyed. What fate has taken, he cannot give back. He can, however, mend the remains of the limb so that the victim does not go into shock (or the victim recovers from shock).

Lastly, the Healer cannot heal wounds on any undead creature.

PERK

The healing power of the Healer has become as much a part of himself as anything else. It is in his very blood and his soul. While it takes considerable effort to heal others, it takes only a little concentration to heal his own wounds.

The Healer can spend a Sigil to lower the Severity of any specific Wound on himself by one step (excluding Hit Location Destroyed Wounds). This can be done in addition to using his Power via the Special Skill Check.

PENANCE

The Healer was given the power to bring relief,

joy and peace to the world and instead he decided to take it upon himself to end a life.

His Penance is a truly anguished one. His own wounds will no longer heal of their own accord (and thus their Wound Slots will never refresh) and no magical powers or potions, or other Healers, will be able to heal them.

The Healer will be forced to show the world his agony as a testament to the wonders of life that he had squandered.

OATH OF THE UNTAINTED

Evil must be punished or it will run amok, but who is fit to judge evil? One sinner cannot judge another. That is where the Untainted come in. They commit themselves to be as pure in body as they can be, and in return they have been granted the power of Holy Justice.

There can be no better judge than one has ensured he is not tainted by the poisons and toxins of this world.

Vow

As much as the Lantern-Bearer's keep their souls clean in order to find evil, the Untainted keep their bodies and minds clean so that they can be the ultimate and objective judges that this world require.

The Vow of the Untainted is a vow of asceticism. By removing himself from the earthly pleasures of this world, the Untainted's mind is unbent and unbroken by lust, gluttony or greed.

The Untainted can only eat raw food and drink (raw meat is acceptable). He cannot consume anything that has been cooked, processed or fermented in any form. The Untainted must also keep his body exquisitely clean by bathing and shaving all his body hair off each and every day. Similarly, he must change clothes daily as well as soon as they become spoilt or dirty (e.g.: from spilled food and drink, mud or blood). The Untainted also cannot willingly touch anything that he sees is filthy, diseased, decayed or (un)dead.

Lastly, to keep his mind free clear the Untainted cannot have any romantic or sexual relations. Not even a passionate kiss to those he loves.

POWER

By keeping his body and mind pure, the



Untainted has gained the power of Holy Justice.

This is a ranged attack Power that ignores all armour and has a range of Medium. To attack someone using this Power, the Untainted selects a target, stretches out a hand and rolls a Special Skill Check. Blindingly bright light lances forth from his hand to strike directly at the soul of the target, doing damage as per the normal combat rules.

As the Holy Justice power attacks the soul rather than the body, there are no marks left behind from the attack. No bruises, cuts, broken bones or drawn blood. The Wounds that the Holy Justice causes are still felt by the target as real pain (and so the penalties from the Wound Slots remain), but this is a phantom pain.

Holy Justice also cannot kill. Targets of this Power do still go into shock, but any Wound that would kill a target simply makes that target fall unconscious. Similarly, all Wounds caused by Holy Justice attacks refresh after the encounter (including Hit Location Destroyed Wounds).

There is one exception to the damage caused by Holy Justice attacks, and that is the undead. Undead can be killed by this Power and any Wounds caused to the undead do not refresh after the encounter.

PERK

A holy judge is often the target of attacks by those who are afraid of his judgement. Therefore the Untainted has been given a measure of defense to keep him alive from the guilty and tainted of this world.

If the Untainted is attacked *and hit* by the attack (whether Physical or Mental attack), he can immediately cast Holy Justice on the attacker with a positive modifier equal to amount the enemy succeeded their attacking Skill Check. If this happens in combat, this counterattack happens on the same turn that the Untainted is attacked and does not take up the player's turn slot.

PENANCE

As he once judged, now he is judged in turn. The Untainted refused to keep his body and mind pure, and now they will never again be clean.

The Untainted has gained the *touch of decay* as his Penance. Any organic thing that touches his skin automatically is damaged and starts to decay. People, animals, plants, clothing, food, anything is susceptible to the Untainted's touch of decay. The

Untainted will now eat only ashes and drink only brackish water.

Any character that touches the Untainted must pass a -10 Constitution Skill Check to determine what Wound they received (they will always receive a minimum of a Minor Wound, regardless of their roll), per minute of touching the Untainted. If the Untainted intentionally touches another character with the intent to do them harm with his touch of decay, then they must pass a -20 Constitution Skill Check to determine what Wound they received.

OATH OF THE ORACLE

They are the advisors, mentors, and teachers of this age. Thousands come to the Oracles to find out what the future holds in store for them, and to ask what they can do to change their fates. The Oracles don't always answer, but when they do it is with a truth set in stone.

They have been given the singular power to see what no other mortal can, but this comes with a grave responsibility. Their power must be used wisely or they will lose more than they know.

Vow

Oracles can see beyond what the rest of us can, but their power is not meant for themselves. It is meant to be shared with the world. Because of this, the Oracles vow to always be honest, no matter what.

The Oracle must always tell the truth and accept any consequences that come with it. He cannot knowingly be dishonest in any way, shape or form. The Oracle cannot intentionally tell a lie, write a lie, be dishonest through body language or innuendo. He cannot tell a half-truth, or lie through omission. In short, the Oracle cannot be deceptive. Not even a white lie is acceptable.

All of this is based on the Oracle knowing what the truth is. If the Oracle does *not* know he is telling a lie, then the Vow is not broken. If he was given false information and then spreads it, he is not at fault. All that matter is whether the Oracle is honest.

The Oracle has vowed to always be honest, but he has not vowed to always speak or answer every question posed to him. The Oracle can refuse to answer a question or to speak in general, as long as he is honest about why he is doing so.



POWER

For his honesty and integrity, the Oracle has been granted the power of prophecy. The Oracle can see through the veil of time and space to see into the future and to see events that happen far from his location.

To use this Power, the Oracle chooses a time and then an event, a place or a person(s). He then rolls a Special Skill Check. If he succeeds on this Check, he can ask the GM one question about his target for each 10 points he rolled above 0. For example, if the Oracle rolled a 28 then he can ask 3 questions.

These questions must only have one word answers and the GM must answer these truthfully.

For example: the Oracle can choose tomorrow morning as the time and himself as the person. He then rolls a 04 and so can ask one question. He asks his GM if he will be attacked tomorrow morning to which his GM responds “Yes”.

The Oracle can only select a time, event, location and/or person(s) once per session to ask the GM questions. So in the above example, the Oracle cannot scry again to see what will happen to him tomorrow morning. He has asked, and he has seen all he can see, and that is that.

The GM can also disallow further questions if the Oracle is trying to be clever about his scrying. In the above example, the GM can disallow the Oracle from doing another Special Skill Check to ask where the attack will happen, or if his companions will also be attacked, since all of this is part of the same event.

PERK

The Oracle can not only see into the distant future and in places far away, but can also feel on an instinctual level what is about to happen to him. This is not something he can control, but comes to him in gut feelings and a sense that all is not as it should be.

Because of this, the Oracle’s Sigil Threshold is permanently raised by 3. This means that the Oracle starts each session with 3 more Sigils than what he ordinarily would have.

PENANCE

The Oracle has proved himself to be unreliable. He can no longer be trusted with the knowledge of time and space.

His Penance for his dishonesty will be an eternity of bad luck. The Oracle can no longer use any Sigils

under any circumstance. On top of this, the Oracle must accept any and all GM Intrusions, no matter how bad it would be for him.

OATH OF THE MARTYR

To suffer in someone else’s stead is a noble deed, but to willingly do it each and every day requires a mental fortitude few can manage. The Martyrs have cut themselves off from humanity and through it they have learned to take the illnesses and injuries of others onto themselves.

Vow

To take away the pain of others, the Martyr must first remove himself from others. It is through this self-exile that the Martyr truly understands what it is to be human.

The Oath of the Martyr is a vow to never again feel the touch of another person. Under no circumstances can the Martyr touch anyone else. If the Martyr is the one “instigating” the touch, then not even clothes will protect him from the consequences of breaking this Vow. However, if someone else touches him, then the Vow is not broken unless they touch his skin.

POWER

Now that the Martyr has been separated from humanity, he has been blessed with the power to take upon himself all of their pain and suffering.

The Martyr can absorb any Wound (Physical or Mental) of any person that is within Close Range. This does not need a Skill Check, and requires only a moment of concentration on the Martyr’s part. Once that is done, the Wound on the other person is instantaneously healed, but the Martyr immediately gains that Wound on the same Hit Location, at the same Severity level.

The Martyr can absorb any number of Wounds at any Severity Level from any number of people. However, during Combat, he can only absorb two Wounds per turn, or one Wound and do another action.

PERK

The power of the Martyr is to take away the injuries and illnesses of the masses, and he would be terrible at this role if he were to die within days of



gaining this Power.

To keep the Martyr alive and useful to humanity, he has been blessed with a supernaturally accelerated rate of healing. All of his Wounds heal as if they were a Severity lower. This means that Grievous Wounds heal and refresh after the session in which they were medically treated, Significant Wounds after the encounter, and Minor Wounds after the combat round in which they were gained.

A Hit Location Destroyed Wound does not heal and refresh, but the Martyr can spend a Sigil to reduce a Hit Location Destroyed Wound to a Grievous Wound (if he has enough Wound Slots remaining).

PENANCE

The Martyr was to set himself apart from the hordes of sick and injured that he were to tend to. He, however, had been careless. If he cannot keep to such a simple vow, how can he be trusted to care for humanity?

His Penance therefore is to see pain and suffering all around him. Each Wound that the Martyr now takes will be copied to every sentient creature within Close Range to him. This is not the reverse of the Martyr's Power and he won't lose his Wound, everyone else will just gain a copy of it.

OATH OF THE LIFEGIVER

There is no greater expression of goodness and the power of creation than to bring the dead back to life. Where the undead are a mockery of resurrection, the Lifegivers provide true life to those who have shuffled off the mortal coil. They are the embodiment of life and would never cause harm to anyone.

More often than not, the Lifegivers are the last resort for those in desperate need. When everything else has failed, when even the Martyrs and Healers cannot help them, the grief stricken turn to the Lifegivers to give them back what was taken.

Vow

The Lifegivers have been granted the most powerful gift there is, and so they bear the greatest responsibility.

The Oath of the Lifegiver is much like that of the Healer, but taken a step further. Where a Healer merely vows not to kill, a Lifegiver vows never to

cause harm.

The Lifegiver cannot intentionally harm, or ask someone to harm, any sentient creature. It is as simple as that. If the Lifegiver does physical harm to someone, then the oath is broken. There is no excuse the Lifegiver can offer should he harm someone, not even self-defence is a valid excuse.

As with the Oath of the Healer, this Vow pertains only to the actions of the Lifegiver himself. He can still partake in the consequences of violence (such as eating meat), as long as he played no role in it. He is also not responsible for anyone else that may cause physical harm to someone. He is only accountable for himself.

POWER

The Lifegiver's power is exactly what his name implies. He can raise the dead back to life.

This is a true raising of the dead and not the mockery of necromancy. The Lifegiver's power does not raise the undead, instead it brings the person back to natural life.

To use this Power, the Lifegiver targets a corpse within Near Range and rolls a Special Skill Check. If he succeeds then the person comes back to life. The longer the person has been dead, the more difficult the Skill Check will be.

REVIVE MODIFIERS

+30	1 hour
+20	3 hours
+10	6 hours
+0	12 hours
-10	1 day
-20	2 days
-30	3 days
-40	4 days
-50	5 days
-60	6 days

A person can only be revived within a week of their passing. After this, their soul has left their body and moved into the next world.

This Power can only ever be attempted once per person. If the Lifegiver fails the Special Skill Check then he can never again attempt to revive that person.

Lastly, the Lifegiver's power of resurrection does



not work on the undead. They have already been raised from death and so his power has no effect.

PERK

The Lifegiver is more in tune with the power of life than anyone else in this mortal plane and it infuses every fibre of his being.

The Lifegiver can spend a Sigil to save himself from dying instead of burning one as is normal. Also, he can burn a Sigil to save someone else from dying as long as they are in Near range.

PENANCE

The Lifegiver has squandered the greatest gift there is, and so his punishment must be equally severe.

The Lifegiver's Penance is to become an undead.

As soon as he breaks his Vow, he shuffles off the mortal coil and instantly turns into an undead. He still retains all his mental faculties, but his heart has stopped beating and he will slowly decompose.

As an undead, his Wounds no longer heal and the Wound Slots no longer refresh. The Lifegiver no longer has any need to eat, drink, sleep or breathe. With no blood moving through his veins, poisons and the like have no effect on him.

As a member of the undead, the Lifegiver also loses 5 Skill Levels in all his Physical Skills (due to his body no longer being alive) as well as -20 to his Will Skill (as being undead does strange things to the mind).

OATH OF THE SENTINEL

Our mighty and silent protectors. The Sentinels stand firm against the chaos of this world like mighty oaks against the wind. Clad in their stalwart mystical armour, the Sentinels can withstand any assault. They can even extend this magical protection to the undefended, watching over them like a shepherd his flock.

The Sentinels have one duty: to protect those who cannot protect themselves. They take to this duty with grim resolve and a determination that few can match.

Vow

It is not the Sentinel's privilege or prerogative to question why. Their's is only to serve, to protect and

to die if necessary.

To strike home this oath of eternal service, the Sentinels vow never again to speak or to write. They keep their opinions, their desires and their beliefs to themselves, and they show the outside world a somber wall that cannot be breached.

This vow against communicating with others is limited to speech and the written word. The Sentinel cannot say anything to anyone, not even a whisper, and he cannot write his intentions (or draw them, or create a type of hieroglyphic code to get around it).

The only communication the Sentinel can do is body language. Nods, shakes of the head, pointing in a direction and other such simple body language is acceptable as long as they are not intended to convey complex ideas. Using sign-language, however, breaks this Vow.

Should the Sentinel let out an involuntary noise such as yawning, coughing, sneezing or grunts/shouts of pain, it will not break this Vow.

POWER

The Holy Ward, the Shield of God, the Wall of Light. It has many names and it is the Power granted to the Sentinels. Through this divine Power, the Sentinel can cover a person in mystical armour of pure, soothing, gentle light to protect them against any threat.

To do this, the Sentinel selects a target (which may be himself) within Near Range and rolls a Will Skill Check. If successful, the target gains armour to all Hit Locations equivalent to the result of the Sentinel's Will Skill Check. (E.g.: if the Sentinel rolled a 34, then the target would receive 34 armour to all Hit Locations).

The armour granted from the Power does not stack with other armour. If the target is wearing weaker armour on a Hit Location then use the value of this Power when calculating damage. If the target is wearing stronger armour on a Hit Location then use the value of that armour when calculating damage.

The mystical armour provided by this Power lasts until the target has performed a number of narrative actions equal to the first digit of the Sentinel's Will Skill Level.

For every Holy Ward the Sentinel wants to have active on a separate target after the first one, he will suffer a -10 penalty to his Will Skill Check.



PERK

The Sentinel's role in life is to protect others, and he wouldn't be very good at that if he couldn't protect himself.

The Sentinel is always deemed to have 20 armour on all Hit Locations (including the Mind for Mental attacks and Wounds). Just as with the Sentinel's Power, this Perk does not stack with other armour. However, it does stack with the Sentinel's Power, meaning any bonus armour received from the Sentinel's Power is added onto his Perk's armour.

PENANCE

The Sentinel believed his opinions and beliefs mattered more than protecting the innocent and undefended. For his hubris and arrogance, his Penance is to become unprotected as well.

All Wounds that the Sentinel receives are automatically increased in severity by one step (e.g.: Significant Wounds becomes Grievous Wounds). Even if the Sentinel is hit, but does not take any damage due to his armour, he automatically suffers a Minor Wound.

This also counts for Mental Wounds as well.

OATH OF THE SAGE

The suave and sure Sages are said to know everything there is to know about this world. Blessed with a supernatural vault of knowledge and the ability to express it, the Sages' towering intellect stands in stark contrast to their humble life.

But the Sages know that they are mere servants in this world, meant to guide us towards knowledge, correct us when we falter, and calm us when our passions stir.

Princes and pauper's alike travel great lengths to simply talk to the Sages and receive their blessing. In a world where might often makes right, having the right knowledge at the right time can change the entire world.

VOW

To be able to comprehend the world at its grandest, the Sage must live like its lowliest. Without hubris or pride, the Sage will have the unique point of view to see the world as it truly is. It is the vow of poverty which grants him his unique insight into the world.

The Sage cannot wear anything more extravagant than undyed wool and raw leather, held together by cheap rope. He also cannot own anything made of precious metals or stones or fabrics, nor can the Sage own or use money, nor can others be asked to purchase anything in his stead.

The Sage can not own property other than what can be carried on the person, and he must refuse any luxury given to him (such as expensive food, or sleeping on a comfortable bed).

POWER

The Sage is the mental and intellectual equivalent to the Knight. Where the Knight blesses the bodies of others, the Sage blesses their minds to open it up to the light.

To bless others, the Sage selects a target (which may be himself) within Near Range and rolls a Will Skill Check. If he is successful, then the target gains a bonus modifier to all Mental and Social Skill Checks equal to the result of the Sage's Skill Check (E.g.: if the Sage rolled a 29, then the target gains +29 bonus).

This blessing will last until the target has rolled a number of Mental and/or Social Skill Checks equal to the first digit of the Sage's Will Skill Level.

PERK

The Sage is not only a fountain of blessings, but a fountain of wisdom itself. He himself has been blessed with an increased intellect and the adroitness to express it.

The Sage permanently gains 15 Skill Levels in all of his Mental and Social Skills.

PENANCE

The Sage was not satisfied with his lot in life, and his pride overcame good sense. He wasted his wisdom and now he will never have any again.

The Sage's Penance is to permanently lose 25 Skill Levels in all of his Mental and Social Skills. Remember that this is on top of losing his Perk, which means in reality the Sage will lose 40 Skill Levels.

OATH OF THE ROLEPLAYER

There are many more powers and oaths and vows to be had than what appears in this book. They can be anything and if you and your GM can think of a



good Oath with its associated Vow, Power, Perk and Penance, you absolutely can design your own. Just keep in mind a few things.

Firstly: come up with a good name. A name is powerful and your character will be known by it. You can be the Huntsman, the Paladin, the Quester, etc. The Oath of Never-Using-A-Horse-Again doesn't quite feel right.

Vow

A vow is a promise to either do something, or not to do something. It isn't losing what you already have, it is losing the opportunity to have or not have something again.

The Vow for your Oath must be something important. It must be a task, action, or not doing a thing that will happen every session. Giving up your house in the country might seem like a big thing, but it will happen once and rarely come up again during game sessions. Never entering a building, on the other hand, will handicap your character severely, and that's the point.

The weaker a Vow, the cheaper it is as the payment for the Power.

POWER

This is where you have the time to shine. Whatever your Power is, remember to make it "good". Evil vows with evil powers are not allowed. Of course, you can do evil things with the Oath of the Sage (for example), but it isn't an inherently bad thing. Oath of the Pyromaniac, on the other hand, doesn't sound like it can be used for a lot of good.

Lightsiders are supposed to be the forces of good, the forces of holiness and creation. Theme your Power around that, but also remember that the exact nature of your Power will depend on the setting you play in.

PERK

A Perk is personal. While often the Power is an external display of holy magic, the Perk is almost always internal. Think of the Perk as a good side effect of using the Power.

Don't make the Perk stronger than the Power otherwise it will take the spotlight. The Power is the main ability and the Perk is the secondary talent.

PENANCE

When creating a Penance, think of dramatic irony. The Penance should take the Power or the Perk (or both) and turn it on its head against the character.

As with the Vow, the Penance should be severe enough that its effects will always be felt in every session. Losing the ability to feel happiness might be terrible for your character, but mechanically it doesn't do anything.

While a mechanical penalty is important, remember the roleplay aspect of it. You want the Penance to affect the way that the player roleplays his character, so that the effect of the Penance is seen. If the Penance doesn't change the feel of the character, it isn't much of a punishment, now is it?



CREATING A LIGHTSIDER

This section is meant as a supplement to the Character Creation found in the Sigil System corebook. If you're busy creating your character (before you start the game with it) and you want to be a Lightsider, then you can roll on the tables below to get some additional information and background about your brand new Lightsider character.

None of the tables below give additional Skill Levels, so don't worry about adding anything onto your current Skills. These are just there to flesh out your character.

As with the Character Creation found in the Sigil System corebook, simply roll a d100 on each of the tables to discover how your Lightsider came to be.

If you have already started an adventure or campaign and you wish to become a Lightsider, then the quest to do so will be up to your GM. Make sure you talk to your GM about it so you are both on the same page about where you want to take your character.

WHY DID YOU TAKE YOUR OATH?

This is the most important question your character will have to answer, and that you will have to roll for. The reason why your character chose to become a Knight or a Healer or a Sentinel will influence everything he does. While the vows will to keep him on the straight and narrow, this initial drive sets the scene for the type of Lightsider your character will be.

WHY DID YOU TAKE YOUR OATH?

01-10	I felt the call of the divine.
11-20	I was forced into serving.
21-30	To bring order to chaos.
31-40	To destroy the Outsider's followers.
41-50	To gain power.
51-60	To get justice for those who can't.
61-70	To make the world a better place.
71-80	To redeem myself.
81-90	To repay a debt.
91-100	To server a higher purpose.

WHAT IS YOUR QUEST?

Your character has a reason for becoming a Lightsider, but whatever god(s) he worships has their own plans for him. While your character may often be left to his own devices, sometimes the god(s) may have a task for him. So roll on the table below to find out what your current holy quest is.

WHAT IS YOUR QUEST?

01-10	Bring a criminal to justice.
11-20	Build a new holy place.
21-30	Destroy knowledge of the Outsider.
31-40	Dismantle an Outsider cult.
41-50	Find a lost holy artifact.
51-60	Protect a holy place.
61-70	Protect someone(s) from danger.
71-80	Save an area from destruction.
81-90	Save someone specific's life.
91-100	Spread the faith to a new area.

HOW MANY QUESTS HAVE YOU DONE?

Everyone has a history and your new Lightsider has his own story with his god(s). The quest he is on now isn't his first, so roll on the table below to see how many he has done for his god(s). For each quest your character has done, roll on the Quests table above to create the history he has so far as a Lightsider.

Don't worry if you double up on a Quest or two, they are vague enough that your Lightsider could very well have brought three criminals to justice or found two lost holy artifacts.

PAST QUESTS

01-40	1
41-70	2
71-90	3
91-100	4

WHAT ASPECT/GOD TO YOU VENERATE?

The setting you play in might have a pantheon of gods to choose from, or maybe just one or two. Whether your Lightsider is a monotheist or



polytheist, there will be something he looks for in his god(s), something he venerates and admires.

If your Lightsider is in a polytheistic setting, then the table below will determine what god he follows (e.g.: the God of Justice, the God of Wisdom, etc. If he is in a monotheistic setting, then the table below will show what aspect of his singular god he admires/ venerates the most.

WHAT ASPECT/GOD DO YOU VENERATE?

01-10	Artistry
11-20	Honour
21-30	Justice
31-40	Love
41-50	Mercy
51-60	Peace
61-70	Strength
71-80	Time
81-90	Truth
91-100	Wisdom

HOW HAVE YOU BEEN SET APART?

Being infused with holy power doesn't just change the way you interact with others, but it also changes how you look and feel. The table below gives some flavourful traits and quirks that you can apply to your Lightsider, especially in the more fantastic settings and adventures.

HOW HAVE YOU BEEN SET APART?

01-10	A fragrant smell of flowers follows me.
11-20	All my friends have forgotten me.
21-30	Blood the colour of polished silver.
31-40	Eyes that glow a brilliant gold.
41-50	Eyes that shine like radiant emeralds.
51-60	Eyes the colour of sparkling sapphires.
61-70	Hair that shines like lustrous metal.
71-80	My dreams are filled with visions of light.
81-90	My voice has perfect pitch and tone.
91-100	Scripture tattooed in gold across my skin.

HOW MANY OATHS HAVE YOU TAKEN?

Lastly, and most importantly, we come to the Oaths themselves. If you already by now have an idea of what sort of Lightsider you want to be, simply

choose your favourite Oath, but if you want to see what fate has in store for your Lightsider then roll for how many Oaths he has taken.

NUMBER OF OATHS

01-40	1
41-70	2
71-90	3
91-100	4

THE OATHS

Now that you know how many Oaths your Lightsider has taken, roll on the table below to see which exact Oaths he took. If you roll the same Oath more than once then just roll again until you have a unique result.

LIGHTSIDER OATHS

01-10	Oath of the Guardian
11-20	Oath of the Knight
21-30	Oath of the Lantern
31-40	Oath of the Healer
41-50	Oath of the Untainted
51-60	Oath of the Oracle
61-70	Oath of the Martyr
71-80	Oath of the Lifegiver
81-90	Oath of the Sentinel
91-100	Oath of the Sage

And there you have it: a brand new Lightsider ready for play and eager to bring peace and order to a troubled world.



PERKS & QUIRKS

This section gives you Perks & Quirks built around the Lightsider themes that you can use to further customise and grow your Lightsider. Half of the Perks & Quirks are specific to the ten Oaths, while the other half can be used by any Lightsider, or any PC wanting to become one.

In many Perks & Quirks, you'll see the phrase "current or next Oath". This means that the Perk & Quirk will first apply to an Oath that you currently have, but if you have no Oaths then it will apply to the next Oath you get. If you have multiple Oaths, then you can choose which one the Perk will apply to, and your GM will choose which one the Quirk will apply to.

PERKS		
NAME	EFFECT	PREREQUISITE
Apotheosis	For your current or next Oath, you gain not only its Power, but you can also select an additional Power from another Oath. If you break your Oath's Vow, you lose both Powers. (This Perk can be selected multiple times)	-
Armour of Justice	If a character blessed by the Sentinel's Power is hit with a magical attack, after damage has been resolved, the opponent is then automatically attacked by the same attack and using the opponent's original Skill Check result.	Have the Oath of the Sentinel
Army of God	You can bless as many people at once as the first digit of your Will Skill Level.	Have the Oath of the Knight
Choir of Wisdom	When you bless another character, you get the bonuses as well.	Have the Oath of the Sage
Contrition	If you break your Vow, you can burn a Sigil instead of having the Penance inflicted on you. However, you still lose the Oath's Power and Perk. You can also burn a Sigil to remove a Penance after acquiring it. (This Perk can be selected multiple times)	Have an Oath.
Crossed Fingers	When you take up a new Oath, replace its Perk with a Sacrifice's Perk of your choice. (This Perk can be selected multiple times)	Have no Sacrifices.
Dark Bidding	When you take up a new Oath, replace its Power with a Sacrifice's Power of your choice. (This Perk can be selected multiple times)	Have no Sacrifices.
Diviner	You can ask the GM 2 additional questions on a successful use of this Power.	Have the Oath of the Oracle
Holy Ground	Spend a Sigil to bless the area within Close Range. For the rest of the scene/ encounter, no magic can be used within this area and all current magical effects are negated. Spend an additional Sigil per range band to increase the area.	Have the Oath of the Guardian
Holy Trade	For your current or next Oath, you can swap out its Power with that of another Oath. Once this choice is made, it is permanent for that specific Oath. (This Perk can be selected multiple times)	-
Lightning Rod	You can absorb Wounds from characters within Medium Range.	Have the Oath of the Martyr
Oath of Growth.	For each session that you do not break any of your Vows, you gain 1 EXP.	Have an Oath.
Physician	Can select two Wounds to be healed per Skill Check.	Have the Oath of the Healer



THE LIGHT

PERKS

NAME	EFFECT	PREREQUISITE
Retribution	Your Perk activates if any ally within Close Range is attacked.	Have the Oath of the Untainted
Saviour	Spend a Sigil instead of burning one to save someone else from dying.	Have the Oath of the Lifegiver
Scorching Light	Characters gain a -10 to Skill Checks to use non-Lightsider magic while within Near Range of the Holy Light, and -20 while within Close Range of it.	Have the Oath of the Lantern
Selective Promise	For your current or next Oath, you can swap out its Perk with that of another Oath. Once this choice is made, it is permanent for that specific Oath. (This Perk can be selected multiple times)	-
Ultimate Sacrifice	You can give up your own life to save another player character from dying instead of any player having to spend a Sigil.	-
Unbridled Divinity	For your current or next Oath, you gain not only its Perk, but you can also select an additional Perk from another Oath. If you break your Oath's Vow, you lose both Perks. (This Perk can be selected multiple times)	-
Vendetta	In a session, if you have killed a follower of the Outsider, brought one to justice, destroyed any property of a follower or in any other way severely disrupted the Outsider's plans, then you gain 1 EXP.	Have an Oath.

QUIRKS

NAME	EFFECT	PREREQUISITE
Cross-bearer	For your current or next Oath, you lose both the Power or the Perk. You do, however, retain the Penance if you break the Vow. (This Quirk can be selected multiple times)	-
Dark Sacrifice	Swap the Penance and Vow of your current or next Oath. This means that as long as you accept the punishment from the Penance, you will gain the Power and the Perk, but as soon as you start following the Vow, you lose the Power and Perk. (This Quirk can be selected multiple times)	-
Deceptive Reality	When you use the Power and ask the GM questions about the future, one of the answers will always be a lie.	Have the Oath of the Oracle
Diminished Divinity	For your current or next Oath, you lose its Power. You only retain the Perk. (This Quirk can be selected multiple times)	-
Glass Canon	For your current or next Oath, you lose its Perk. You only retain the Power. (This Quirk can be selected multiple times)	-
Grievously Immune	You cannot heal Grievous Wounds.	Have the Oath of the Healer
Hard Taskmaster	For your current or next Oath, you not only commit to its Vow, but also to an additional Vow from another Oath as selected by your GM.	-
Indiscriminate Justice	Your Perk's counterattack is always aimed at the nearest character, regardless if they were the attacker or not.	Have the Oath of the Untainted
Light of Sight	The bonus you gain to Perception/Investigate from your Perk only works during the day.	Have the Oath of the Lantern



THE LIGHT

QUIRKS

NAME	EFFECT	PREREQUISITE
Lone Soldier	You can only bless yourself.	Have the Oath of the Knight
Naked Shield	When you grant mystical armour to a character, you lose the benefit of your Perk for as long as the mystical armour is maintained.	Have the Oath of the Sentinel
On the Third Day	You can only resurrect characters within three days of them passing.	Have the Oath of the Lifegiver
Permanent Penance	If you break a Vow and gain the Penance, it will be permanent. Nothing you do will be able to lift the Penance, other than another Perk.	-
Sacrificial Lamb	When you absorb a Physical Wound, you gain a Mental Wound of equal severity.	Have the Oath of the Martyr
Sacrificial Vow	For your current or next Oath, you lose its Vow, and your GM selects an Offering from one Sacrifice to take the Vow's place. (This Quirk can be selected multiple times)	-
Transferred blessing	When you bless a character, you gain a Mental Wound equal to the severity of the blessing.	Have the Oath of the Sage
Unfair Punishment	If you break a Vow and gain the Penance, you also gain an additional Penance from another Oath as selected by your GM.	-
Vow of Death	Replace the Vow of your current or next Oath with the following: "Your divine might is powered by death. To continue using the Power of your Oath, you must kill. In each session, you cannot use your Power until you have killed another character. If you go two whole sessions without killing a character, you break this Vow and must suffer the Penance."	-
Vow of Time	Part of the Vow of your current or next Oath is to not spend EXP on yourself. The EXP you gain is stored until you choose to break this Vow and gain the Penance associated with the Oath.	-
Warden	Your GM chooses an additional ward for you to care for. The same Vow applies to this new ward, as does the Penance if you break the Vow.	Have the Oath of the Guardian



OATH OF THE GUARDIAN

VOW: Must keep a chosen living thing alive and unharmed.

POWER: Remove a person's ability to cast magic through an Opposed Will vs Special Skill Check; or remove a magical effect on a successful Will Skill Check.

PERK: Cannot be targeted by magical effects.

PENANCE: Cannot use magic. Being in vicinity of ward type gives -20 to all Skill Checks.

OATH OF THE KNIGHT

VOW: Must always offer aid except if it would be illegal or against his religious code.

POWER: Grant bonus to target's Physical Skill Checks equal to result of a successful Will Skill Check.

PERK: Permanent +10 Levels to all Physical Skills.

PENANCE: Permanent -20 Levels (-30 with Perk) to all Physical Skills.

OATH OF THE LANTERN

VOW: Must integrate and follow specific rituals in all areas of his life.

POWER: Create Holy Light which reveals magical effects, traces of past magical use and magically capable characters.

PERK: Permanent +20 Levels to Perception, Investigation and Intuition Skills.

PENANCE: Becomes blind.

OATH OF THE HEALER

VOW: Cannot kill a sentient creature or ask someone else to kill one.

POWER: Reduce the severity of target Wound by one step for each 20 points rolled on a successful Special Skill Check.

PERK: Spend a Sigil to reduce severity of any Wound on self by one step.

PENANCE: Own Wounds does not and cannot be healed.

OATH OF THE UNTAINTED

VOW: Asceticism. Eat only raw food and drink. Keep body clean and shaved. Change clothes daily. Etc.

POWER: Holy Justice ranged attack. Uses Special Skill.

PERK: Automatically cast Holy Justice if hit by an attack.

PENANCE: Touch of decay. Does damage to everything he touches.

OATH OF THE ORACLE

VOW: Cannot lie or be dishonest.

POWER: Can ask the GM a question about the future for every 10 points rolled on a Special Skill Check.

PERK: Sigil Threshold is permanently increased by 3.

PENANCE: Cannot use any Sigils.

OATH OF THE MARTYR

VOW: Cannot physically touch another person.

POWER: Can absorb any Wound from a target within Close Range.

PERK: Wounds heal at the severity of one step lower.

PENANCE: Each Wound he receives is copied to all creatures within Close Range.

OATH OF THE LIFEGIVER

VOW: Cannot harm a sentient creature or ask someone else to harm one.

POWER: Revive target corpse on a successful Special Skill Check.

PERK: Spend a Sigil instead of burning it to prevent own death, and burn Sigil to prevent another's death.

PENANCE: Becomes undead.

OATH OF THE SENTINEL

VOW: Cannot speak or write.

POWER: Grant target bonus armour equal to result of successful Will Skill Check.

PERK: Always deemed to have 20 armour on all Hit Locations.

PENANCE: All Wounds received is automatically increased by one step.

OATH OF THE SAGE

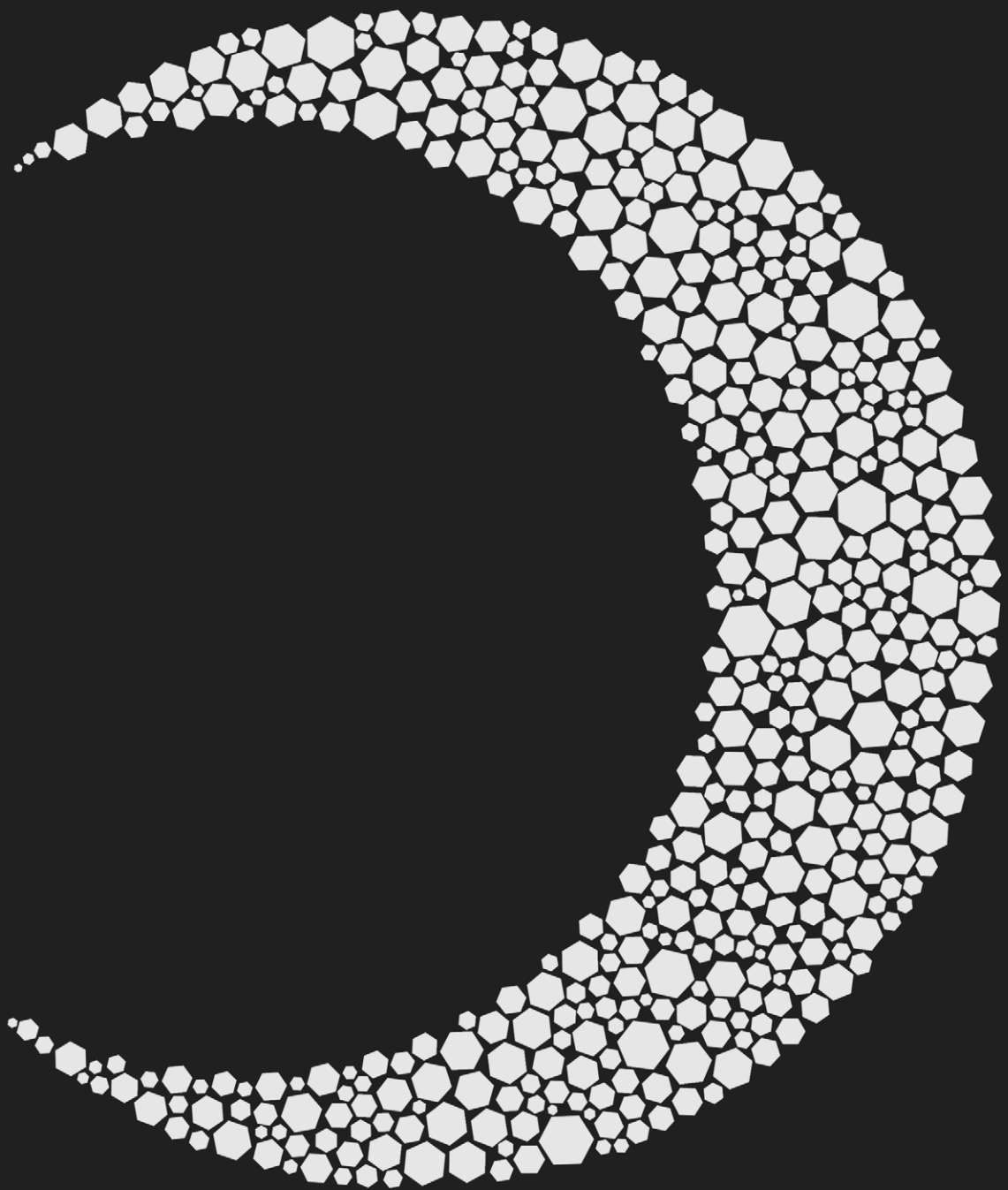
VOW: Poverty. Cannot own luxury items or use currency.

POWER: Grant bonus to target's Mental and Social Skill Checks equal to result of a successful Will Skill Check.

PERK: Permanent +10 Levels to all Mental and Social Skills.

PENANCE: Permanent -20 Levels (-30 with Perk) to all Mental and Social Skills.

THE DARK



SACRIFICES

The Darksiders are, by virtue of what they have done, characters driven by desire. They have all sacrificed something dear to them to the Outsider in order to gain power.

The powers they have gained are inherently destructive and are oriented to making their lives easier. Because of this, some see the Darksiders as an evil lot, or at the very least a selfish lot. Some Darksiders claim that they sacrificed to the Outsider in order to serve a greater purpose, to do some good in the world, but as the old idiom states: the road to hell is paved with good intentions.

Unlike the Oaths of the Lightsiders, the powers shown in this section do not come with an associated Vow. The Darksider simply makes the Offering and he gains the Power and the Perk.

Some Powers require an Offering each time they are used, while others only require a one-off payment made before the Power is first received. For those cases where an Offering is required each time their Powers are used, the Offering is not triggered through the use of the Perk.

SACRIFICE OF SANITY

OFFERING

Hellfire draws its power directly from the willpower and mental energy of the Darksider. Use too much, and it could very easily turn your mind to ashes. Each time the Darksider uses this power, he gains a Mental Wound. The severity of Wound is determined by the result of his Special Skill Check made to create Hellfire. The lower the result of the

ROLL	WOUNDS
01-11	3 Grievous Wounds
12-22	2 Grievous Wounds
23-33	1 Grievous Wound
34-44	3 Significant Wounds
45-55	2 Significant Wounds
56-66	1 Significant Wound
67-77	3 Minor Wounds
78-88	2 Minor Wounds
89-100	1 Minor Wound

roll, the worse the Wound will be. As the Darksider becomes stronger, he will be more able to resist the strain placed on his mind. A failed Special Skill Check or rolling exactly on your Skill Level does not give the Darksider any Mental Wounds.

POWER

Hellfire is the most outwardly violent and spectacular power that the Outsider grants his followers. It is solely destructive and causes misery wherever it is used.

The Darksider can spontaneously create and control Hellfire from any part of his body (or all at once) by succeeding on a Special Skill Check. The modifiers to this Skill Check depend on how much Hellfire the Darksider is attempting to create and/or control.

MOD	VOLUME
-30	A large building.
-20	A small house.
-10	A room full.
0	The average person.
+10	A large bucket.
+20	A thin stream of hellfire.
+30	Candles and torches.

Remember that this isn't the final modifier for the Special Skill Check to create and/or control Hellfire. The GM can add any other modifier on top of this (such as Difficulty modifiers) based on the context of the situation.

The range at which the Darksider can create and control Hellfire is Near if his Special Skill Level is below 50, Medium if it is between 50 and 70, and Far if his Special Skill Level is above 70.

The Darksider is immune from harming himself with his own Hellfire, however his clothing and possessions are not. Hellfire from other Darksiders will also harm him.

PERK

Gain "*Heat Sight*" Specialisation at +10 Perception Skill Level.

The otherworldly heat that infuses the Darksider



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has also, quite literally, coloured his vision. The Darksider can now see heat; the hotter an object is the brighter it is to his vision. This is most useful in the dark, as the heat that objects and people give off will be quite visible to the Darksider. He is, however, protected from being blinded by the heat given off by his own Hellfire as it appears pitch black to the Darksider.

SACRIFICE OF TIME

OFFERING

Consuming a soul also consumes that soul's doom and fated time of death. The Darksider will heal whatever wounds trouble him, but he will also age each time he uses this power. The time the Darksider ages depends on the type of Wounds healed. The time aged is cumulative, so healing two Grievous Wounds ages the Darksider by two years.

WOUND	TIME AGED
Minor	1 week
Significant	1 month
Grievous	1 year
Location Destroyed	1 decade

Bear in mind that once a character reaches 41 years of age, he loses 2 Levels in all his **Physical Skills**. Once the Darksider reaches 51, he will lose an additional 2 Levels in all his Physical Skills. After he turns 60 (and for every decade after that), the Darksider will lose another 2 Levels in **all of his Skills**. Consult the Character Creation section of the Sigil System corebook for more information.

POWER

This is perhaps the most invasive power a follower of the Outsider has: the power to devour souls. To heal his Wounds (both Physical and Mental Wounds), the Darksider can consume part or all of a victim's soul to use as energy for the healing process.

This is an Opposed Skill Check between the Darksider's Will Skill and the victim's Will Skill. If the Darksider is successful in this Opposed Check then he has free reign to the victim's soul, and can choose to heal as many of his Wounds as he wants (this includes Location Destroyed).

The Darksider devours the victim's soul by

"sucking it" out of the victim's mouth. The victim will not always be a willing (or unconscious) participant in this process. As such, the Darksider might have to wrestle/pin/immobilise the victim before he can devour the victim's soul. The devouring process is also not instantaneous and each individual Wound will require devouring time to be healed.

WOUND	DEVOURING TIME
Minor	1 second
Significant	1 minute
Grievous	5 minutes
Location Destroyed	15 minutes

Within this time, the Darksider is entirely unaware of the world around him and will not perceive anyone physically removing him from his victim.

For each Wound that the Darksider heals, the victim gains a Mental Wound of equal severity. I.e.: if the Darksider heals a Significant Wound, the victim gains a Significant Mental Wound.

If the victim suffers a Mental Location Destroyed (either through attrition of lesser Wounds, or through the Darksider healing a Location Destroyed) then the victim becomes Soulless. Soulless works much the same as Insanity in the Sigil System corebook, but with some key differences. Whenever a Soulless character wants to make a decision to do something (other than following orders), he rolls a -25 Will Skill Check. If that character fails the Skill Check, he becomes catatonic and does nothing.

There is only one way for a Soulless character to regain his soul, and that is by killing the Darksider who devoured it. If the soul devourer is dead, the Soulless character loses his Mental Location Destroyed Wound and instead gains a Grievous Mental Wound (if he has enough Slots left over before becoming Insane).

PERK

Gain "**Consumed Memories**" Specialisation at +10 Intuition Skill Level.

Consuming a soul doesn't mean just devouring the person's life energy. It also means taking a part of who they are into you. Along with the various souls the Darksider has devoured, he has also gained some of the memories of his past victims. These memories are not in any coherent form, but come to



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the Darksider as gut feelings, hunches and senses of *déjà vu*. These ghostly memories won't help him in any logical task, but he will often find that he knows precisely what to do in spur of the moment decisions, even if he hadn't yet ever been in that situation before.

SACRIFICE OF SELF

OFFERING

To gain this formidable power, the Darksider has to offer up his entire being. The Darksider's entire identity is taken by the Outsider. The Darksider loses nearly all autobiographical memory (all memory about himself) but keeps general knowledge memories.

The Darksider's appearance is also completely changed, to complete the process of losing himself. Complete again the "Character Age" and "Who Are You?" sections of the Sigil System's Character Creation. All Skill Levels default to 36 (before any ageing effects).

The only autobiographical memories that the Darksider retains are those that deal with the Outsider. The Darksider remembers all the deals he has had with the Outsider even though he may not remember the reasons for them or what he looked or sounded like when he made his hellish bargains. The Darksider also remembers how to use his powers.

If the Command Power is gained through Character Creation, do only the "Character Age" and "Who Are You?" sections and all Skill Levels become 36 (before any ageing effects).

Note that this offering is only done once (when the Darksider gains his power), not each time he uses the power.

POWER

The Darksider has gained the power to speak to the very soul of a person and command it to do as he desires. The Darksider can force a victim to do what he wants, or to elicit a specific emotion from the victim. This is an Opposed Skill Check between the Darksider's Will Skill and the victim's Will Skill. The difficulty of the Darksider's Will Skill Check depends on what the Darksider wants the victim to do.

To only elicit an emotion from the victim, it is a +0 Will Skill Check on the Darksider's part.

The victim is only aware that someone has been

MOD VICTIM'S MENTAL STATE

-30	It goes against their survival.
-20	It goes against their morals.
-10	They would be against it.
0	They are uncomfortable with it.
+10	They would normally agree to it.
+20	They would want to do it.
+30	They would love to do it.

tinkering with their mind if the victim succeeds in the Opposed Skill Check or once they have done what the Darksider wants. The victim will not know, however, who it was that tinkered with their minds. Also, the victim never knows what elicited an emotion from them. The commands that the Darksider gives the victim is done telepathically and is unheard by anyone but the victim.

PERK

Gain "*Sense Emotions*" Specialisation at +10 Intuition Skill Level.

To be able to control the emotions and decisions of others, you must first know what goes on in their minds. The Darksider is able to accurately sense the emotional state of those around him, and can even tell what these emotions are targeted at.

The Darksider cannot read another person's mind, but he can sense, for example, if that person is happy and he can tell the reason for the emotion, such as that the person is happy because today is their birthday.

SACRIFICE OF MEMORY

OFFERING

Freedom, as a wise man once said, is simply another word for "nothing left to lose". The Outsider takes this as a challenge, and has given the Darksider the ultimate freedom, but ensures that he loses something each time he uses it.

The Darksider can teleport, but he forgets details about the place from which he teleports. The extent of his memory loss depends on the roll of the Special Skill Check to teleport. A failed teleport roll results in no memory loss.

The size of the place forgotten depends on how far the Darksider teleports. If the Darksider teleports from one room of a building to another, then only



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ROLL	MEMORY LOSS
0-15	Forgets the place entirely and everything he has ever done there.
16-30	Forgets the place entirely as well as the reason for teleporting.
31-45	Forgets the place entirely, but remembers why he teleported.
46-60	Remembers only the place's name and location.
61-75	Remembers the place's name, location and major landmarks.
76 - 100	Only forgets where he teleported from, but nothing about it.

that room is forgotten. If the Darksider teleports from one city/town to another, then the entire city/town is forgotten. If the Darksider teleports a significant distance *within* a city/town, then it is up to the GM's discretion whether only the building the Darksider was in is forgotten, or the whole block/neighbourhood is forgotten.

POWER

The Darksider can teleport instantly from one location to another, without moving through the intervening space. The Darksider must know where the destination is physically located or have seen the destination before he can teleport there.

Teleporting requires a Special Skill Check, and the difficulty depends on the distance the Darksider wishes to teleport. Failing the Special Skill Check lands the Darksider in a random location within a number of kilometres equal to the number that the Darksider failed the Special Skill Check.

MOD	DISTANCE
-45	>10,000km
-30	1,000-10,000km
-15	101-1,000km
0	11-100km
+15	1-10km
+30	0.1-1km
+45	10-100m

While the table above does peak at a distance of >10,000km, that doesn't mean the Darksider can

teleport a billion km with the same difficulty as 10,000km. For each 5,000km above 10,000km (if such teleportable distances exist in your setting), the difficulty is doubled.

The Darksider can teleport himself and anything he is holding onto, although teleporting anything larger than another person doubles the difficulty for each "body size" of items/persons the Darksider is teleporting along with himself.

PERK

Gain "**Teleport Dodge**" Specialisation at +10 Athletics Skill Level.

Being able to teleport half a world away is quite the feat, but teleporting just 1 meter to avoid an incoming attack is child's play for the Darksider. Teleporting at such short distances costs little mental preparation and there is no memory loss associated with it. This makes it perfect to use in combat to dodge attacks, and perhaps even to pop up behind an opponent. Note, however, that any teleporting further than 10 meters requires the use of the Darksider's Power, a Special Skill Check and will result in some memory loss.

SACRIFICE OF LOVE

OFFERING

To gain a companion, another companion must be lost.

Each time the Darksider uses this power, someone close to him completely forgets about him. This is always someone the Darksider cares about or has cared about in the past. This can be family, friends, old lovers, etc.

If the Darksider has completely run out of people close to him that remembers him, the most recent person he interacted with will start forgetting him.

Each time the power is used, roll a d100. On a roll of 1-5, one of his Contacts (GM's discretion as to which one) has completely forgotten him. On a roll of 6-10, one of his party members (GM's discretion as to which one) has completely forgotten the Darksider.

POWER

The Outsider has given the Darksider the ability to summon a hellspawn from outside of this reality. What the hellspawn looks like exactly is up to the



player (bipedal, quadrupedal, tentacles, etc), but it can't be larger than the average human and it must move along the ground (it can't fly, etc). The hellspawn also cannot be mistaken for human or anything but an otherworldly, alien, hellish creature from another reality.

Summoning the hellspawn requires a Special Skill Check. Once summoned, the hellspawn will remain until it is killed or has been dismissed by the Darksider.

The hellspawn is soulbound to the Darksider and uses the Darksider's soul to keep it in this reality. The Darksider can only ever summon the same hellspawn and so can't summon it again if it is already in this reality.

The hellspawn only has one Skill that it uses for absolutely everything: the Hellspawn Skill. This Skill's Level is equal to the result of the summoning roll plus the Darksider's Special Skill Level divided by two. For example, if the Darksider rolled a 25 and his Special Skill Level is 40 then the hellspawn's Skill Level will be 45.

The hellspawn has only 1 Hit Location and has as many Wound Slots as the first digit of the Darksider's Special Skill Level. The Darksider can use his Sigils for his hellspawn.

The Darksider can order his hellspawn to do as he wishes telepathically and instantaneously. The hellspawn effectively becomes an extension of his will.

Each time the hellspawn is killed or dismissed, the Darksider makes a Will Skill Check. If the Check is failed, the Darksider takes the amount by which the Check is failed as Physical damage. The Hit Location for this is determined by reversing the numbers on the dice rolled as per regular Combat Skill Checks.

PERK

Gain "*Hellion Rage*" Specialisation at +10 Fight Skill Level.

Dragging an alien monster out from an otherworldly hellscape leaves a mark on a person. This is doubly true when you become soulbound with that alien monster.

The Darksider has been changed by the hellspawn more than can be seen with the naked eye. The hellspawn exists solely to destroy, and that mentality has seeped into the Darksider as well. Muscles have become stronger, reflexes sharper, eyes keener; all with the express purpose of maiming and killing

others.

Even without his hellspawn at his side, the Darksider has become a monster in combat.

SACRIFICE OF PROTECTION

OFFERING

By gaining this power, the Darksider has become infused with supernatural energy from outside our reality to such a degree that he is no longer fully human. As such, the old folk magic and beliefs that harm the foul creatures of the Outsider now harms the Darksider as well.

Garlic, silver, holy symbols, blessed items, running water; these have all become poison to the Darksider (as well as anything else your GM thinks will suit the setting you're playing in). Simply being around these objects will give the Darksider -20 to all Skill Checks. For each narrative action the Darksider takes while in the presence of these folk-magic substances, the Darksider must do a Will Skill Check. Failing this Skill Check will incur a Mental Wound equal to the number by which he failed the Skill Check.

POWER

The Darksider has gained the power to collapse into smoke, by succeeding on a Will Skill Check. This power is a sustained power, meaning that the Darksider can keep it going for as long as he is able to. The first digit of the Darksider's Will Skill Level is the number of narrative actions the Darksider can perform while in smoke-form before he must perform another Will Skill Check. If the Darksider fails any Will Skill Check, he will revert back to his normal form.

The Darksider always transforms into smoke nearly instantaneously. The Darksider cannot slow down the transformation process. The Darksider can, however, only transform certain parts of himself into smoke at a time (e.g.: only a hand, a foot, a whole arm, etc). If this happens, the smoke-formed body part is anchored to the remainder of the body and the Darksider cannot separate the natural-parts of his body from his smoke-formed parts.

Outside forces, however, can separate the natural and smoke-formed parts. Should this happen, the Darksider then rolls an Intuition Skill Check to determine if he is mentally quick enough to collapse



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completely into smoke before it is too late. If he succeeds this Skill Check, then he does collapse completely into smoke and no harm is done. If he fails then the smoke-parts of his body has gone too far from his body too quickly, and they are now lost forever. Depending on how large the part that is lost is will determine whether the severity of Wound that the Darksider suffers and whether this even results in a Location Destroyed.

Once fully in smoke-form, the Darksider does not need to retain a humanoid form but can move as an amorphous cloud of smoke. The Darksider cannot form more than one cloud of smoke to move independently, but can be separated into separate clouds by outside forces. If this does happen, the smaller cloud will be drawn towards the larger.

The Darksider cannot reform back into his natural form if his smoke-form has been split into multiple parts and the “main” cloud contains less than 90% of his mass. If the Darksider does reform to his natural form with >90% (but not 100%) of his mass, he suffers a Significant wound to his Torso Hit Location.

PERK

Gain “*Smoke Key*” Specialisation at +10 Burglary Skill Level.

The ability to transform only parts of himself into smoke has given the Darksider some interesting talents. One of these is to put part of himself into a lock and open it from the inside. Simple, yet extremely effective. It doesn't matter how small or complex the lock is, as long as air can get in, so can the Darksider. The Darksider can also use this Perk to operate fine machinery from the inside.

SACRIFICE OF BEAUTY

OFFERING

To take away someone else's hard earned abilities and prowess is a childish act of spite, and this pettiness is branded upon the Darksider's body each time he uses this power.

Each time this power is used, the Darksider becomes progressively uglier as the meanness of his soul is shown to the world. Whether this is a boil, a wart, a sprouting of excess hair, a scar, or anything else is entirely up to your GM.

Mechanically speaking, each time the Darksider uses this power he permanently loses 1 Skill Level in

Diplomacy. Narratively speaking, however, this will change how the Darksider is perceived throughout his travels and how others interact with him.

Expect a lot more stares, doors slammed shut and raised prices when the Darksiders comes through a town. Even those he cares about might start acting differently towards him.

POWER

The enemies of the Outsider are many in number, they are stalwart of character, and they have strength in their arms. They mercilessly hunt the Outsider's followers wherever they can be found, and drive them into the shadows.

The combat this threat, the Outsider has given the Darksider the ability to turn his enemies' greatest strength into their weakness. The Darksider can weaken a person's Physical Skills by winning an Opposed Skill Check between his Special Skill and the opponent's Will Skill. If the Darksider wins, the number by which he beat his opponent becomes the Difficulty Penalty inflicted on all the victim's Physical Skills.

After the victim has completed as many narrative actions as the first digit of the Darksider's Special Skill Level, the victim rolls a Will Skill Check. If the victim fails, then the penalty remains until he has completed another series of narrative actions, at which point he can attempt another Will Skill Check.

PERK

Gain “*Weakening Aura*” Specialisation at +10 Fight Skill Level.

The Darksider is not only able to weaken others by concentrating on their downfall, but also through his very presence and sheer force of will. This is most easily seen in combat, where anyone who tries to attack the Darksider feels themselves weakening with every step they take in his direction.

The Darksider can roll this Specialisation to defend himself against melee attacks, and it does *not* trigger the Offering. However, if the Darksider wishes to attack, he uses the main Power above which *does* trigger the Offering.

SACRIFICE OF SUNLIGHT

OFFERING

To live in darkness, you must sacrifice the light.



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By gaining this power, the Darksider can no longer move around freely in daylight. Being in direct sunlight will give the Darksider -20 to all Skill Checks. For each narrative action the Darksider takes while in direct sunlight, the Darksider must also do a Will Skill Check. Failing this Skill Check will incur a Mental Wound equal to the number by which he failed the Skill Check.

This only applies to direct sunlight. As such, the Darksider can clothe and robe himself when he is outside during the day so that direct light does not strike him.

POWER

The agents of the Outsider work in the shadows, quite literally in some cases. In order to move about unseen, the Outsider has granted the Darksider the ability to merge with shadows around him. While the Darksider is in a shadow (whether day or night), he gains a bonus modifier to all Stealth Skill Checks performed while in that shadow.

The nature of this bonus to Stealth Skill Checks depends on the amount of light present within the shadow. Shadows have four classes, and depending on which class of shadow your GM says the Darksider is currently in will dictate the bonus the Darksider gets. The deeper the shadow, the more easily the Darksider can blend into it. In pitch blackness there is almost no difference between Darksider and shadow.

SHADOW CLASS	BONUS MODIFIER
Light Shadow	Quarter Special Skill Level
Medium Shadow	Half Special Skill Level
Deep Shadow	Special Skill Level
Pitch Blackness	Double Special Skill Level

When quartering or halving the Darksider's Special Skill Level, always *round down* if there are any fractions.

Remember that the bonus gained from the Darksider's Special Skill Level is not the final modifier applied to the Stealth Skill Checks. Your GM can still apply any other positive or negative modifiers to the Skill Checks depending on the context of what is happening.

While this power is based around the Special Skill, it has no Special Skill Checks. In this case, when you roll a Stealth Skill Check while in a shadow, it also

counts as a Special Skill Check for the purposes of gaining EXP at the end of each session.

PERK

Gain "*Shadow Spear*" Specialisation at +10 Shoot Skill Level.

Shadows are often more solid than they first appear. While the Darksider is blended in with the shadows around him, he can use those same shadows to attack others. The Darksider can form the shadows he is blended in into spears which he can then use to reach out and stab anyone who comes too close to the shadows.

The Range of these Shadow Spears is always Near Range.

SACRIFICE OF MIGHT

OFFERING

What greater ironic twist is there than to be able to move mountains with your mind, and yet struggle to stand up. By gaining this power, the Darksider has sacrificed his muscle's ability to move properly.

When the Darksider gains this power, he permanently loses 20 Skill Levels in all his Physical Skills *except* for Perception. These Skills cannot go below Level 1 due to this cost.

This is a once-off cost that happens as soon as this power is gained.

POWER

The ability to move and manipulate objects with the mind is perhaps the most straightforward of powers that the Outsider provides. With this power, the Darksider becomes a telekinetic, and does not need to touch an object in order to interact with it. Instead he rolls a Special Skill Check. The modifiers on this Skill Check (other than contextual and difficulty modifiers your GM will add in) are based around the mass of the object.

MOD	MASS
-45	>400kg
-30	200-400kg
-15	100-200 kg
0	50-100 kg
+15	10-50 kg
+30	1-10 kg
+45	100 g-1 kg



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While the table above does peak at a mass of 400 kg, that doesn't mean the Darksider can interact with an object 10,000kg with the same difficulty as an object with 400 kg. For each 100 kg above 400 kg, double the difficulty.

The range within which the Darksider can interact with and move objects is always Far Range. This includes the range that he can throw objects.

While the Darksider can interact with and move other people, he cannot move himself with his own telekinesis. For example, he cannot levitate nor fly or fling himself around with it.

PERK

Gain "***Fine Kinetic Assembly***" Specialisation at +0 Fine-Craft Skill Level.

Gain "***Broad Kinetic Assembly***" Specialisation at +0 Broad-Craft Skill Level.

There are no limits to what the mind can do, and the brain can operate at speeds that it can scarcely comprehend itself. Put these two things together and it is much easier and quicker to build and fix things with your mind than with your hands. Hands can slip, ache, become numb or work too slow. The mind is beyond all that.

The Darksider can therefore use his telekinetic powers to build, fix, maintain or disassemble objects and machinery by levitating them and/or their parts around him. While there are no modifiers for these Specialisations, *per se*, if the objects the Darksider wishes to lift and move item that are substantially heavy then you can use the Mass Modifiers table on the previous page.

SACRIFICE OF SENSE

OFFERING

The simplest of sacrifices: to strengthen one sense you must weaken another. However, as with anything else, it is not as straightforward as just that.

There are six senses that the Darksider can strengthen and they come in pairs. When the Darksider strengthens one sense, it's matching other half is weakened.

SENSE PAIRS

Sight	Hearing
Scent	Taste
Touch	Balance

In order to gain a specific bonus modifier number to the Darksider's Perception/Investigation Skill Checks for one sense, its matching other half will gain a permanent penalty modifier to the Darksider's Perception check equal to 150% of the bonus (rounded down). For example, if the Darksider chooses to strengthen his Sight with a bonus modifier of 20, then he will gain a permanent -30 penalty modifier to any Perception/Investigation Skill Checks to Hear.

If the penalty modifier to a sense would ever result in the modified Perception/Investigation Skill Level being at or less than 0 for a Skill Check, then the Darksider has lost that sense (e.g.: become blind, deaf, etc).

The bonus and penalty modifiers are not changed at will between Perception/Investigation Skill Checks. They are decided upon when this power is chosen and remain so permanently. This power can be selected more than once for the same or different powers, and the bonus and penalty modifiers are cumulative (they are added to one another).

POWER

The most common power granted by the Outsider are supernatural senses. It's subtle enough to go unnoticed by most people yet grants the Darksider a massive advantage over others.

As stated above, the senses are paired together and when this power is chosen, the Darksider chooses a permanent bonus modifier to add to any Perception/Investigation (or other appropriate) Skill Checks when using that sense. The number for this modifier can be anything between 1-66. Remember that whatever bonus modifier the Darksider chooses, he will gain a 150% penalty to Perception/Investigation Skill Checks for the accompanying sense (meaning the penalty will be anywhere from 2-99).

This power can be chosen multiple times, but be careful when doing so since the cost can be greater than the reward.

PERK

Gain "***Remote Viewing***" Specialisation at +10 Special Skill Level.

An enhanced sense is not glamorous enough for a being such as the Outsider. No, there must always be an extra twist. The twist here is that the Outsider granted with this power the ability for the Darksider to leave his own body and travel as an ethereal,



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incorporeal, and invisible entity while his body rests in an unconscious state. In this unconscious state, the Darksider is entirely unaware of what happens to his body.

In his ghostly form, the Darksider can fly and move through walls, but there is a catch: the Darksider can only experience the world around him through the sense he has chosen to supernaturally enhance. If the Darksider has enhanced more than one sense, he must choose which sense to use each time he use his Remote Viewing Perk.

SACRIFICE OF ROLEPLAY

The Sacrifices and their associated Powers and Perks shown in this section is but a small variety of the many Sacrifices that Darksiders can make to the Outsider in order to gain a Power.

The Sacrifices above are the most commonly associated abilities and powers associated with warlocks, witches and other ne'er-do-wells that use magic. However, don't let that stop your characters from desiring a specific ability and willing to sacrifice to get it.

As with the Lightside Vows, there are some things to keep in mind when designing your own Sacrifices.

OFFERING

An Offering (especially when used in this context) is not a vow or an oath. It is not a promise to do something or not to do something. It is, instead, losing something valuable to you. You don't give it up, you lose it; it is taken from you.

Giving up eating red meat and drinking wine is a vow. Having all food and drink turn to ash in your mouth is an Offering.

Remember that an Offering must hurt. If it doesn't, the Outsider isn't asking enough. It must do some type of damage (physical, mental, spiritual) to your character and it must be something that comes into play each session (even if it is a one-off payment).

Your Offering can happen only once when you gain the power or it can happen each time you use it's Power. If you go for a one-off payment, then it should be much more harmful than a pay-each-time Offering. If you only have to do it once, it should be strong enough to discourage just about anyone to pay it.

POWER

This where your imagination can run wild. Any sort of dark, devious and deadly abilities can become your character's Power.

A Darksider's Power is useful to himself (where a Lightsider's Power is useful to others), so when thinking of a Power to have, think of those that will benefit your character the most (even at the cost of others).

Bear in mind, though, that the stronger the Power is, the more harmful the Offering must be. Also ensure that the Offering and the Power play on the same theme, or that there is a connection between the two. Sacrificing your left arm for the ability to be the world's greatest fencer has an ironic feel to it, but sacrificing that left arm to be the smartest man in the world doesn't feel like there is any connection between the two.

PERK

'Gain "?????????" Specialisation at +10 ?????? Skill Level.'

The Power the Darksider gains always infuses his body in some shape or form. The Perk always follows in theme and type from the Power you design.

Think of what the Power (and even the Offering) would do your character and how it might shape and corrupt them. Then think of how he can use that to his advantage. That is half of your Perk done.

Lastly, pick a Skill to become the parent for your new Specialisation. The Skill you choose will profoundly change how your Specialisation is used. For example, picking Fight vs Shoot will be the difference between your character becoming a ranged or melee focused fighter.



CREATING A DARKSIDER

This section is meant as a supplement to the Character Creation found in the Sigil System corebook. If you're busy creating your character (before you start the game with it) and you want to be a Darksider, then you can roll on the tables below to get some additional information and background about your brand new Darksider character.

None of the tables below give additional Skill Levels, so don't worry about adding anything onto your current Skills. These are just there to flesh out your character.

As with the Character Creation found in the Sigil System corebook, simply roll a d100 on each of the tables to discover how your Darksider came to be.

If you have already started an adventure or campaign and you wish to become a Darksider, then the quest to do so will be up to your GM. Make sure you talk to your GM about it so you are both on the same page about where you want to take your character.

HOW DID YOU ATTRACT THE OUTSIDER'S ATTENTION?

This is the first step in any Darksider's career, getting the Outsider's attention. Sometimes you seek him out, other times he comes to find you. However you manage to attract his attention, your character will forever be marked with it.

HOW DID YOU ATTRACT HIS ATTENTION?

01-10	A murder victim of mine spoke in his voice.
11-20	A warlock tried to consume my soul, but only took half.
21-30	He spoke to me in dreams and visions.
31-40	I became infected from a hellspawn bite.
41-50	I desecrated a holy temple in his name.
51-60	I found a dark ritual under an ancient temple.
61-70	I sacrificed an innocent child to him.
71-80	I slaughtered a village to get his notice.
81-90	I survived being a sacrificial offering to him.
91-100	I was apprenticed to a follower of his.

WHAT DID THE OUTSIDER OFFER YOU?

The Outsider is a tricky entity that will offer the whole world to gain another soul to do his bidding. Whether he will follow through on any promise is another matter, but he came to your character and offered him something that your character desperately wanted.

That is how your character became a Darksider and that is what you will find out on the table below.

WHAT DID THE OUTSIDER OFFER YOU?

01-10	A god to worship.
11-20	A purpose in life. A reason to matter.
21-30	Knowledge beyond mortal means.
31-40	Money, wealth, fortune.
41-50	Nothing, he trapped me in his schemes.
51-60	Safety from those who seek to harm me.
61-70	Satisfaction of knowing that I'm better than rest of humanity.
71-80	The chance to pierce the veil of this reality.
81-90	The power to do whatever I want to.
91-100	Vengeance against those who wronged me.

WHAT SERVICE DOES HE REQUIRE?

The Outsider never gives out anything for free, and your character's soul came with a responsibility to him. Every now and again he will seek out your Darksider and ask for yet another payment for the "gifts" he offered.

WHAT SERVICE DOES HE REQUIRE?

01-10	Destroy a relationship.
11-20	Destroy religious/cultural icon.
21-30	Get a person falsely accused of a crime.
31-40	Poison a community's food/water supply.
41-50	Ritual sacrifice.
51-60	Scarify a person that angered him.
61-70	Start a cult to him in new locale.
71-80	Straight forward murder.
81-90	Temple desecration.
91-100	Undermine authority, foment rebellion.



THE DARK

HOW MANY SERVICES HAVE YOU DONE?

This latest task isn't the first that your Darksider has done for the Outsider and it won't be the last. Your character already has a dark and sordid history with the Outsider and the table below will show just how far back it goes.

For each service your character has done, roll on the Services table above to create the history he has so far as a Darksider.

Don't worry if you double up on a Service or two, they are vague enough that your Darksider could very well have performed four ritual sacrifices or poisoned two community's water supplies.

PAST SERVICES

01-40	1
41-70	2
71-90	3
91-100	4

WHAT MARK HAS THE OUTSIDER LEFT?

The Outsider brands all his followers one way or the other. Like an abusive spouse and a cult leader, he makes it as hard as possible for his followers to make relationships beyond those he approves of. The more his followers are shunned by society, the more they will come back to him for aid and assistance.

WHAT MARK HAS THE OUTSIDER LEFT?

01-10	A faint, lingering smell of brimstone.
11-20	A long, forked tongue.
21-30	Black, inky veins pulsating under my skin.
31-40	Eyes as black as the abyss.
41-50	Eyes that glow with the colour of fire.
51-60	Lingering trail of smoke from my lungs.
61-70	Scars in the shape of runes across my skin.
71-80	Sharp claws instead of nails.
81-90	Sharp fangs instead of teeth.
91-100	Skin that looks like it belongs on a corpse.

HOW MANY SACRIFICES HAVE YOU MADE?

Finally we come to the heart of the matter. How much has your Darksider given up to gain the power he currently has? If you already by now have an idea of what sort of Darksider you want to be, simply choose your favourite Sacrifice, but if you want to see

what fate has in store for your Darksider then roll for how many Sacrifices he has made.

SACRIFICES

01-40	1
41-70	2
71-90	3
91-100	4

THE SACRIFICES

Now that you know how many Sacrifices your Darksider has made, roll on the table below to see which exact Sacrifices they made. If you roll the same Sacrifice more than once then just roll again until you have a unique result.

DARKSIDER SACRIFICES

01-10	Sacrifice of Sanity
11-20	Sacrifice of Time
21-30	Sacrifice of Self
31-40	Sacrifice of Memory
41-50	Sacrifice of Love
51-60	Sacrifice of Protection
61-70	Sacrifice of Beauty
71-80	Sacrifice of Sunlight
81-90	Sacrifice of Might
91-100	Sacrifice of Sense

And there you have it: a brand new Darksider ready for play and eager to wreak havoc on the world.

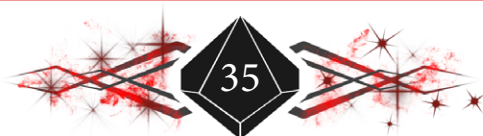


PERKS & QUIRKS

This section gives you Perks & Quirks built around the Darksider themes that you can use to further customise and grow your Darksider. Half of the Perks & Quirks are specific to the ten Sacrifices, while the other half can be used by any Darksider, or any PC wanting to become one.

In many Perks & Quirks, you'll see the phrase "current or next Sacrifice". This means that the Perk & Quirk will first apply to an Sacrifice that you currently have, but if you have no Sacrifices then it will apply to the next Sacrifice you get. If you have multiple Sacrifices, then you can choose which one the Perk will apply to, and your GM will choose which one the Quirk will apply to.

PERKS		
NAME	EFFECT	PREREQUISITE
20/20	The penalty gained from your chosen Skill's opposing Skill is equal to your Chosen Skill's bonus (instead of 150%). This Perk can be selected for each chosen Skill.	Have the Sacrifice of Sense
A Little on the Side	For your current or next Sacrifice, you gain not only its Perk, but you can also select an additional Perk from another Sacrifice without having to pay an additional Offering. (This Perk can be selected multiple times)	-
Age Before Beauty	On a successful use of the Power, the victim ages 1 year and the Darksider becomes 1 year younger. The Darksider can't become younger than 20 years old.	Have the Sacrifice of Beauty
Black Market	For your current or next Sacrifice, you can swap out it's Perk with that of another Sacrifice. Once this choice is made, it is permanent for that specific Sacrifice. (This Perk can be selected multiple times)	-
Chaotic Haggling	For your current or next Sacrifice, you can swap out it's Power with that of another Sacrifice. Once this choice is made, it is permanent for that specific Sacrifice. (This Perk can be selected multiple times)	-
Consumed Fate	Gain 1 Sigil per severity of Wound healed (eg 3 Sigils for Grievous Wounds), and increase your Sigil Threshold by 1 if you heal a Hit Location Destroyed Wound.	Have the Sacrifice of Time
Greener Grass	For your current or next Sacrifice, replace its Perk with a Oath's Perk of your choice. (This Perk can be selected multiple times)	Have no Oaths.
Hop, Skip, and a Jump	Teleporting to a location within 100m does not require a Skill Check, nor will it affect your memory.	Have the Sacrifice of Memory
Levitation	You can levitate and float around, with a top speed in m/s (and maximum height above ground) being the first digit of your Special Skill Level.	Have the Sacrifice of Might
Mysterious Ways	For your current or next Sacrifice, replace its Power with a Oath's Power of your choice. (This Perk can be selected multiple times)	Have no Oaths.
Practiced Insanity	Spend a Sigil to reduce the severity of the Mental Wounds by one step when using your power.	Have the Sacrifice of Sanity
Shadow Strike	If the Darksider is blended into the shadows, increase the severity of the Wound for the first attack made against an unsuspecting opponent.	Have the Sacrifice of Sunlight
Temptation	For each session that you use your darksider abilities to the detriment of others, you gain 1 EXP.	Have a Sacrifice.
The Skull Throne	You gain 1 EXP for each character you kill that has an Oath.	-



THE DARK

PERKS

NAME	EFFECT	PREREQUISITE
Thrallherd	You can attempt to command as many characters at once as the first digit of your Will Skill Level.	Have the Sacrifice of Self
Twins	Summon 2 hellspawns instead of just 1. They both use the same Hellspawn Skill Level.	Have the Sacrifice of Love
Unmatched Greed	For your current or next Sacrifice, you gain not only its Power, but you can also select an additional Power from another Sacrifice without having to pay an additional Offering. (This Perk can be selected multiple times)	-
Unfettered Power	Burn a Sigil instead of having to pay the Offering for a Sacrifice. For the Powers that require an Offering for each use, burning one Sigil is enough for all instances.	-
You are Two	While in smoke form, you can separate into two clouds, having control over the movements of both. Reforming back to a human requires the two to merge again.	Have the Sacrifice of Protection

QUIRKS

NAME	EFFECT	PREREQUISITE
Alarm Bells	Failing a Will Skill Check to command another character results in a)ll characters within Near Range hearing the command.	Have the Sacrifice of Self
All Alone	You forget 1d10 people each time you use your Power.	Have the Sacrifice of Love
Blind, Deaf, and Dumb	The opposite Skill to your chosen Skill becomes Level 1.	Have the Sacrifice of Sense
Breathless Shadows	In order to merge with the shadows, you must hold your breath. Each minute you hold your breath, you must pass a Constitution Check or take a breath. The penalty to these checks are 10 times the minutes.	Have the Sacrifice of Sunlight
Cosmic Coin Flip	Regardless of any Skill Levels, Modifiers or anything else, the target number to beat for any use of your Sacrifices' Powers or Perks is 50. Roll at or below 50 and you succeed, roll above and you fail.	-
Excess Strain	You gain a Minor Mental Wound for each use of your Power or Perk unless you spend a Sigil.	Have the Sacrifice of Might
Fractured Fire	When determining the number and severity of Mental Wounds gained from using the power, subtract 11 from the roll result.	Have the Sacrifice of Sanity
Fratricide	Replace the Offering of your current or next Sacrifice with the following: "You do not gain EXP in a session unless you have killed a follower of the Outsider or otherwise severely hampered his plans or the plans of his cults.	-
Lost Luck	Lose 1 Sigil per severity of Wound healed (eg 3 Sigils for Grievous Wounds), and decrease your Sigil Threshold by 1 if you heal a Hit Location Destroyed Wound.	Have the Sacrifice of Time
Progressive Deformity	Each time you use your Power, you lose a additional Level in a Physical Skill of your GM's choice. This Quirk can be selected multiple times.	Have the Sacrifice of Beauty
Raw Deal	For your current or next Sacrifice, you lose its Power. You only retain the Perk. (This Quirk can be selected multiple times)	-
Ripped Off	For your current or next Sacrifice, you lose its Perk. You only retain the Power. (This Quirk can be selected multiple times)	-



THE DARK

QUIRKS

NAME	EFFECT	PREREQUISITE
Sacrificial Oath	In order to use the Power and Perk of your Sacrifice(s), you must have an Oath. Holding to its Vow is optional.	-
Sacrifice of Experience	Replace the Offering of your current or next Sacrifice with the following: "You do not gain EXP for each session in which you used the Power or Perk of this Sacrifice"	-
Steep Payment	When you take up a Sacrifice, you not only commit to pay its Offering, but also to pay an additional Offering from another Sacrifice as selected by your GM.	-
Thresholds	You cannot enter a building unless given permission from someone inside.	Have the Sacrifice of Protection
Timely Teleporting	It takes a full minute of uninterrupted concentration to be able to teleport (excluding the Perk Specification).	Have the Sacrifice of Memory
Unholy Fasting	Swap the Offering of your current or next Sacrifice with an Oath's Penance of your GM's choice. (This Quirk can be selected multiple times)	-
Unholy Vow	For your current or next Sacrifice, you do not pay its Offering. Instead, your GM selects an Vow from one Oath to take the Sacrifice's place. If you break the Vow, you do not suffer the Penance, but you can't use the Sacrifice's Power or Perk for the remainder of the session. (This Quirk can be selected multiple times)	-
Work-Horse	Each session you gain the next task to do from the Outsider. If you do not complete it this session, you can't use any Darksider Power or Perk until you do complete it.	-



SACRIFICE OF SANITY

OFFERING: Gain a Mental Wound for each successful use of the Power.

POWER: Create and control Hellfire on a successful Special Skill Check.

PERK: Gain “Heat Sight” Specialisation at +10 Perception Skill Level.

SACRIFICE OF TIME

OFFERING: Instantly age when using successfully using the Power.

POWER: Heal Wounds by absorbing target’s soul with an Opposed Will vs Will Skill Check.

PERK: Gain “Consumed Memories” Specialisation at +10 Intuition Skill Level.

SACRIFICE OF SELF

OFFERING: Lose all autobiographical memory and change physical appearance.

POWER: Mind control target with an Opposed Will vs Will Skill Check, and/or elicit specific emotion with a successful Will Skill Check.

PERK: Gain “Sense Emotions” Specialisation at +10 Intuition Skill Level.

SACRIFICE OF MEMORY

OFFERING: Lose memory of place teleported from with each use of the Power.

POWER: Teleport instantly from one place to another on a successful Special Skill Check.

PERK: Gain “Teleport Dodge” Specialisation at +10 Athletics Skill Level.

SACRIFICE OF LOVE

OFFERING: Someone close to the darksider forgets him each time the Power is used.

POWER: Summon hellspawn with power each to result of Special Skill Check.

PERK: Gain “Hellion Rage” Specialisation at +10 Fight Skill Level.

SACRIFICE OF PROTECTION

OFFERING: Gain -20 to Skill Checks and Mental Wounds if in contact with superstitious/folk magic items.

POWER: Transform into smoke on a successful Will Skill Check.

PERK: Gain “Smoke Key” Specialisation at +10 Burglary Skill Level.

SACRIFICE OF BEAUTY

OFFERING: Permanently lose 1 Level in Diplomacy each time the Power is used.

POWER: Give penalty to target’s Physical Skill Checks with an Opposed Special vs Will Skill Check. Penalty is equal to difference in Opposed Skill Check.

PERK: Gain “Weakening Aura” Specialisation at +10 Fight Skill Level.

SACRIFICE OF SUNLIGHT

OFFERING: Gain -20 penalty to all Skill Checks and gain Mental Wound on a failed Will Skill Check if in direct sunlight.

POWER: Gain bonus to Stealth Skill Checks in relation to Special Skill Level if in shadow.

PERK: Gain “Shadow Spear” Specialisation at +10 Shoot Skill Level.

SACRIFICE OF MIGHT

OFFERING: Permanently lose 20 Levels in all Physical Skills.

POWER: Move and manipulate objects with telekinesis on a successful Special Skill Check.

PERK: Gain “Fine Kinetic Assembly” Specialisation at +0 Fine-Craft Skill Level.

Gain “Broad Kinetic Assembly” Specialisation at +0 Broad-Craft Skill Level.

SACRIFICE OF SENSE

OFFERING: Gain permanent penalty in one chosen sense for Perception and Investigation Skill Checks.

POWER: Gain permanent bonus in one chosen sense for Perception and Investigation Skill Checks

PERK: Gain “Remote Viewing” Specialisation at +10 Special Skill Level.