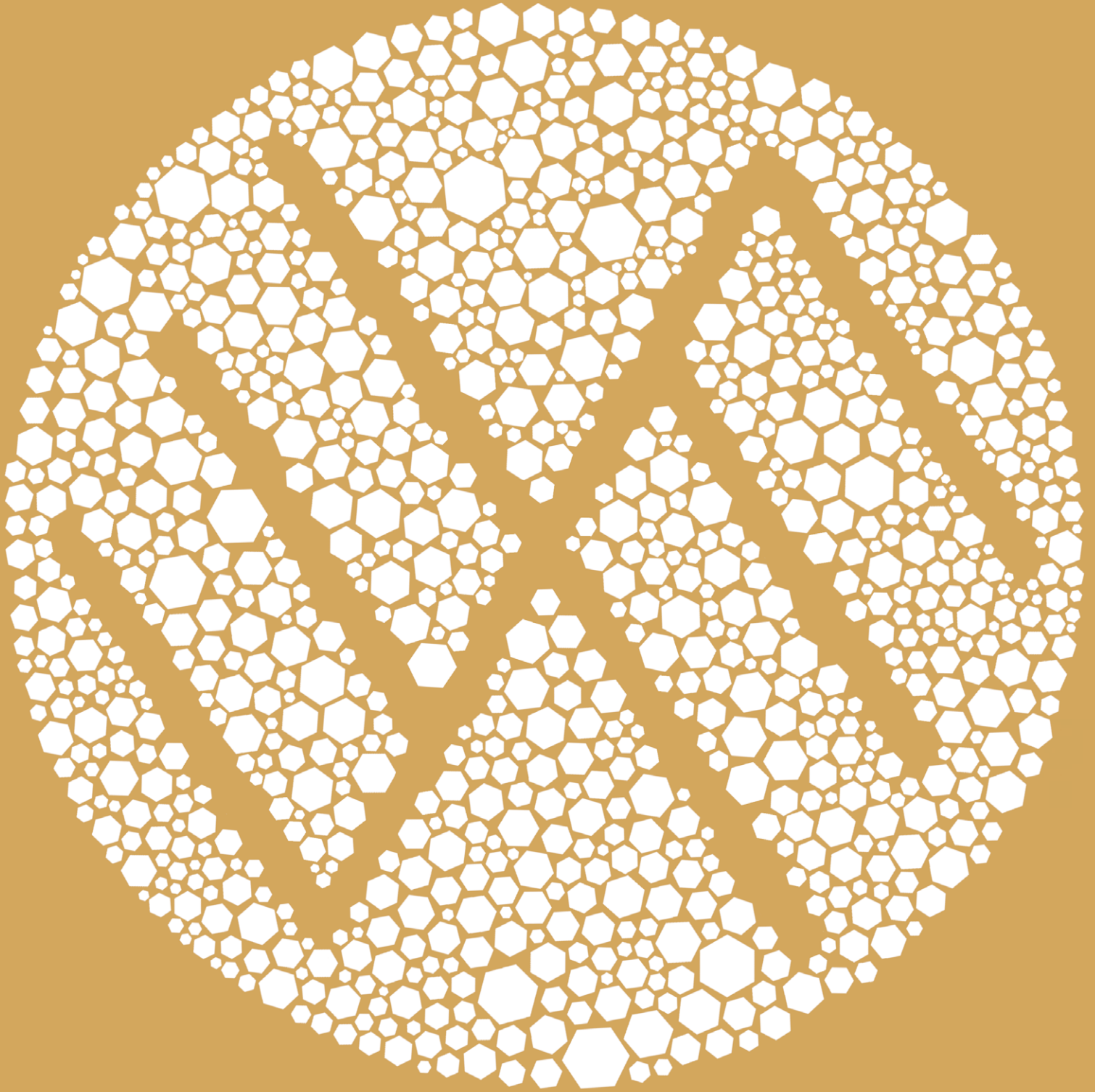


# SIGIL SYNERGY



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PRODUCTIONS

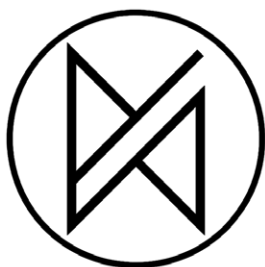
A MOD FOR  
THE SIGIL SYSTEM





# SIGIL SYNERGY

DESIGNER: Izak Tait



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# INTRODUCTION

Welcome to Sigil Synergy, a mod for the Sigil System that, true to its name, will synthesise the ideas, and concepts of the other mods so that you can more easily see how the different mods all work together.

All the mods of the Sigil System can work independently (alongside the corebook), but they can also be used together to create something that is more than the sum of its parts. How to effectively do that is the reason for Sigil Synergy.

## 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.

Sigil Synergy does not change any rules found in the corebook, in fact its main goal is to show you how to combine the rulesets found in the various mods. So don't worry about having to memorise new rules and options.

As with any of the Sigil Mods, the content within this mod 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 in a section that you use them as they appear here.

## WHAT'S IN THIS MOD

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Inside this mod you'll find a selection of characters created using a combination of all the various mods. Each character was built using a specific combination in order to show off how those mods work.

Under each character heading, you'll first find the character creation options from the specific mods used to create the character and the special rules from those mods. Then you'll find an explanation of how and why each mod was chosen for the character, how the mods work together as well as some tips and tricks on how to effectively use the mods together.

After this you'll find a section detailing the background of the character. The characters will all be created using the Character Creation section from

the Sigil System corebook as a base, so the characters all have fleshed out histories. This section will give you some clues as to how you can combine the background options from the corebook with those from the various mods. The characters all inhabit the same fictional world, but it isn't one of our published settings and the histories of each character is more flavour than mechanics.

Lastly, there is a character sheet ready to go for each character so you can use them in any game session.

## THE NEVER-ENDING SYNERGY

---

This mod will keep growing and growing the more mods we make, so you can expect to see a lot more characters in the future. As each mod can interact with every other mod, the number of characters in this mod will grow exponentially, as will the hints, clues and tips we will offer on how to use the mods together.

## MAKING A SYNERGY CHARACTER

---

The Sigil System character creation is built around randomness, so how do you know how to make a character that combines the various mods (if any)? Well here's a handy table just for you. Roll on it to see what mod to use for your character, and when you get a result other than Mundane, you keep rolling until you hit Mundane or a result you already have.

### SYNERGY ARCHETYPES

**1-30** Mundane

**31-52** Darksider

**53-70** Lightsider

**71-84** Bloodmage

**85-94** Spellcaster

**95-100** Necromancer



# THE CHARACTERS

# CHARACTERS

## AMADEUS THE MAGUS

### RUNES OF POWER, BRIGHTEST NIGHT

#### LIGHTSIDER

*Why did you take your vow?* To get justice for those who can't.

*What aspect of your god do you venerate?* Justice.

*What is your quest?* Protect someone from danger.

*How have you been set apart?* My dreams are filled with visions of light.

#### SPELL CASTER

*Why did you want the words of power?* To help others the way nothing else can.

*How did you find your first words of power?* They were handed down from generation to generation.

*How has the words of power changed you?* Strange voices interrupt my dreams.

#### KNOWN WORDS OF POWER

SIZE	SHAPE	ACTION	TARGET	SOURCE
Normal	Clean/None	Create	Air	Right Hand
Massive	Ball	Destroy	Fire	Mouth
		Transmute	Stone	Skin
		Push	Water	
		Pull	Lightning	
		Stop	Animal	
			Plant	
			Gold	
			Light	
			Sound	
			Wood	
			Human	
			Iron	
			Carbon	
			Silver	
			Copper	
			Lead	

#### 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 permanently increased by 3.

**Penance** Cannot use any Sigils.

#### PERKS

**Farseer** Extend the Range Band in which you can cast incantations by 1 Band.

**Diviner** You can ask the GM 2 additional questions on a successful use of this Power.

#### QUIRKS

**Psycho-somatic Pain** Failing an incantation Special Skill Check results in gaining Physical Wounds instead of Mental Wounds. (Determine Hit Location by reversing the numbers of the Special Skill roll)

**DNR** You cannot burn Sigils to save yourself from dying.

Runes of Power is perhaps the most useful mod of the whole lot, because the magic runes and incantations can be used by absolutely anyone and to any degree that they want. You only need five of the Words to create a spell, and that might be the only spell a character knows and needs. They are the most

versatile tool there is, and you don't even need to be a wizard or warlock to use them.

Since they are so versatile, in Sigil Synergy we will focus on the characters that are full fledged mages to show how far the mod can be integrated into the Sigil System and how much you can get out of a character created with it.





# CHARACTERS

Onto the Synergy! Brightest Night is an obvious complement to Runes of Power for the fact that neither mod changes the fundamental nature of the character (like Scarlet Bones does) and can be added on and removed as necessary. The Lightsider part of Brightest Night is even more complementary to Runes of Power, as the ten Oaths are templates that can be applied onto a character to make up for a weakness or to enhance a strength.

For example, you can use the Oath of the Knight or the Oath of the Sentinel to make up for any physical weaknesses on your would-be mage, while Runes of Power gives your character the mental advantage by manipulating the environment. Or you could use the Oath of the Sage to boost your character's mental Skills and make it far more easier to pass the Special and Will Skill Checks required for the runic incantations. If you want to be a bit more mystic, you can use the Oath of the Guardian to gain anti-magic powers. This will give your mage the added advantage when taking on other mages or creatures with magic.

With Amadeus, however, we will focus on the Oath of the Oracle. As you can see on his character sheet, he is an old man with terrible physical Skills, so boosting that with the Oaths wouldn't do as much as it would for a younger man. The Oath of the Sage might work, but it wouldn't protect him should the worst happen. The Oath of the Oracle works both offensively and defensively.

It handles the offense by giving Amadeus 3 more Sigils to spend. This helps him by giving him the ability to boost his Special and Will Skill Checks to make him devastatingly good at magic, but it is versatile in that Sigils can be used for any Skill Check, so if he can't use his magic, he still has an edge he can use.

Defensively, the Oath allows Amadeus to see the future, which means he can always see who is going to attack him, where it will be and when. It's by no means perfect with the limitations it has, but it can keep Amadeus a step ahead of anyone wanting to do him harm.

This last bit is the most important. When you have a character like Amadeus with a distinct lack in certain areas, you need to find an Oath that can make up for it and still give you an advantage at the end of the day. The Oath of the Oracle is a flexible Oath with its clever use of Sigils and it complements Amadeus vast amount of Known Words of Power perfectly by

giving him the chance to use it effectively.

Now for the Perks and Quirks.

Amadeus' Perks really play into his strengths. Physically, well, he doesn't have a lot to offer, does he? All he has is his Oath and his magic, but they more than make up for what Amadeus lacks in the physical department. His Perks push him to be a monster to contend with in any situation. With two extra questions to ask for his Oath, Amadeus will know exactly what is going to happen, meaning he can prepare for any eventuality. And since his magical range is now extended, he can put himself in a good position to take advantage of the future he knows is coming.

His Perks also help to offset his Quirks. He can't save himself from dying, and miscasting his spells means physical damage now as well. This is more of a reason to keep Amadeus well away from anything that might cause him problems. He is a powerful cannon, but he is now a glass cannon. One good hit will be the end of him, so be careful.





# SIGIL SYSTEM

Sex: Male..... Complexion: Fair.....  
Age: 67..... Build: Lean.....

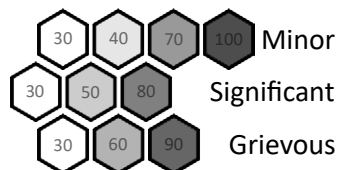
Character Name: Amadeus the Magus

Sigils  
Available

6

## HEAD: 1 - 10

ARMOUR: .....



Minor

Significant

Grievous

## TORSO: 11 - 40

ARMOUR: .....

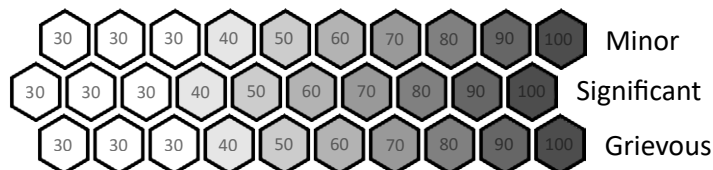


Minor

Significant

Grievous

## MENTAL



Minor

Significant

Grievous

## L. ARM: 41 - 55

ARMOUR: .....



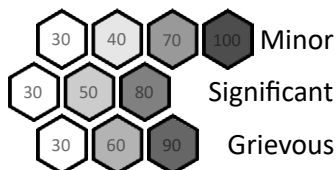
Minor

Significant

Grievous

## R. ARM: 56 - 70

ARMOUR: .....



Minor

Significant

Grievous

## CONTACTS

NAME INF. APT.

George (medical aid)..... 4..... 3.....

..... .....

..... .....

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## SKILLS

Athletics	24	Intuition	26
Broad-Craft	27	Investigate	29
Burglary	30	Logic	45
Constitution	28	Might	30
Deceive	29	Perception	24
Diplomacy	30	Shoot	24
Drive	25	Special	51
Fight	24	Stealth	31
Fine-Craft	29	Wealth	29
Intimidate	27	Will	38

## RANGED WEAPONS

WEAPON RANGE DMG

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## MELEE WEAPONS

WEAPON MOD. DMG

Staff -10 20

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## SPECIALISATIONS

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.....		.....	

# CHARACTERS

## FRANZISKA THE ARCANIST

### RUNES OF POWER, BRIGHTEST NIGHT

#### DARKSIDER

*How did you attract the Outsider's attention?* He spoke to me in dreams and visions.

*What did the Outsider offer you?* A purpose in life. A reason to matter.

*What has the Outsider asked of you?* Start a cult to him in new locale.

*What mark has the Outsider left on you?* Eyes as black as the abyss.

#### SPELL CASTER

*Why did you want the words of power?* I needed to prove my worth to the world.

*How did you find your first words of power?* They came to me in a feverish and vivid dream.

*How has the words of power changed you?* I can no longer dream.

#### KNOWN WORDS OF POWER

SIZE	SHAPE	ACTION	TARGET	SOURCE
Small	Clean/None	Create	Animal	Right Hand
Normal	Cone	Destroy	Blood	
Large		Transmute	Human	
		Cool	Arsenic	
		Heat	Fire	
		Contain	Flesh	
			Sulphur	
			Carbon	
			Light	

#### 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.

#### PERKS

**Hop, Skip, and a Jump** Teleporting to a location within 100m does not require a Skill Check, nor will it affect your memory.

#### QUIRKS

**Whisper** You cannot spend Sigils to give bonuses to, or reroll, incantation Special Skill Checks.

The Lightsider Oaths in Darkest Nights are the side dishes to the versatility of Runes of Power. They help enhance the way the incantations are used, or help shore up the defences to make sure the incantations can be used. The Darksider Sacrifices, however, are the complete opposite. They don't help the incantations, the incantations help them.

As is appropriate for the Sacrifices, they act in a parasitic manner to the incantations, using them to patch over the Sacrifices' shortcomings. And the Sacrifices do have a lot of shortcomings, but that is the point: they offer you great power, but at a great cost. Using the words of power is a quick and easy way to get around these shortcomings.

The Sacrifice of Beauty lowers your Diplomacy and therefore the way you interact with others, while

the Sacrifice of Might damn near cripples you. The Sacrifice of Sunlight does exactly that while the Sacrifice of Protection limits where you can go and with whom. All of these affect how you interact with others and the world, so why not get something that can smooth over that rough patch? The words of power are incredibly strong, and while they may not make up for becoming progressively uglier, they will give you a big stick to swing around instead.

The flexibility of Runes of Power is its value when it comes to supporting the Sacrifices' weaknesses.



# CHARACTERS

The exact words/runes your character knows is not dictated by a random roll (only the amount is), and so you can pick and choose which words/runes you want for your character. Do this after you've finished with character creation and you can tailor the words/runes to your character.

For example, if your character has the Sacrifice of Memory and deals in hellfire, then you will definitely be looking at getting the Fire, Water, Air and Wood words/runes. This will give you the ability (on top of the Sacrifice's Power) to shape and control the fire, feed it more oxygen, put it out if it gets out of control, and give it more fuel. Suddenly, your Sacrifice has become that much more powerful by giving you the utility and control to direct how it is used.

It always bears repeating: when you use the words of power and the Sacrifices together, think of what you will need to get the most out of the Sacrifice's Power and *then* go pick the words/runes you'll need.

Another example of this (before we get to Franziska) is the Sacrifice of Time. With this, you can heal wounds, but you need to capture someone and then devour their soul. The problem is this takes a while and they mostly won't be willing. So why not prepare your character with words/runes that will help? If you get the Contain and Human runes, your job is halfway done since you can now capture them. You can use the Stop or Slow runes to... well... stop and slow down your prey, you can use Cool to give them hypothermia and make them pass out. For this Sacrifice, you can use the Human word/rune as the base to form all your incantations around.

So onto the Synergy: Franziska is a jumper, she teleports from place to place, but she suffers from memory loss each time she teleports. At best she only forgets the place she teleported from, but it only gets worse from there. This puts her in a very vulnerable position each time she wants to teleport, because she might not have any idea what she is doing there once she gets there.

Because of this, the words of power were chosen to give her that momentary defence she needs while she figures out what is going on. You can see that most of the Target words deal with humans, so she can contain or destroy anyone coming close to her. The Light and Sound target words are there so she can create "flash bangs" and stun/disorient any would-be attackers. Lastly, she has things like Fire and Arsenic that is the more properly offensive target words, but are also things she can destroy or contain

should they be used against her.

The key takeaway message with her character is that the Runes of Power and its incantations were used to cover that one specific weakness in her Sacrifice... and also from a narrative point of view, to cheat the Outsider of his prize.

Now for the Perks and Quirks.

A 100m is a lot longer than you would think, especially if you need to get there in a hurry. Franziska can now cover that distance in the blink of an eye without breaking a sweat. It may not seem like much, but remember for most game sessions, you won't be gallivanting across the world every five minutes. What is the rest of your party going to do while you're away? No, you'll mainly be teleporting around near them, and now Franziska has that freedom to do so and not get any drawbacks from it. Over short distances, her magic isn't now a defensive ability, but a powerful weapon she can surprise enemies with.

But it has come at a cost. Without spending Sigils on her magic, she is now limited to being very careful with it. It is a powerful drawback, so make sure you always come with a back-up plan. Franziska has a 43 in Shoot, which is nothing to laugh at, so if you don't think you'll be luck enough for a good Special Skill roll, then teleport to a good position and unleash that short-bow on whomever is annoying you. Remember that as soon as you've shot, you can instantly teleport to anywhere within 100m, so you shoot and then get to safety before anything happens that can get you killed.



# SIGIL SYSTEM

Sex: Female..... Complexion: Dusky.....  
Age: 28..... Build: Fit.....

Character Name: Franziska the Arcanist

Sigils  
Available

4

## HEAD: 1 - 10

ARMOUR: .....

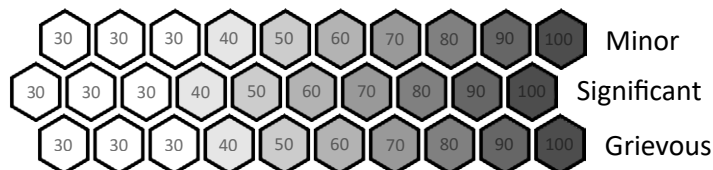


## TORSO: 11 - 40

ARMOUR: ..15...



## MENTAL



## L. ARM: 41 - 55

ARMOUR: ..15...



## R. ARM: 56 - 70

ARMOUR: ..15...



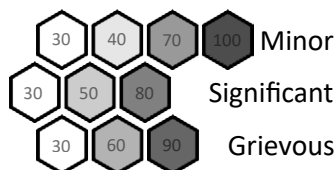
## L. LEG: 71 - 85

ARMOUR: .....



## R. LEG: 86 - 100

ARMOUR: .....



## CONTACTS

NAME	INF.	APT.
Ali (getting jobs).....	5.....	4.....
.....	.....	.....
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## SKILLS

Athletics	43	Intuition	41
Broad-Craft	36	Investigate	55
Burglary	37	Logic	36
Constitution	41	Might	35
Deceive	30	Perception	50
Diplomacy	32	Shoot	43
Drive	33	Special	36
Fight	34	Stealth	30
Fine-Craft	31	Wealth	30
Intimidate	32	Will	45

## RANGED WEAPONS

WEAPON	RANGE	DMG
Short-bow.....	Medium.....	10.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....

## SPECIALISATIONS

Teleport Dodge.....	53	.....	
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.....		.....	

## MELEE WEAPONS

WEAPON	MOD.	DMG
Short-sword.....	-5.....	10.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....

# CHARACTERS

## DECIMUS THE CHANGELING

### RUNES OF POWER, BRIGHTEST NIGHT, SCARLET BONES

#### DARKSIDER

*How did you attract the Outsider's attention?* I found a dark ritual under an ancient temple.

*What did the Outsider offer you?* Protection from those who seek to harm me.

*What has the Outsider asked of you?* Scarify a person that angered him.

*What mark has the Outsider left on you?* Sharp fangs instead of teeth.

#### BLOOD MAGE (BLOODLETTER)

*How many hosts have you had?* So many I can barely remember my original body.

*Have you created any blood spawn?* Only when I needed to. I don't take this power lightly.

*Why were you created?* I never knew my creator, so I can't say.

*How do you handle your new host's life?* I don't. I make sure to leave their life behind.

#### SPELL CASTER

*Why did you want the words of power?* To free myself from the shackles of this world.

*How did you find your first words of power?* I found a strange corpse tattooed with runes.

*How has the words of power changed you?* Quiet whispers follow me wherever I go.

#### KNOWN WORDS OF POWER

SIZE	SHAPE	ACTION	TARGET	SOURCE
Normal	Clean/None	Create	Air	Mouth
		Transmute	Water	Right Hand
			Stone	Left Hand
			Blood	Skin
			Fire	Waist
			Iron	
			Light	
			Sound	
			Lightning	

#### QUIRKS

**Haemo-  
philia** You can not heal Wounds that bleed in a session in which you used your blood magic.

**Fragile  
Ego** Mental Wounds you receive from failed incantation Special Skill Checks are increased in severity by one step.

#### 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.

#### PERKS

**Muscle  
Memory** When you move to a new host, choose four Physical Skills of your current host. You retain the Skill Levels for these four Skills in your new host.

**Thrall-  
herd** You can attempt to command as many characters at once as the first digit of your Will Skill Level.



# CHARACTERS

At the time of creating Decimus, three mods had been made: Brightest Night, Runes of Power, and Scarlet Bones. Decimus was created using all of them; he gets the sole honour of that in this book.

Once you start adding more than two mods, you will have to start getting a bit more creative with the story you create for your character. The chargen options in each mod only give you the *whys*, but not the *whens*. Why did you become a blood mage? Why did you become a Darksider? Why did you become a spell caster? Never, however, when did you become any of them or did it happen at the same time?

How you merge all the extra chargen options are up to you, but a good way is to see if any of the mods' options can be combined. For example with Decimus, we can combine how he found his first words of power with how he attracted the attention of the Outsider. His becoming a blood mage can be a combination of "I never knew my creator" and him losing all his autobiographical knowledge due to his Sacrifice of Self.

So while Decimus has 11 more chargen options than a character made using only the Sigil System corebook, we can still make him into a believable (and maybe relatable) character.

Blood magic and the Darksiders go hand in hand; they are natural friends. The Darksiders are inherent outsiders of society in one form or another; and the blood mages need to drink fresh human blood to survive, meaning that they too will eventually be driven to the fringes of society. When creating either type of character, the question often isn't "Should I take the other template as well?", but is more often "well why not?". If you're happy to take on the Sacrifice's cost, there really isn't much of a downside to your character being both Darksider and blood mage, narratively speaking. The flexibility and utility of the words of power means that can be the added bonus.

There are several Sacrifices that can actually help you become a better blood mage. The Sacrifice of Beauty will help slow down any prey you need to feed on, while the Sacrifice of Might is especially good for Bloodletters. Taking a Sacrifice of Sense will help you track down any person you want with your superhuman senses, and the Sacrifice of Love will give you an attack-dog to harm your enemies while you (if you're a Bloodletter) draw out their blood.

Some Sacrifices aren't as needed, however. A blood mage can switch bodies when it becomes

too worn out, so you don't really need the Sacrifice of Time to heal your wounds. The Sacrifice of Protection will also make your life infinitely more difficult since you need to be able to get close to anyone at a moment's notice to drink their blood.

Onto the Synergy! Pairing Decimus' blood magic and Sacrifice is quite easy. The Sacrifice of Self is a one-off payment and since it's still in chargen, it gets paid before the game starts. This makes it an excellent Sacrifice for blood mages, not to mention its mind control abilities will allow Decimus to get close to a victim to drain their blood, or to jump hosts. It really is a perfect Sacrifice for a Blood Mage, and it is relatively unnoticeable compared to the other esoteric powers.

It does not, however, give him any offensive powers, and since Decimus is a Bloodletter, he will need to damage an enemy first before being able to use his blood magic. That's where the words of power come in. Unfortunately the rolls for his Action words weren't all that great, and with his two slots open, I picked Create and Transmute because it will be useful out of combat. That's also the reason for picking mostly elemental Target words. He can, however, create fire and lightning, and that may distract, stun, or incapacitate enemies long enough for him to use his crossbow to damage them.

In this sense, his incantations, words of power, and his ranged weapon are all there just to get an enemy bleeding so he can use his blood magic.

Now for the Perks and Quirks.

For a blood mage, moving to a new host is a double edged sword. You lose everything bad about your past host's body, but also the good stuff. For Decimus, moving hosts now becomes a priority with his Quirk that stops him from healing. Luckily for him, his Perk helps to mitigate some of the costs of moving hosts, which he will now be doing constantly.

His other Perk and Quirk also play off well against each other. Fragile Ego now means that playing with magic is a dangerous game, but Thrallherd has suddenly made Decimus far more powerful in controlling others. Magic is now the supporting ability, while his Sacrifice becomes his main tool.





# SIGIL SYSTEM

Sex: Male..... Complexion: Rosy.....  
Age: 33..... Build: Scrawny.....

Character Name: **Decimus the Changeling**

Sigils  
Available

3

## HEAD: 1 - 10

ARMOUR: .....

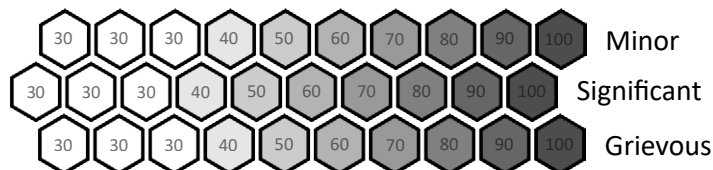


## TORSO: 11 - 40

ARMOUR: .....



## MENTAL



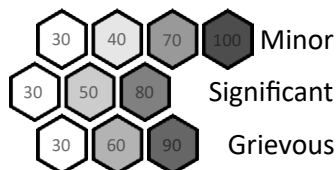
## L. ARM: 41 - 55

ARMOUR: .....



## R. ARM: 56 - 70

ARMOUR: .....



## L. LEG: 71 - 85

ARMOUR: .....



## R. LEG: 86 - 100

ARMOUR: .....



## CONTACTS

NAME	INF.	APT.
Abel (transportation).....	2...	4...
Cohen (equipment).....	1...	2...
.....	.....	.....
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## SKILLS

Athletics	46	Intuition	36
Broad-Craft	36	Investigate	36
Burglary	35	Logic	36
Constitution	45	Might	32
Deceive	36	Perception	31
Diplomacy	36	Shoot	33
Drive	47	Special	36
Fight	36	Stealth	30
Fine-Craft	36	Wealth	36
Intimidate	36	Will	36

## SPECIALISATIONS

Sense Emotions	46	.....	
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## RANGED WEAPONS

WEAPON	RANGE	DMG
Crossbow	Medium	20
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....

## MELEE WEAPONS

WEAPON	MOD.	DMG
Knife	-5	10
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.....	.....	.....
.....	.....	.....



## TOBIAS THE POLYMORPH

### BRIGHTEST NIGHT, SCARLET BONES

#### LIGHTSIDER

*Why did you take your vow?* To get justice for those who can't.

*What aspect of your god to you venerate?* Justice.

*What is your quest?* Protect someone from danger.

*How have you been set apart?* My dreams are filled with visions of light.

#### BLOOD MAGE (CHIMERA)

*How many hosts have you had?* So many I can barely remember my original body.

*Have you created any blood spawn?* Only when I needed to. I don't take this power lightly.

*Why were you created?* I never knew my creator, so I can't say.

*How do you handle your new host's life?* I don't. I make sure to leave their life behind.

#### 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 permanently increased by 3.

**Penance** Cannot use any Sigils.

Blood magic is not inherently evil. Sure, you are a blood sucking parasite that preys upon humanity; and yes you possess other humans, destroying their consciousness and taking over their lives; and sure, there is a 50/50 chance that you need other people to be harmed before you can use your powers... but that doesn't make you a bad guy.

Keep in mind that many blood mages become soul-parasites against their will. So if you want to start off as a noble vampiric creature, fighting the good fight, don't feel that the nature of the blood mage should stop you.

What can stop you, however, are some of the Lightsider Oaths. The very nature of the soul-parasite is one of intimate injury. You touch others, you drink their blood, and you (arguably) kill their personhood by taking over their body, so there are a few Oaths you won't be able to take.

The first is the Oath of the Martyr. A blood mage needs to touch others to take their blood and vomit in their parasite, and a Martyr can't touch someone

#### PERKS

**Blood Sense** Spend a Sigil and choose to know 1 of the following: if there are characters within Far Range other than those you can currently see; how many characters are within Medium Range; or the location of all characters within Near Range.

**Restraint** You only need to feed on fresh blood once every two days, rather than one.

#### QUIRKS

**Deceptive Reality** When you use the Power and ask the GM questions about the future, one of the answers will always be a lie.

**Demonic Diet** Instead of drinking blood, your parasite requires you to consume flesh. You must consume a Grievous Wound's worth of fresh human flesh each day to avoid taking Will Skill Checks.

without breaking his Vow. It would be the shortest Oath ever taken.

Similarly, the Oaths of the Healer and Lifegiver would be equally useless. Drinking blood requires harming others (remember you can't ask someone to harm themselves for you) and, while you do not kill the host's body, you kill their consciousness when you jump hosts, so your GM might declare that is



# CHARACTERS

breaking the Healer's Vow.

These are the only Oaths that being a blood mage prevents you from taking, but the benefits of a blood mage outweigh the loss of these Oaths. Healing for a blood mage is as simple as jumping hosts, so you won't be losing out on anything too dreadful.

Now onto the Oaths you can use, and the best one for you will depend on whether you are a Bloodletter or Chimera.

For a Bloodletter, the Oaths of the Sage and the Sentinel are excellent choices. Since you use other people's blood, protecting yourself is your number one concern in combat, so what's better than the mystical armour and natural armour bonus of the Sentinel? You will also be saving on blood that you would ordinarily use for your blood-armour, meaning you have more blood to use against your enemies. Just be careful since a Sentinel cannot communicate, and if you have to suddenly jump host, your new host's friends and family might think it strange their loved one suddenly being unable to speak. Your cover might be blown right then and there.

The Sage is the all around Oath for spellcasters and socialites since it raises your Mental and Social Skills. You'll be able to use your blood magic better, and blend in better with your new host's body, however you will have to explain away your new vow of poverty.

For the melee focussed Chimeras, there's no better choices than the Oaths of the Knight and the Guardian. The Oath of the Knight is obvious since it raises your Physical Skills, but the Oath of the Guardian can help in more esoteric ways. As a melee fighter, a spellcaster is often your worst enemy. The anti-magic powers of the Guardian can give you that edge to silence a spellcaster until you can get into melee range to finish the job.

The other Oaths can work equally well for both Chimera and Bloodletter, but let's get onto the Synergy.

Like Amadeus, Tobias is an Oracle, but for quite different reasons. Tobias uses the power of foresight and precognition to hunt. Since he can tell the future, he can see every move a target will make before they make it. This allows him to pick only "deserving" targets and not innocents, but it also allows him to plan his attack so that no one else gets involved and gets hurt.

The extra Sigils is to make sure that attack

(whether it be for blood drinking or host jumping) goes smoothly. Tobias isn't an evil person, and he doesn't want to inflict any more harm than necessary, so he needs those Sigils to make sure his Skill Checks go right the first time. He isn't the stealthiest man or the most athletic, so if he wants to creep up on someone, he needs all the help he can get.

The last reason for the Oath of the Oracle is that the Vow will keep him honest (pun completely intended). A vow of honesty means that he can't give in to any basic urges that swapping bodies can give you, he can't deceive others into thinking he is his new host, which means the Oath keeps him on the straight and narrow.

Now for the Perks and Quirks.

Despite everything, Tobias tries to be a good man, but with a Quirk like his, it's difficult. He has become a raging cannibal that must feed on others (even if only every other day). So what's a man to do with that living hell? Well, find a way to always get your food, and from the right place. His Oath can guide him in the right direction, but it is the Blood Sense Perk that Tobias can use to find someone to sneak up on. This Perk and his Oath also works well as a defensive tactic. Between the two of them, no one will be sneaking up on Tobias.

Blood Sense also helps to mitigate the other Quirk. His Oath is no longer as reliable as can be, so being able to hunt with just his blood mage abilities is a powerful boon for Tobias.



# SIGIL SYSTEM

Sex: Male..... Complexion: Golden.....  
Age: 26..... Build: Muscular.....

Character Name: Tobias the Polymorph

Sigils  
Available

7

## HEAD: 1 - 10

ARMOUR: .....

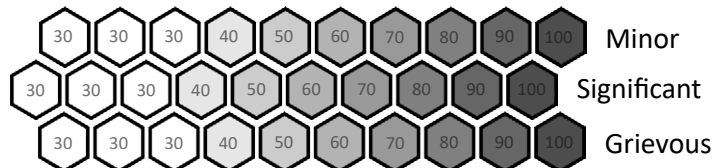


## TORSO: 11 - 40

ARMOUR: .....

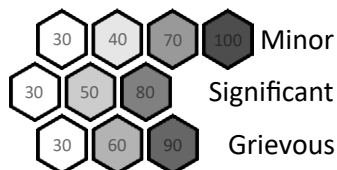


## MENTAL



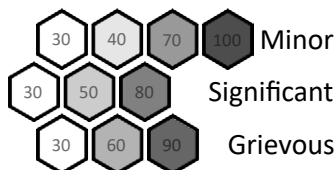
## L. ARM: 41 - 55

ARMOUR: .....



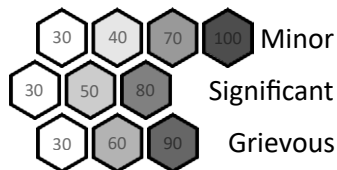
## R. ARM: 56 - 70

ARMOUR: .....



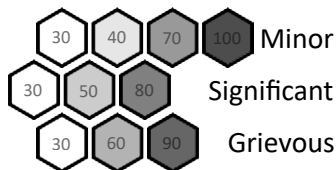
## L. LEG: 71 - 85

ARMOUR: .....



## R. LEG: 86 - 100

ARMOUR: .....



## CONTACTS

NAME	INF.	APT.
Albert (safehouses).....	4.....	5.....
.....	.....	.....
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## SKILLS

Athletics	33	Intuition	65
Broad-Craft	32	Investigate	53
Burglary	35	Logic	45
Constitution	33	Might	44
Deceive	37	Perception	58
Diplomacy	39	Shoot	32
Drive	40	Special	40
Fight	32	Stealth	31
Fine-Craft	34	Wealth	35
Intimidate	39	Will	48

## RANGED WEAPONS

WEAPON	RANGE	DMG
Sling.....	Medium	10
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## SPECIALISATIONS

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## MELEE WEAPONS

WEAPON	MOD.	DMG
Baton	-5	10
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.....	.....	.....

## MARKUS THE REVENANT

### BRIGHTEST NIGHT, SCARLET BONES

#### DARKSIDER

*How did you attract the Outsider's attention?* I survived being a sacrificial offering to him.

*What did the Outsider offer you?* The power to do whatever I want to.

*What has the Outsider asked of you?* Scarify a person that angered him.

*What mark has the Outsider left on you?* Skin that looks like it belongs on a corpse.

#### NECROMANCER (LICH)

*How long have you been undead?* Aeons. I can barely remember my mortal life.

*How did you escape from your creator?* I never knew my creator.

*How do you feel about your fellow undead?* We are better than the mortals. We are the new order that will endure forever.

*What will you do with eternity ahead of you?* Time will tell.

#### 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 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.

#### QUIRKS

**Final Scion** You cannot create any Awakened undead.

**Hal-lowed Ground** You cannot set foot on holy ground. Not in any church or temple, graveyard or cemetery, or any place blessed by a priest.

**Thresh-olds** You cannot enter a building unless given permission from someone inside.

#### STARTING THRALLS

**Number** 3

**Type** Mule

Shade

Shade

#### PERKS

**Spirit Talker** When raising an undead, you can choose to raise the spirit instead of the body, creating a poltergeist. If you do this, the thrall loses its normal ability and instead gain the following one: "Spend a Sigil to turn the thrall incorporeal. In this state it can walk on water and it passes through all objects. It cannot physically interact with the world. Spend another Sigil to turn it corporeal again."

**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.

**Practiced Insanity** Spend a Sigil to reduce the severity of the Mental Wounds by one step when using your power.



# CHARACTERS

Darksiders and necromancers go together like fish and chips. So many of the Sacrifices' downsides are either completely negated by being undead, or simply don't matter anymore. So when thinking of taking on a Sacrifice as a necromancer, it often becomes a matter of "why not" instead of "why".

Let's start with the Sacrifices whose Offering are negated by undeath. The Sacrifice of Time allows you to heal yourself at the cost of ageing, but since a necromancer is already undead, what do a few more years matter? The same is true with the Sacrifice of Love, whose Offering makes you forget someone you care for or have cared for. Since your necromantic undeath makes you immortal, you will outlive all your loved ones anyway, so does it truly matter if you forget them after a few centuries?

The Sacrifice of Beauty is something that does affect a necromancer, but it is something that equally doesn't really matter. A necromancer is a walking corpse, so does it really matter if you become uglier? Even the Sacrifices of Protection and of Sunlight matters less to necromancers than mortal people. The undead are universally reviled and hated, so they naturally prefer to move around at night and out of the sunlight, and their contact with mortals are kept to a minimum so the superstitions that harm them has less of a chance to do so.

The Sacrifice of Might is perfect for a lich, as don't need to get into combat to raise their minions. A lich hangs back and lets his thralls do the work, so he doesn't need his Physical Skills as much as a Reaver. Getting Telekinesis is far more valuable to a lich than losing something he may not need.

The same can be said for the Sacrifice of Sanity and the Reavers. A Reaver is always needed in the thick of combat, so he needs every last bit of help that he can get. Risking his sanity is then a small price to pay for getting the ability to create hellfire and set all his opponents on fire.

While we've spoken mostly about how Sacrifices can help a necromancer, remember that it can also work the other way. Sometimes undeath is the answer for many Darksiders, so when the going gets tough, don't be afraid to seek out a Lich (or a Reaver if you are adventurous) and ask for the gift of immortality.

Now, onto the Synergy!

Markus is a lich and already starts the game off with three minions, two of which are Shades, so he is already his own adventuring party. Between all these,

he is well protected in combat, and so his Sacrifice of Sanity allows him to be the artillery cannon in the back, raining hellfire from behind his undead slaves. With a Special Skill of 49, he's got a good shot at passing a 69 roll by getting +20 to his roll for only shooting out a stream of hellfire. With his minions keeping opponents busy, he should have all the time in the world to aim.

Combat, however, is not the only concern. His Stealth and Burglary Skills are fairly high as well, so choosing a Sacrifice to aid in that regard would give him utility outside combat. Sacrifice of Protection is perfect for that and, while his Will Skill isn't the best, gaining the Smoke Key Specialisation at Level 55 means he can open most doors and slip quietly inside.

Now for the Perks and Quirks.

Markus has enough Perks and Quirks to make him something completely different and unique. He can't create any more Awakened undead, but he can now create incorporeal ghosts. It's a fair trade off, and matches quite nicely with his two Sacrifices. Fire and smoke and ghosts, oh my. This afterlife theme goes a step further with his other two Quirks and another Perk. He can split into clouds of smoke, but can't enter a building without permission or set foot on hallowed ground. All of this is to make him truly feel like he is part of the *other* side, and not really form this material plane.



# SIGIL SYSTEM

Sex: Male..... Complexion: Undead.....  
Age: 1293..... Build: Lean.....

Character Name: Markus the Revenant

Sigils  
Available

3

## HEAD: 1 - 10

ARMOUR: .....

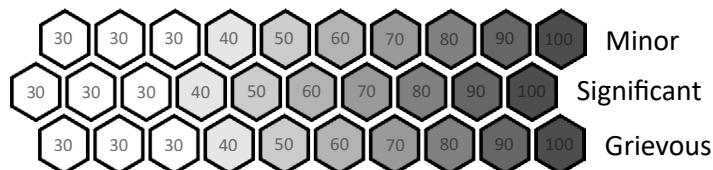


## TORSO: 11 - 40

ARMOUR: .....



## MENTAL



## L. ARM: 41 - 55

ARMOUR: .....



## R. ARM: 56 - 70

ARMOUR: .....



## L. LEG: 71 - 85

ARMOUR: .....



## R. LEG: 86 - 100

ARMOUR: .....



## CONTACTS

NAME	INF.	APT.
Erasmus (black market goods).....	1...	3...
Campbell (information).....	1...	4...
.....	.....	.....
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## SKILLS

Athletics	35	Intuition	39
Broad-Craft	46	Investigate	37
Burglary	45	Logic	41
Constitution	34	Might	34
Deceive	30	Perception	45
Diplomacy	35	Shoot	34
Drive	30	Special	49
Fight	37	Stealth	45
Fine-Craft	30	Wealth	38
Intimidate	35	Will	32

## RANGED WEAPONS

WEAPON	RANGE	DMG
.....	.....	.....
.....	.....	.....
.....	.....	.....
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.....	.....	.....
.....	.....	.....

## SPECIALISATIONS

Heat Sight.....	55	.....	.....
Smoke Key.....	55	.....	.....
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## MELEE WEAPONS

WEAPON	MOD.	DMG
Dagger.....	-5	10
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....



# CHARACTERS

## WILLIAM THE WIGHT-KING

### BRIGHTEST NIGHT, SCARLET BONES

#### LIGHTSIDER

*Why did you take your vow?* To get justice for those who can't.

*What aspect of your god to you venerate?* Justice.

*What is your quest?* Protect someone from danger.

*How have you been set apart?* My dreams are filled with visions of light.

#### NECROMANCER (REAPER)

*How long have you been undead?* Aeons. I can barely remember my mortal life.

*How did you escape from your creator?* I never knew my creator.

*How do you feel about your fellow undead?* We are better than the mortals. We are the new order that will endure forever.

*What will you do with eternity ahead of you?* Time will tell.

#### 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.

#### PERKS

**Walking Dead** On a critical success in a Fight Skill Check against a living opponent, you can have that enemy become your thrall. The living thrall counts as a Shade for his Special Ability and will become undead upon his death (if his head is not destroyed).

**A Fresh Start** When you raise a defeated enemy, the Wound caused by your deathstroke is healed.

**Army of God** You can bless as many people at once as the first digit of your Will Skill Level.

**Second Chance** Burn this Perk instead of a Sigil to save yourself from dying. (You can take this Perk multiple times)

#### STARTING THRALLS

**Number** 1

**Type** Shade

#### QUIRKS

**Fair Trade** When you raise a thrall, you take damage equal to the deathblow you inflicted on the same Hit Location.

**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.

**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."

**Introvert** You cannot spend Sigils to reroll or get bonuses to Social Skill Checks.





# CHARACTERS

While the Darkside is a far more natural inclination for necromancers, there isn't anything stopping a necromancer from taking any of the Lightside Oaths, technically speaking. Unlike blood mages, there is nothing about being an undead necromancer that forces you to hurt, harm or even touch another person, so any of the Oaths are fair game.

In saying that, some Oaths are more suited to the undead life than others, and a Lich will have more freedom to choose his oaths than a Reaver will.

So let's start with the two big elephants in the room: the Oaths of the Healer and of the Lifegiver. These Oaths require you not kill or harm (respectively) another person, so they aren't quite suited for a Reaver. A Lich raises undead by using already dead corpses, so he doesn't need to harm or to kill, but a Reaver needs to kill if he wants to raise undead, and he can't do that as a Healer or Lifegiver. It's for this same reason that the Oath of the Martyr wouldn't quite work for a Reaver, since a Martyr cannot touch, or be touched, by another person, and a Reaver is always in the thick of hand-to-hand combat.

Even for a Lich, these three Oaths aren't the best suited. A Healer can't heal undead wounds and a Lifegiver can't resurrect the undead, so from a selfish point of view these are quite useless to a necromancer. Since undead Wounds don't heal and refresh by themselves, being a Martyr and drawing all your party's Wounds to yourself is a quick way to end the game for your PC.

The other seven Oaths, however, will do a necromancer as fine as they would a mortal. The Oath of the Knight is particularly good for Reavers (such as William), while the Oath of the Sage is a natural complement to the Lich. The Sage's vow of poverty shouldn't be much of a concern, since Liches in most settings won't have a *need* for anything fancy or luxurious, meaning they give up fairly little to gain quite a lot.

Both Liches and Reavers gain tremendously from the Oath of the Sentinel. Undead need all the protection they can get, and the Sentinel's power to grant mystical armour will keep a necromancer's minions "alive" while the Perk to always have +20 armour on the Sentinel will mean the necromancer will stay unharmed to keep raising his undead army.

The anti-magic focus of the Oaths of the Guardian, Lantern and Untainted will also do necromancers a lot of good as mages and spellcasters

are often the greatest danger a necromancer will face. A normal man will have to go through a necromancer's minions first before facing him, but a spellcaster can immolate them wholesale, leaving the necromancer vulnerable. Knowing where and when a mage is coming, and then taking his magic away will do more than any amount of undead thralls.

So onto the Synergy!

William is a Reaver, but as kind of heart as necromancer can be, so he chose for himself the Oath of the Knight. It's the obvious choice for Reavers and for good reason. Because of the Knight's Perk, he has a Fight of 55, a Constitution of 40 and an Athletics of 54. Right off the bat from character creation he is a terror on the battlefield, and with the Will of 46 he has the potential of blessing his Fight skill to a maximum of over 100.

Now for the Perks and Quirks.

Four Perks and four Quirks make William very powerful and very flawed. The most exciting of the lot is his Vow of Death Quirk, which goes so well with being undead. His other two Perks also goes extremely well for being a Reaver, as he can turn living people in Thralls, and heal any wound his deathstroke caused to an undead thrall.

Sure, it's not all moonshine and roses. If he doesn't keep killing, then he suffers the Penance permanently. If you want to keep him in your party, you have to be prepared to kill a lot of people, and with his Introvert Quirk, he won't even be able to lie his way out of it.



# SIGIL SYSTEM

Sex: Male..... Complexion: Undead  
Age: 39..... Build: Lean

Character Name: William the Wight-King

Sigils  
Available

4

## HEAD: 1 - 10

ARMOUR: ..35...

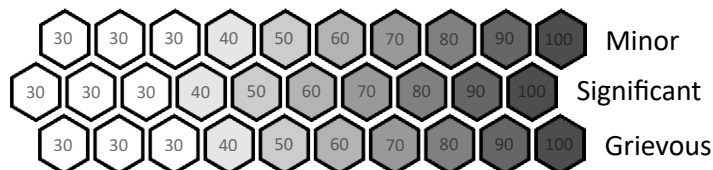


## TORSO: 11 - 40

ARMOUR: ..35...



## MENTAL



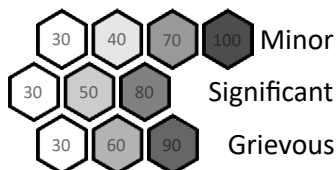
## L. ARM: 41 - 55

ARMOUR: ..25...



## R. ARM: 56 - 70

ARMOUR: ..25...



## L. LEG: 71 - 85

ARMOUR: ..25...



## R. LEG: 86 - 100

ARMOUR: ..25...



## CONTACTS

NAME	INF.	APT.
Elijah (merc recruitment).....	..3...	..3...
Cruz (equipment).....	..2...	..2...
.....	.....	.....
.....	.....	.....
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.....	.....	.....

## SKILLS

Athletics	54	Intuition	30
Broad-Craft	42	Investigate	31
Burglary	45	Logic	43
Constitution	40	Might	52
Deceive	30	Perception	40
Diplomacy	40	Shoot	45
Drive	40	Special	48
Fight	55	Stealth	40
Fine-Craft	36	Wealth	32
Intimidate	30	Will	46

## RANGED WEAPONS

WEAPON	RANGE	DMG
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## SPECIALISATIONS

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## MELEE WEAPONS

WEAPON	MOD.	DMG
Long-Sword	-10	20
Shield (bash)	-5	10
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.....	.....	.....
.....	.....	.....
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# PERKS & QUIRKS

# CHARACTERS

## PERKS

NAME	EFFECT	PREREQUISITE
<b>Wanderer</b>	You stop aging and lose all age-associated penalties. You can bestow Sacrifices onto other consenting characters. At the start of each session, reduce your Sigil Threshold to 0 for that session to not be affected by your Offerings.	All Darksider Sacrifices. Excludes Perks & Quirks called Sacrifice of X.
<b>Paragon</b>	You are immune to poisons, diseases and afflictions. As long as you keep your Vows, you can remove the Penance of other Lightsiders. You can choose to suffer a Significant Mental Wound to have the GM grant another character a Sigil.	All Lightsider Oaths. Excludes Perks & Quirks called Oath of X.
<b>Infestation</b>	When you create another blood mage, for the remainder of that session and the entire next session, you will not suffer from the effects of your Offering.	Blood Mage and Darksider
<b>Willing Sacrifice</b>	Drinking the blood of others inflicts no Wounds if they consent to it.	Blood Mage and Lightsider
<b>Dark Disciples</b>	Spend a Sigil to have a Shade or Awakened thrall also gain your Sacrifice (Offering, Power and Perk).	Necromancer and Darksider
<b>Ferryman</b>	You can release the souls of undead with an Opposed Will Skill Check against the undead's master's Will Skill. Succeed and the undead is destroyed.	Necromancer and Lightsider
<b>Bloodcasting</b>	Instead of taking mental damage from incantations, you can choose to take physical damage which will show as open wounds on your skin.	Spellcaster and Blood Mage
<b>Dark Lucre</b>	When you successfully use your Darksider Power, spend a Sigil to automatically succeed on an incantation's Special Skill Check. Use your Power's roll to determine mental damage.	Spellcaster and Darksider
<b>Oath of Creation</b>	You vow not to harm others with your incantations and thus don't receive mental damage from casting. Break this vow and you cannot cast incantations until the end of the next session.	Spellcaster and Lightsider
<b>Death Magic</b>	Sacrifice an undead thrall to automatically and critically succeed on a Special Skill Check to cast an incantation. For Opposed Skill Checks, assume you rolled your Special Skill Level +25.	Spellcaster and Necromancer



# CHARACTERS

## QUIRKS

NAME	EFFECT	PREREQUISITE
<b>Diabolus</b>	In each session, you must use at least half your Powers or Perks to the detriment of another character, or be taken be turned into a hellspawn. In the next session, roll a d100, and the result is the Level to beat for any Skill Check you attempt. If you kill 6 characters before the end of the session, you return to normal. If not, you perish and cannot be raised or resurrected.	All Darksider Sacrifices. Excludes Perks & Quirks called Sacrifice of X.
<b>Final Judgement</b>	If you break any of your Vows, you immediately perish and cannot be raised or resurrected.	All Lightsider Oaths. Excludes Perks & Quirks called Oath of X.
<b>The Eternal Hunt</b>	At the start of each session, the Outsider will present you with a vision of your next victim. Before the end of the session, you must find the prey and drink their blood. Until then, no one else's blood will quench your thirst.	Blood Mage and Darksider
<b>Vow of Blood</b>	Replace the Vow of your current or next Oath with the following: "Your divine might is powered by blood. Only by consuming the life-force of others can you use your Oath's Power. Each session you can only use your Oath's Power after you have drunk fresh blood. If you don't drink blood for two sessions, you break the Vow and must suffer the Penance".	Blood Mage and Lightsider
<b>Eternal Servitude</b>	At the beginning of each session, you and the GM rolls a d100. If the GM rolls lower, then the Wanderer presents you with a mission from the Outsider. Until you complete it, you cannot spend or burn Sigils.	Necromancer and Darksider
<b>Oath of the Last Heir</b>	You vow not to raise any more undead. If you do, you suffer from your main Oath(s)'s Penance, and lose access to its Power and Perk, until the end of the following session.	Necromancer and Lightsider
<b>Fel-blood</b>	If you use blood magic, you cannot cast incantations for the remainder of that session, and vice versa.	Spellcaster and Blood Mage
<b>Chaos Magic</b>	If you fail your Special Skill Check to cast an incantation, your GM chooses a target and a random incantation that you cast instead.	Spellcaster and Darksider
<b>Jealous God</b>	Whenever you cast an incantation, you cannot use your Power for a number of turns/narrative actions equal to the first digit of the roll of your Special Skill Check.	Spellcaster and Lightsider
<b>Thaumaturgic transference</b>	Instead of taking mental damage from incantations, you must sacrifice a thrall. If you have no more thralls, only then do you take mental damage.	Spellcaster and Necromancer



# THE FACTIONS

## THE CULT OF M'LAL

### DARKSIDERS

#### FACTION LORE

**Faction Type** Bureaucrats/Officials

**Theme** War/Combat

**Motto** Beauty From Madness

**Rulership** Sortition (Single Ruler)

**Recruitment offers** Faith

**Oddities** Secret society to the world.

**Faction Goal** Build up and expand their power.

**Allied Faction** Entertainers/Bards

**Rival Faction** Thieves/Smugglers

**# of Members** 14

**Age** Old

**# of Events** 3

**Events** Miracle

- Cataclysm

- Sprout

#### SKILL LEVELS

**Reputation** 36

**Wealth** 30

**Notoriety** 36

**Treachery** 89

**Might** 12

#### SPECIALISATION LEVELS

**Athletics** 12

**Coercion** 36

**Combat** 12

**Craft** 30

**Drive** 36

**Mental** 31

**Negotiate** 37

**Perception** 90

**Special** 36

**Stealth** 90

#### THE FACTION

Like all good evil cults, the Cult of M'Lal is not what you think it is. They don't hide in dark alleyways and creepy basements, and they don't run around naked and screaming about the end of the world. Instead, no one knows who they are, and they prefer to let others do the dirty work.

This secret society deals in paper and not blood, and their "lair" is a very tidy suite that would fit an upstanding gentleman. This is all because the Cult discovered long ago that they alone would not be able to change the world. The people of the world would simply not allow them to. But what they could do was direct the world from behind the scenes. A push in the right direction here, a pull there, and everything goes according to plan.

What plan? Who knows. The Cult only knows that the Outsider, M'Lal as they know him, wants the world in chaos. The Cult does this as best they can, by starting riots and revolutions, committing false-flag attacks to initiate battles and wars, and doing their very best to have the world descend into chaos and anarchy. From there, the strong will emerge, and humanity will be better off for it.

But even trying to bring the world to an end isn't as simple as you would think. With chaos being the leading philosophy of the Cult, it should come as no surprise that everyone in it has a different idea of how to run the Cult. 14 members and 14 differing philosophies is a recipe for disaster, and the Cult has suffered because of it.

There is a reason the world hasn't ended yet, and that is because the Cult is often far too busy fighting itself. Half the time, it doesn't even know it is doing it. Everyone works in secret, scheming their own plots and plans without telling anyone else, and more often than not the results of these plans work directly against each other.

One day the Cult will pull itself together and present a united front to the world, and we should all tremble when that happens, but for now we can rest easy knowing the world will not end tomorrow.





# SIGIL SYSTEM

## BROTHERHOOD

The Cult of M'lal

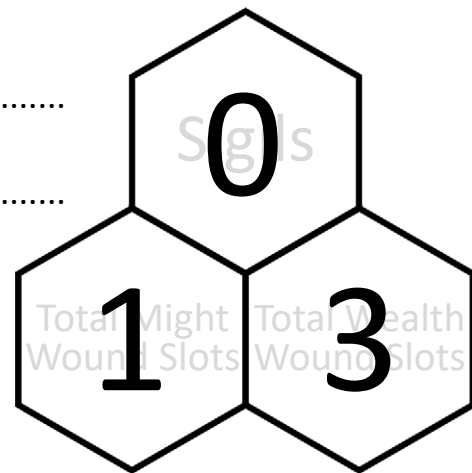
Beauty from Madness

Type: Bureaucrats/Officials..... Rulership: Sortition (Single Ruler)

Theme: War/Combat..... Offers: Faith

Oddity: Secret Society..... Goal: Build up power

Ally: Entertainers/Bards..... Rival: Thieves/Smugglers



MIGHT



NOTORIETY



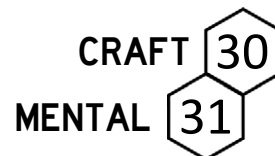
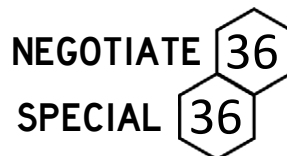
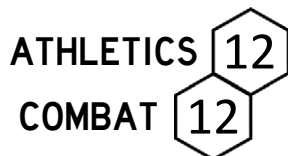
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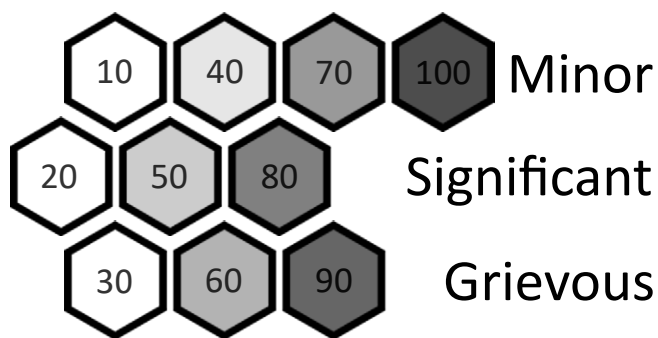
TREACHERY



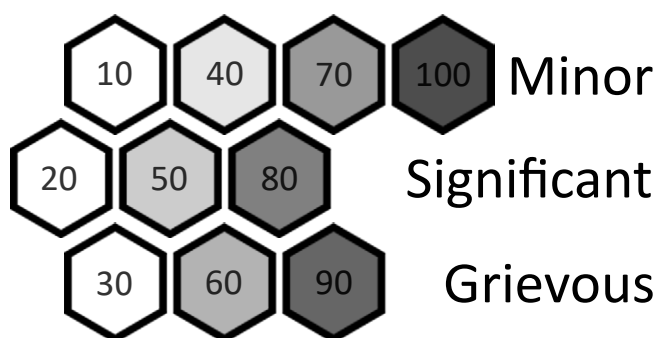
WEALTH



## MIGHT WOUNDS



## WEALTH WOUNDS



## BASE ACQUISITIONS

LUXURIOUSNESS: Average.....

ACQUISITIONS: Entertainment Space.....

Hygiene/Bathing.....

Office Space.....

Misc (storage).....

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## ORDER OF THE GRYPHON

### LIGHTSIDERS

#### FACTION LORE

**Faction Type** Socialites/Bourgeois

**Theme** Law/Justice

**Motto** Truth in Vigilance

**Rulership** Direct Democracy

**Recruitment offers** Safety

**Oddities** Anonymity among members

**Faction Goal** Defend themselves or something else from a faction.

**Allied Faction** Warriors/Soldiers  
Academics/Scholars

**Rival Faction** Adventurers/Mercenaries

**# of Members** 11

**Age** Vintage

**# of Events** 6

**Events** Miracle

- Ally

- Shrivel

- Loyalty

- Destruction

- Cataclysm

#### SKILL LEVELS

**Reputation** 16

**Wealth** 27

**Notoriety** 15

**Treachery** 13

**Might** 11

#### SPECIALISATION LEVELS

**Athletics** 10

**Coercion** 15

**Combat** 11

**Craft** 28

**Drive** 16

**Mental** 27

**Negotiate** 21

**Perception** 8

**Special** 21

**Stealth** 8

### THE FACTION

Not every Holy Order is great and powerful, and can lead crusades to save the faithful from the evil horrors of the world. Some are small, humble, not even recognised by the great Faith, and they just do the best that they can.

The Order of the Gryphon is one such as this. It was started by a group of Lightsiders that wanted to further the relationships between their respective orders, to collaborate and synergise their various Oaths and Powers. What they found was that all the great Orders focussed just one on Oath, and so they made their own little Order.

The Order of the Gryphon has established itself as the Order for the common man, where anyone in good standing and with decent morals can join to help make the world a little bit better. The Order is small and poor, so an “entry fee” is required, but

the Order has found that those willing to pay are also willing to put more effort into ensuring their investment wasn't in vain.

The grand Orders concern themselves with matters on a global scale, crusades and whatnot. The Order of the Gryphon is far more worried about things closer to home. Catching criminals, bringing darksiders to justice, helping out villages and hamlets, etc.

The Order keeps to this small scale by ensuring no one member can gain power. Everyone votes on all matters, but more importantly, no member knows who the rest are. Total anonymity is enforced. When the Order meets up, they all wear cloaks and gryphon-shaped masks, and out in the world not one of them would claim to be of the Order. Anyone who breaks this seal of anonymity is expelled from the order... if they can be identified when they come back to a meeting that is.



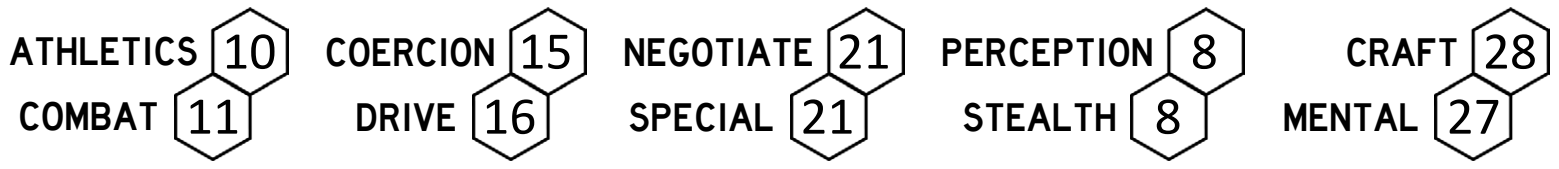
# SIGIL SYSTEM

## The Order of the Gryphon

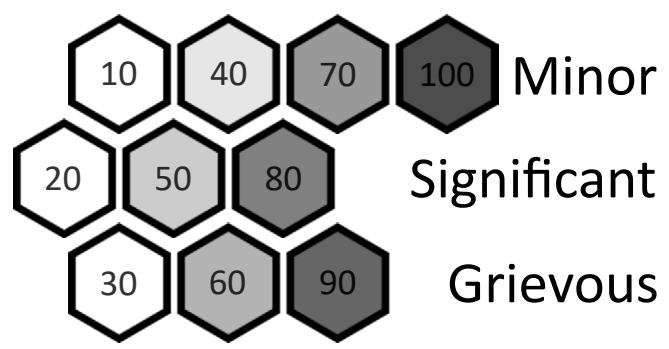
### BROTHERHOOD

#### Truth in Vigilance

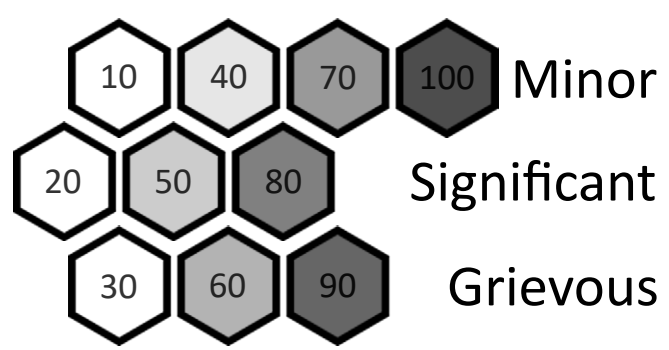
Type: Socialites/Bourgeois..... Rulership: Direct Democracy.....  
Theme: Law/Justice..... Offers: Safety.....  
Oddity: Anonymity..... Goal: Defend someone.....  
Ally: Warriors & Academics..... Rival: Adventurers/Mercenaries.....



## MIGHT WOUNDS



## WEALTH WOUNDS



## BASE ACQUISITIONS

LUXURIOUSNESS: Poor.....

ACQUISITIONS: Crew Quarters.....

Training Grounds.....

Armoury.....

Dock/Garage.....

Vehicles.....

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## THE MALACHITE CONCLAVE

### NECROMANCERS

#### FACTION LORE

**Faction Type** Thieves/Smugglers

**Theme** Money/Trade

**Motto** Vengeance is Laughter

**Rulership** Seniority of Service

**Recruitment offers** Brotherhood

**Oddities** Shunned by Society

**Faction Goal** Take vengeance upon another faction.

**Allied Faction** Adventurers/Mercenaries  
Thieves/Smugglers

**Rival Faction** Traders/Craftsmen

**# of Members** 8

**Age** Young

**# of Events** 4

**Events** Blackmail

- Friend Gained

- Wisdom

- Miracle

#### SKILL LEVELS

**Reputation** 1

**Wealth** 7

**Notoriety** 1

**Treachery** 56

**Might** 25

#### SPECIALISATION LEVELS

**Athletics** 25

**Coercion** 1

**Combat** 25

**Craft** 7

**Drive** 1

**Mental** 8

**Negotiate** 9

**Perception** 46

**Special** 10

**Stealth** 46

### THE FACTION

Sooner or later immortality becomes boring. There's only so much you can do, and when you are undead there is even less. Sex, drugs, alcohol, food is all out of the question, so necromancers need something to spice up their eternal lives.

A few of them came up with the idea of becoming smugglers. Smuggling is a risky business fraught with danger, so it definitely won't become boring anytime soon. It will be a fanciful adventure that will keep the necromancers occupied for hopefully a century more at least.

It has worked thus far. For the young necromancers, fresh to undead immortality, the Conclave gives them money and access to goods to get their new un-life off to a good start. And for the old, bored skeletons still hanging around, it keeps their brains busy with scheming and plotting.

The Conclave intentionally made the rule that the oldest among the necromancers would rule the Conclave as they see fit (other than changing

this rule). This means that if you want to rule the Conclave, you need to kill off everyone older than yourself. Everyone constantly needs to be on the lookout for those younger than themselves, while trying to figure out a way to kill of those older than themselves. Schemes within schemes, webs within webs.

On the positive side, it has kept them busy, but on the negative side: they don't accomplish very much. They are always too busy plotting to do any actual work, after all there is always tomorrow to do the work when you are an immortal.

Luckily for us mortals, the Conclave keeps the necromancers out of trouble and out of our hair.



# SIGIL SYSTEM

## The Malachite Conclave

### BROTHERHOOD

#### Vengeance is Laughter

Type: Thieves/Smugglers..... Rulership: Seniority of Service.....  
 Theme: Money/Trade..... Offers: Brotherhood.....  
 Oddity: Shunned by Society..... Goal: Vengeance.....  
 Ally: Adventurers & Thieves..... Rival: Traders/Craftsmen.....

0

2

0

Total Might Wound Slots

Total Wealth Wound Slots

MIGHT

25

NOTORIETY

1

REPUTATION

1

TREACHERY

56

WEALTH

7

ATHLETICS

25

COMBAT

25

COERCION

1

DRIVE

1

NEGOTIATE

9

SPECIAL

10

PERCEPTION

46

STEALTH

46

CRAFT

7

MENTAL

8

### MIGHT WOUNDS

10

40

70

100

Minor

20

50

80

Significant

30

60

90

Grievous

### BASE ACQUISITIONS

LUXURIOUSNESS: Wretched.....  
 ACQUISITIONS: Kitchen/Dining.....  
                           Office Space.....  
                           Misc (storage).....  
 .....  
 .....  
 .....  
 .....  
 .....  
 .....  
 .....

### WEALTH WOUNDS

10

40

70

100

Minor

20

50

80

Significant

30

60

90

Grievous

## THE GROTESQUES

### BLOOD MAGES

#### FACTION LORE

**Faction Type** Assassins/Contractors

**Theme** Espionage/Subterfuge

**Motto** Sacrifice from the Spirit

**Rulership** Appointed Merito/Geniocrats

**Recruitment offers** Mysticism

**Oddities** Enforced code of conduct/honour.

**Faction Goal** Build up and expand their offensive power.

**Allied Faction** Entertainers/Bards

**Rival Faction** Bureaucrats/Officials

**# of Members** 37

**Age** Established

**# of Events** 1

**Events** Shrivel

#### SKILL LEVELS

**Reputation** 4

**Wealth** 34

**Notoriety** 12

**Treachery** 92

**Might** 55

#### SPECIALISATION LEVELS

**Athletics** 55

**Coercion** 12

**Combat** 55

**Craft** 34

**Drive** 12

**Mental** 34

**Negotiate** 4

**Perception** 92

**Special** 4

**Stealth** 92

#### THE FACTION

If there is one thing an addict needs more than his drugs is a group of people that understands him, that he can talk to about his issues that will know where he is coming from. More than that, this support group will give the addict a purpose other than drugs, something to work towards, to focus on when the withdrawals kick in.

That's how the Grotesques started out, as a Blood Mages Anonymous. The fact that it turned out to be an organisation of assassins for hire is just what happens when you put a bunch of blood mages and ask them to come up with a solution to their shared problem.

That problem is, of course, that they need human blood to survive, but are hunted by society for doing precisely that. They tried everything they could think of, but the answer came outside their group. Someone found out about this group of blood mages, and saw the perfect tool to use. They are killers after all, so they didn't need much encouragement. After the first contract, the rest came quickly. Once word got out in the underworld that there were assassins who were cheap *and* good, the contracts came

pouring in. The Grotesques get to sate their thirst, and get paid to do so. What could possibly go wrong?

Everything, of course. The Grotesques can never agree about anything, from what contracts to take, to what to do with the money; add in the rule that the best amongst them get to rule, and now there is a fight over who is the best.

When a client wanted a blood mage assassinated, that's when all hell broke loose. No one knows who did it, but one of the Grotesques broke the cardinal rule, and now everyone is out for themselves.



# SIGIL SYSTEM

## The Grotesques

### BROTHERHOOD

#### Sacrifice from the Spirit

Type: Assassins/Contractors..... Rulership: Appointed Meritocrats  
 Theme: Espionage/Subterfuge..... Offers: Mysticism  
 Oddity: Code of honour..... Goal: Build up power  
 Ally: Entertainers/Bards..... Rival: Bureaucrats/Officials

0

5

3

Total Might Wound Slots

Total Wealth Wound Slots

MIGHT
56

NOTORIETY
12

REPUTATION
4

TREACHERY
92

WEALTH
34

ATHLETICS 55
COMBAT 56

COERCION 12
DRIVE 12

NEGOTIATE 4
SPECIAL 4

PERCEPTION 92
STEALTH 92

CRAFT 35
MENTAL 34

### MIGHT WOUNDS

10

40

70

100

Minor

20

50

80

Significant

30

60

90

Grievous

### BASE ACQUISITIONS

LUXURIOUSNESS: Average.....

ACQUISITIONS: Training Grounds.....

Armoury.....

Crew Quarters.....

Specialist Quarters.....

.....

.....

.....

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.....

.....

.....

### WEALTH WOUNDS

10

40

70

100

Minor

20

50

80

Significant

30

60

90

Grievous



## ARCANE COLLEGE OF ALBA

### SPELLCASTERS

#### FACTION LORE

**Faction Type** Academics/Scholars

**Theme** Supernatural/Occultism

**Motto** Knowledge Creates Peace

**Rulership** Appointed Merito/Geniocrats

**Recruitment offers** Knowledge

**Oddities** Distinctive methodology

**Faction Goal** Become better at what they specialise in.

**Allied Faction** Bureaucrats/Officials

**Rival Faction** Bureaucrats/Officials

**# of Members** 24

**Age** New

**# of Events** 1

**Events** Creation

#### SKILL LEVELS

**Reputation** 60

**Wealth** 77

**Notoriety** 13

**Treachery** 2

**Might** 46

#### SPECIALISATION LEVELS

**Athletics** 46

**Coercion** 15

**Combat** 46

**Craft** 78

**Drive** 15

**Mental** 78

**Negotiate** 56

**Perception** 9

**Special** 56

**Stealth** 8

#### THE FACTION

The Arcane College of Alba is a new way of doing things. Before the King ordered its creation, it wasn't easy to learn magic. First you had to travel to some godforsaken mountain range, dark forest, deep open plains, or torturous desert to find a mage's tower. Then you have to find your way into the tower and to the mage, convince the mage not to kill you on the spot and to take you as an apprentice, and then sweat for years as a menial servant, catching the magical scraps from the mage's table. If your master isn't killed by a rival mage looking for mystical knowledge, then you might have learnt enough to become a hermit yourself and build your own tower far away from civilisation... and so the cycle continued.

Not anymore!

Now if you have the money, you can pay to study at the Arcane College, where 24 of the King's mages will teach you everything they know (and that the King approves of) to make you into a mage ready to help the kingdom prosper... and also fight in its wars.

The College isn't the easiest, or safest, place in the world to live. There is a reason why mages lock themselves up in towers far from everyone: magic

eventually makes you go insane. The mad old paranoid wizard isn't just a stereotype, it's reality, and it happens eventually to all of them. It's all just a matter of time.

So locking 24 of them up in the same castle and asking them to teach students what they know can have interesting consequences. The missing students are the least of these. Luckily for Bartholomew, grand master of the College, there is always a rich noble waiting to pay to get his snobbish children into the College.



# SIGIL SYSTEM

## The Arcane College of Alba

### BROTHERHOOD

Knowledge creates Peace

Type: Academics/Scholars..... Rulership: Sortition (Single Ruler)

Theme: Supernatural/Occultism Offers: Knowledge

Oddity: Distinctive methodology Goal: Be better at what they do

Ally: Bureaucrats/Officials..... Rival: Bureaucrats/Officials



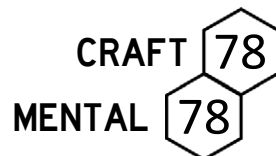
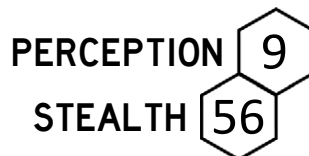
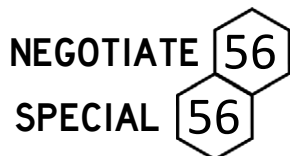
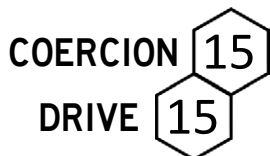
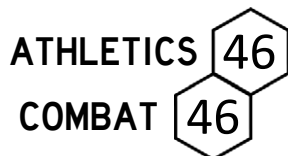
MIGHT

NOTORIETY

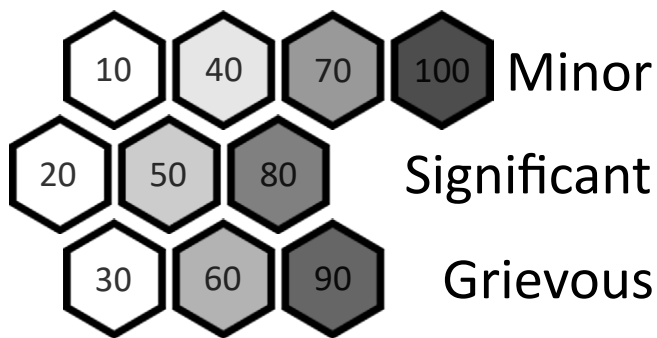
REPUTATION

TREACHERY

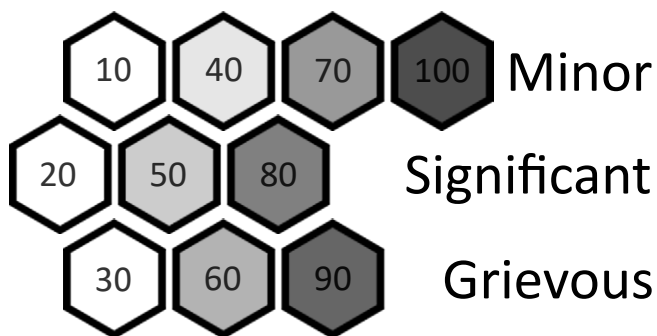
WEALTH



## MIGHT WOUNDS



## WEALTH WOUNDS



## BASE ACQUISITIONS

LUXURIOUSNESS: Rich.....

ACQUISITIONS: Armoury.....

Crew Quarters.....

Dock/Garage.....

Vehicles.....

Entertainment Space.....

Hygiene/Bathing.....

Jail.....

Kitchen/Dining.....

Office Space.....

Safehouse.....

Secret Passageway.....

Specialist Quarters.....

Training Grounds.....

Defensive Structures

We always want to make the best games we can, and to do that we need to know how we're doing. If we know what we're doing wrong then we can fix it, and if we know what we're doing right then we know not to mess with it.

Your feedback is more valuable to us than gold and silver, and we would be eternally grateful if you could do us a favour and fill out the Sigil System Feedback Survey. It will be your chance to tell us exactly what you think about the system and you can even say what type of projects you want us to work on next. You will have our undivided attention.

We've also got a gift for those who do the survey: you can grab any one of our paid digital products for free. So if you've had your eye on a game of ours, but haven't gotten it yet, now is your chance to get it for free.

**You can fill out the survey by using this url:**  
**<https://goo.gl/forms/IFJGHxMC2krijmCD2>**