

*This e-book is a summary and may not be up to date.
For the full rule set, see: [GitHub Page](#).*

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Sigil of Uchma

Character Creation Guide for v1-a5

*08 December 2023
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Chapter 1 - Introduction

Sigil of Uchma is a work-in-progress tabletop role-playing game.

The development happens openly on the [GitHub repository](#) and the game consists of many documents due to its modular design. However, it is pretty difficult to navigate around these documents. This book was created to help and familiarize you with reading and understanding the game.

As you progress through this book, you will see a lot of links to documents in the project website. These links will have the actual rules and content themselves. If something is unclear, please let me know.

Feedback about anything is welcome. [You can fill this form](#) to give me direct feedback. At this point, you should read the [introduction page](#).

Hope you like Sigil of Uchma!

- TaygaHoshi

Chapter 2 - Character Creation

A character in Sigil of Uchma consists of:

1. a class,
2. a branch,
3. aptitudes,
4. resistances,
5. equipment,
6. abilities, and
7. skills.

We will go through these one-by-one, but let's talk about the character sheet first.

2.1. Character sheet

Since this e-book doubles as a character creation guide, we will go through the character sheet together. Accompanying character sheet can be found [in this link](#) ([printer friendly version](#)). We will fill this as we go.

We can start with thinking of a backstory, and then we can find a suitable name. Normally, you should have a rough idea on the themes of the campaign before creating a character. However, to keep it simple, we will just be creating tutorial character.

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This character will be a hunter of a village. He has decided to join the army because of lack of animals due to the drought last year. Let's call him "Alp-er". We can then write his name on all three pages of the sheet, and his backstory on the last page.

2.2. Classes and branches

At this time, there are only a few classes. Alp-er will be a bow-using Soldier. The specifications of the Soldier class can be found on [this page](#). You can find the other classes on the list to the left. Let's continue with Soldier.

In the Features table, we can find what a Soldier gets on each level. As there are no branches yet, let's just ignore that and move on with the base class. At level 1, a Soldier gets the "favored weapon" feature. Scrolling down, we see what it does:

Favored Weapon: "Choose a weapon type. You have a +1 bonus to precision rolls for weapon attacks with that weapon type."

This page has a lot of terms we don't yet know. For example, what weapons are there or what is a precision roll. However, we can understand that this feature gives our character better ability with a weapon. You can go through the class features of Soldier.

On the very top, we can find the "base features". We can somewhat understand what health, mana and stamina are, and fill the respective parts of our character sheet's first page. We still haven't learned what is "Parry", so let's go straight into aptitudes and resistances.

2.3. Aptitudes and resistances

[On the Aptitudes page](#), we can see what an aptitude is. Here, we also see the familiar word “precision”, alongside the word “potency”. These stats improve our character’s chance of hitting and strength with that aptitude, respectively. While precision mostly affect the hit chance; potency can affect damage, duration, range or radius of various abilities. As Alp-er is a level 1 character, we get 3 aptitude points. Let’s spend them on ACU, VIT and EXP. We can fill the aptitudes part of our character sheet now. I personally prefer to write the potency and the precision of an aptitude using the “potency / precision” format, but you can choose to use a different format.

Potency also improves something called a “resistance”. Scrolling down in the aptitudes file, we can find the “Resistances” part. This part explains what resistances are. We can also see the “precision roll” phrase again. Before moving on, we can calculate all of Alp-er’s resistances and write them to our character sheet. Here, we can choose “Parry” as his main resistance and mark it on the character sheet.

2.4. Combat

Before moving on to equipment, we should learn how combat works. We can learn about combat loop and rolls from [the Combat page](#). While this file is very long, it explains how everything we have seen so far work and interact with each other. It is accompanied by [a list of combat rules and mechanics](#).

There are two more pages we can read before moving on. First, we should take a look at [a list of special actions](#). These are generic actions every player character can take. The second page is [a list of status effects](#). Status effects are buffs and debuffs that we can apply using weapons or other abilities. Speaking of weapons, we can go over them next.

2.5. Weapons and armor

A general overview of the weapons in Sigil of Uchma can be seen in [the Weapons page](#). This page also clarifies what the “weapon set” term we saw on the Soldier description page means. As written on this page, there are three weapon categories. We can read these in their respective pages, which are linked in the aforementioned page.

We can choose a weapon now. Alp-er is a soldier, so he gets to choose a “regular weapon set” as a starting equipment. Since Alp-er was a hunter before, he should use a longbow. We can fill the weapons part of our character sheet now. In the future, every player character will start with two weapon sets.

Additionally, we get to choose any type of armor we want. You can see the armors on [the Armors page](#). We want defense against both physical and magical damage for this character. So, even though it lowers his SPD and stealth, we will go with the adventurer armor. Let’s fill our character sheet before moving on.

2.6. Spells, Combat Techniques and other abilities

Another important part of a character is their abilities like spells. In [the Soldier description page](#), we can find the amount and type of combat techniques our character can know depending on the level. Combat techniques are explained on [the appropriate page](#). Apparently, Alp-er can know one simple and one advanced technique right now. Combat techniques can be found in [the list of combat techniques](#).

Due to his longbow’s “unsteady aiming” passive penalty, Alp-er can’t shoot well while moving. To help compensating it, we will take the “peeking” technique as our simple combat technique. Then, to increase his damage, we can choose “rapid draw” as the advanced one.

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If our character was a Magician, we would get to cast [witchcraft spells](#) instead. A general look on the spells can be found on [the Spells page](#). You can also take a look at [divine](#) and [social](#) spells.

2.7. Skills

Finally, each player character can learn and become better in certain miscellaneous areas called skills. [The Skills page](#) explains everything about them. We can spend our four skill points on husbandry, scouting, stealth and reflexes.

Since his adventurer armor gives Alp-er a -2 penalty on the stealth skill, he is down to -1 with the skill point we spent. We can optionally keep track of his skills with and without modifiers separately. Let's fill our character sheet.

2.8. Conclusion

By this point, we went over almost everything the current version of Sigil of Uchma offers. If I managed to explain well, you should now be able to navigate around the project's files. You can fill the missing parts of the character sheet as necessary. In the next few pages, you can find the filled character sheet for Alp-er.

Additionally, I recommend keeping track of damage, duration, range and similar values for your commonly used abilities. This will help everybody by speeding up your turns during combat encounters.

Thanks for reading this guide.

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Chapter 3 - Appendices

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Name	Picture	Class & Level
Alp-er	Picture	Soldier (1)

Resistances <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">Parry 6</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">Constitution 6</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">Evasion 5</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">Reflection 6</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">Faith 6</div> <div style="border: 1px solid black; padding: 2px;">Willpower 6</div>	Health <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Current 80</div> <div style="border: 1px solid black; padding: 2px;">Maximum 80</div> </div>	Physical Armor <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Base 5</div> <div style="border: 1px solid black; padding: 2px;">Temporary</div> </div>	Aptitudes <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Strength POW 0</div> <div style="border: 1px solid black; padding: 2px;">ACU 1</div> </div>	Mana <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Current 0</div> <div style="border: 1px solid black; padding: 2px;">Maximum 0</div> </div>	Magical Armor <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Base 5</div> <div style="border: 1px solid black; padding: 2px;">Temporary</div> </div>	Endurance <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">VIT 1</div> <div style="border: 1px solid black; padding: 2px;">SPD 0</div> </div>	Stamina <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Current 6</div> <div style="border: 1px solid black; padding: 2px;">Maximum 6</div> </div>	Walking Speed <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">Base 9</div> <div style="border: 1px solid black; padding: 2px;">Bonuses</div> </div>	Witchcraft <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">ARC 0</div> <div style="border: 1px solid black; padding: 2px;">PEN</div> </div>	Divine <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">WRA 0</div> <div style="border: 1px solid black; padding: 2px;">PRA</div> </div>	Social <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">EXP 1</div> <div style="border: 1px solid black; padding: 2px;">PER 0</div> </div>
Base Equipment											
				Armor Adventurer		Weapons					

Name

Alp-er

Novice Spells

Simple Combat Techniques

Peeking

Veteran Spells

Complex Combat Techniques

Rapid draw

Expert Spells

Class Features

Favored weapon: Longbow

Name

Alp-er

Inventory, Accessories & Notes

Arrows

Backstory & Appearance

Since the last drought, the hunt has been getting worse. I should find a way to fill my stomach.
I heard the recent raids were going well. Maybe the army has a place for me.

Height: 182 cm

Weight: 79 kg

Age: 25