

You are known as...

You work as a...

You are described as...

You are played by...

FAMILY HERITAGE

- Planar Heritage ()
- Primal Blood
- Stranger Nature

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- Primal Blood
- Stranger Nature



FAMILY BELIEF

TALENTS

+1 BROAD

+2 COMMON

+3 DEEP

POLITICAL FACTION

You are a member of...

Your Duty is to...

Your Leverage is...



POLITICAL BELIEF

ATTRIBUTES



1

D20



2

D12



3

D10



4

D8



5

D6



6

D4

SPARK



SMOKE



HARM



SPIRITUAL POWER

You are a worshiper of...

You show your Devotion by...

Your Ritual allows you to...



SPIRITUAL BELIEF

SIG REFERENCE SHEET

Gameplay in Sig consists of a number of dramatic scenes. Each scene will begin with a **Framing** phase, followed by a **Collaboration** Phase which may lead to one or more **Conflict** phases. When you have answered the question of the scene, move to the **Closing** phase which may include an **Interlude**. At the end of the session, perform the **Reflection** phase which may change the tether to Sig.

FRAMING PHASE

1. Everyone rolls their Smoke dice, compare each other's results and re-rolling in the case of ties. . In descending order, each player chooses one of the following options.
2. The highest score chooses to seize the Platform, Tilt or Question.
3. The second highest score chooses one of the two remaining options.
4. The third highest score gets the last option.
5. The person who selected the Platform, describes where and when the Scene is taking place.
6. The person who selected the Tilt, defines some event or action that will force the characters into action.
7. The person who selected the Question creates the one you wish to answer with the Scene.

COLLABORATION PHASE

- The GM starts by describing the scene, based on the platform and tilt.
- Anyone may make narrate what occurs, declaring things in the fiction.
- If anyone contests a declaration, you trigger a Conflict Phase.
- If the question has been answered, anyone may end the scene.



CONFLICT PHASE

1. Each person chooses to propose, support, or abstain from a declaration.
2. Each person proposing a declaration selects their relevant attribute die and increases it by one step per supporter.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, a +2 if a Common Talent applies and a +3 if a Deep Talent applies (Max of +6 for one of each.)
4. Roll dice.
5. After the roll, anyone may spend Influence to gain +1 per point and/or suffer harm to that attribute to gain +3 per level.
6. The person with the highest score gets their declaration and must pay the Price of Victory (1 Harm)
8. In case of tie, each tied participant proposes another declaration they get if they win. They select the relevant attribute die + Talent bonus and roll again. Winner take all, paying the Price of Victory again.
9. Return to the Collaboration Phase

CLOSING PHASE

1. Examine each Belief with an Influence token and determine if it's been confronted (confirmed or refuted).
2. If a Belief has been confronted, give the owner that Influence token.
3. If all three of someone's Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Anyone may spend 3 Influence to trigger an Interlude between scenes, a one-on-one scene where they someone else a question. When that question is answered, both individuals remove one Harm.

REFLECTION PHASE

1. If any player has 15 Influence at the end of a session, trigger a Reflection scene. They have a one-on-one scene with someone else.
2. In the Reflection Scene, they discuss how one of that person's Beliefs has been confirmed or refuted, and they create the replacement belief.
3. Both participants improve, by gaining Talents or Attributes. The GM also changes one of the planes that has the tether to Sig.

OVERVIEW OF THE PLANES

| | PLANE | PLANAR HERITAGES | CITY FACTIONS | POWERS AND SERVITORS |
|---------------------|----------------------|------------------|-----------------------------|------------------------------------|
| ELEMENTAL RING | Plane of Flame | Firehearts | The Cleaners | Alius the Pure |
| | Plane of Waves | Waterborn | The Riverwatch | Tritonous of the Hungry Seas |
| | Plane of Wind | Winged | The Heralds Guild | Ferrelux the Whisperer |
| | Plane of Stone | Giants | The Guild of Toil | Morkanah of Sheltering Stone |
| | Plane of Ice | Polari | The Performers Guild | Aludra of the Frozen Tears |
| IDEOLOGICAL RING | Plane of Justice | Ancestral | The Teachers Guild | Myn the Questioner |
| | Plane of Tyranny | Devahil | The Order of Advocates | Kalzak the Absolute |
| | Plane of Destruction | Wyrms | The Enforcers | Eater of Worlds, Child of Oblivion |
| | Plane of Order | Aesigil | The Paper Guard | Edana of the Pact |
| | Plane of Freedom | Feral | The League of Exterminators | Calla the Wise |
| CONCEPTUAL RING | Plane of Dreams | Cubi | The Sig Gazetteer | Nyx the Oracle |
| | Plane of Shadow | Gnomes | The Guild of Artifice | Magdak the Clockwork Page |
| | Plane of Lore | Elderskein | The Sage Collegium | Brossien of Mystic Song |
| | Plane of Life | Sylva | The Farmer Association | Kestranna the Harvester |
| | Plane of Death | Revenant | The Dustkeepers | Omulaub the Tranquil |