SIG

NOTABLE PLACES

ATTRIBUTES

		1	D20
		2	D12
		3	D10
		4	D8
		5	D6
		6	D4

SPARK   SMOKE   HARM

FACE CHARACTERS (SPARK)

OTHER MINOR NPCs (SMOKE)

ELEMENTAL RING

❑ FLAME: Passion is incorruptible.
Firehearts • Cleaners • Alius

❑ WAVES: True power is hidden.
Waterborn • Riverwatch • Tritonous

❑ WIND: Every message is sacred.
Winged • Heralds • Ferrelux

❑ STONE: Strength is a burden.
Giants • Toil • Morkanah

❑ ICE: Beauty is fragile.
Polari • Performers • Aludra

IDEOLOGICAL RING

❑ JUSTICE: Virtue must be tested.
Ancestral • Teachers • Myn

❑ TYRANNY: Mercy has no place in justice.
Devahil • Advocates • Kalzak

❑ DESTRUCTION: Power is its own reward.
Wyrms • Enforcers • Eater of Worlds

❑ ORDER: Laws are absolute.
Aesigil • Paper Guard • Edana

❑ FREEDOM: Law is a prison for the soul.
Feral • Exterminators • Calla
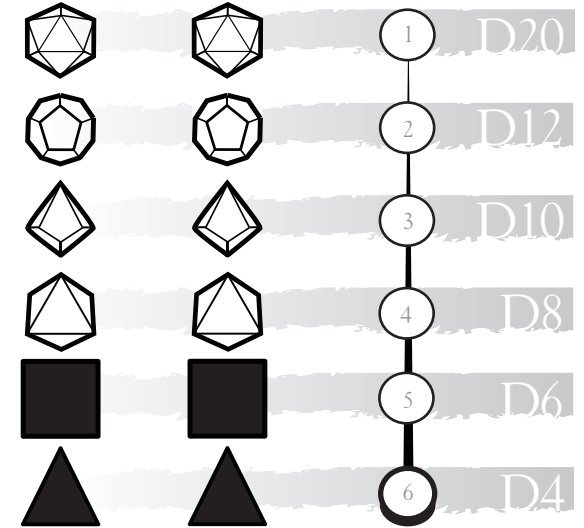
CONCEPTUAL RING

❑ DREAMS: Everyone is connected.
Cubi • Gazetteer • Nyx

❑ SHADOW: Reality is an illusion.
Gnomes • Artificers • Magdak

❑ LORE: Knowledge is power.
Elderskein • Sage • Brossien

❑ LIFE: Grow or die.
Sylva • Farmers • Kestranna

❑ DEATH: Mortality is a blessing.
Revenant • Dustkeepers • Omulaub

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 choses 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

Belief Sheet

Elemental Plane of Flame
Passion is Incorruptible

Elemental Plane of Stone
Strength is a Burden

Elemental Plane of Waves
True Power is Hidden

Elemental Plane of Wind
Every Message is Sacred

Elemental Plane of Ice
Beauty is Fragile

Ideological Plane of Justice
Virtue must be Tested

Ideological Plane of Tyranny
Mercy has no Place in the Law

Ideological Plane of Destruction
Power is its own Reward

Ideological Plane of Order
Laws are Absolute

Ideological Plane of Freedom
Law is a Prison for the Soul

Conceptual Plane of Dreams
Everyone is Connected

Conceptual Plane of Shadow
Reality is an Illusion

Conceptual Plane of Lore
Knowledge is Power

Conceptual Plane of Life
Grow or Die

Conceptual Plane of Death
Mortality is a Blessing

1
2
3

1
2
3

1
2
3

1
2
3

1
2
3

1

2

3

4

5

Setting Beliefs

Character Beliefs