

THE SAGE CHARACTER CLASS by William.

A Sage is an adventurer who has devoted themselves to a life of discovery, study, and research, and their adventuring abilities and skills take into account their dedication to the pursuit of knowledge. They give most of their time to their continued learning, and often to the education of others, as many will be employed as teachers when not adventuring. The Sage values knowledge and education more than anything else, and this is often as a means towards reaching enlightenment.

The key function of a Sage is to specialise in certain fields of knowledge, usually of an encyclopaedic nature. They wish to broaden their knowledge of the world and its many mysteries.

Nearly all Sages are members of the powerful Sages Guild. Sages can be found in any town or city with at least a modest sized population, but they are most likely to be found in any town or city which contains an educational establishment of honourable reputation.

Alignment: Any

Prime Attribute: Intelligence, 13+ (+5% experience bonus)

Hit Dice: 1D4 per level (gains 1 hp per level after 9th level)

Combat Table: If you are using the standard Attack Tables then the Sage uses the "Magic User, Thief, and Assassin" table. If you are using the Quick Method For Ascending AC Combat then use the Magic User "To Hit" bonus

Armour / Shield Permitted: Leather armour; no Shield

Weapons Permitted: Dagger; Staff; Sword, short; Arquebus; Dart; Sling; and Oil. Magical weapons are limited to Dagger; Staff; Sword, short; Dart; and Sling stones

Ancestry: Elves, Half Elves, and Humans may be Sages

Starting Money: The Sage begins with the standard 3D6 multiplied by 10 gold pieces (gp) as detailed in the *Swords & Wizardry* rulebook

Sage Class Abilities.

Read, Speak, and Write Languages: At 1st level the Sage may choose, in addition to his or her native tongue, one additional language that they understand *fluently*. Due to their incessant studying the Sage may add another language to be fluent with once every three experience levels (so another language may be added at 3rd level, another at 6th level, another at 9th level, etc). These languages may be as obscure as the Sage likes, and could belong to the strangest of creatures.

Read Normal Languages (3rd level): Sages who have reached the 3rd level of experience have gained enough experience in handling valuable books and scrolls from around the world to understand the *general meaning* of most written languages, and they also have an 80% chance to understand treasure maps and written documents. This ability does not allow them to automatically solve riddles and decipher codes, but it does allow them to work out what a riddle or a code says.

Saving Throw Bonus: Sages gain a +2 bonus on saving throw rolls made against Disease and Poisons.

Sage Skills:

Legend Lore: A Sage may use any magical item, and due to their academic understanding of the legends of the world the Sage has a chance of identifying any magical item.

Read Magical Writings: Due to their talent for languages the Sage may attempt to read the magical writing on any book or scroll. Also, due to the linguistic skill of their class the Sage may avoid any detrimental effects contained within the book or upon the scroll that would otherwise affect any other character class, including spell casting classes. Unlike the spell casting classes the Sage cannot actually cast the magic, as they lack the verbal and somatic abilities of the spell casters, and they also do not know how to channel the arcane or divine power into the material world. However, they can understand the general nature of what is written there and determine its nature as good or evil, harmless or harmful.

Major and minor studies: The Sage will have four general areas of study, one of which may be chosen as a specialist area / major study. The four areas are as follows -

1) Folklore and Theology - the study of legends; morals; philosophy; religion.

Sages study the various folklores of the world. Folklore is the legends, myths, proverbs, and tales of a specific culture, subculture, or people. Folklore can be subdivided into a further three subgroups - Customary Folklore, or the ways of doing things and beliefs; Material Folklore, or the physical objects and crafts particular to the specific culture; and Verbal Folklore, or the common proverbs and sayings, expressions, songs, and fables.

Sages are also concerned with morals i.e. the correct standards of behaviour and the principles of right and wrong. Many of these morals will be ingrained within society from the laws and morals given to the world from Deities through different religious scriptures.

Philosophy is also of interest to the Sage. The Sage seeks to be wise, to understand the fundamental truths about themselves and the world around them, and to understand their relationship with the world around them and with other people.

Sages also study Theology, or rather the systematic study of the divine. Their studies consist of the study of the supernatural, and also the search for answers to the questions of religious revelation. Religious revelation concerns itself with the acceptance of a Deity or Deities, the acceptance of the Deities as being above the natural world, and acceptance of the fact that the Deities can have an effect on the world and all who live in it.

2) Healing and Herbalism - the study of disease treatment; healthcare; herbal medicines.

Sages know how to treat injuries and illnesses. If a Sage can tend to a wounded character within 1 round of a wound being inflicted, then they can make a percentile skill roll, and if successful they can automatically heal 1D3 points of damage. This cannot raise the hit points above the amount of damage that was caused, or above the character's maximum hit points.

If a wounded character remains under the care of a Sage, and the wounded character is able to gain uninterrupted rest, the Sage may make a skill roll each day / every 2 days (depending on whether the Referee allows 1 hit point per day of uninterrupted rest, or 1 hit point per 2 days of uninterrupted rest healing rate). If successful then on that day / two day period the wounded character heals 2 hit points instead of the usual 1 hit point over the applicable amount of time.

The Sage may also treat poisons. If the Sage can treat a poisoned character within 1 round of them being poisoned, and the Sage makes their skill roll, then the poisoned character takes their saving throw with a +2 bonus (this is cumulative with any other bonuses that may be granted). However, the poisoned character must rest for 1 complete turn after being poisoned. If this condition cannot be met then the victim must make the saving throw without the +2 bonus from the Sages treatment.

Characters who have fallen ill may be treated by a Sage. If the Sage can treat the onset of an illness within 3 turns of the first symptoms, and they make a successful skill roll, then the ill character may make any applicable saving throw with a +2 bonus. Also, if the illness is mild, then it may be cured in half the time that it would normally take to run its course as long as the Sage is able to treat the illness at least twice per day for the entire duration of the illness.

The Sage also has the ability to locate plant life that may be used for medicinal purposes. This may be achieved only if the plant life exists within the area that is searched, and only if the Sage makes a successful skill check.

3) Humanities - the study of geography; history; and law.

The Sage is knowledgeable in differing environments, from lush forests to parched deserts to oceans, and they also have good knowledge of different plants and fauna. They are very good map readers, and they can also gauge the height of different mountains and precipices.

Sages are also storehouses of historical facts about some part of the world. This may be a complete continent or some localised area, and the knowledge will also incorporate extensive knowledge of the area's culture.

Sages know law and at least some of the legal procedures needed to represent someone in a court of law. They can also advise those wishing to prosecute others or who need defence from such prosecution.

4) Natural Philosophy - the study of alchemy; astronomy; biology; botany; geology; zoology.

Sages are knowledgeable about primitive sciences and the natural world that is around us. Sages pursue the study of nature, though that will often be through philosophy rather than exact science.

With Natural Philosophy Sages may attempt to detect and neutralise poisons, and they may also attempt to identify potions too. In addition to this the Sage may also make their own poisons, potions, and corrosive acids.

With Natural Philosophy the Sage can make acids, and these do up to 1D6 hit points of damage per experience level of the Sage. It costs 100 gold pieces per 1D6 of damage to manufacture, and 1 day of time per 1D6 of damage to manufacture. The maximum strength that can be manufactured is equal to the Sage's experience level (e.g. a 7th level Sage can make an acid doing a maximum of 7D6 hit points of damage). Also, the Sage may make a skill check to neutralise acid, with a successful check halving damage caused by acid burns.

When making poisons the Sage must make a successful skill check, and if successful the poison will do up to 1D6 points of damage per experience level of the Sage. The average cost to make any kind of poison is 50 gold pieces per 1D6 damage to hit points, and the average time required is one day per 1D6 effect on hit points.

In order to make a potion the skill check must also be made, and if it is for healing then it will have an effect equal to 1D6 hit points healed per experience level of the Sage, though not all potions are made for healing purposes. The average cost to make any kind of potion is 200

gold pieces, and the average time required is one week. For effects of potions consult the potions subsections within the Treasure section of the *Swords & Wizardry* rules.

When the Sage studies Astronomy they learn about what is in the universe beyond the world's atmosphere - suns, moons, planets, and faraway stars. This study also includes objects that we can only see with telescopes and other instruments, such as tiny particles and faraway galaxies.

Biology is the study of all organisms, both living and dead (such as fossils). Biology is a study into how all these organisms form, develop, and interact with each other and their surrounding environment. This study includes all life forms - anything that needs nutrients in order to live and survive.

Botany is a subgenre of Biology that deals with the study of plants, including their structure, what they look like, their processes, where they grow, how they relate to each other, how they have evolved, and their biochemical properties. It also includes studies into how they are used by other living creatures, including humans and demi-humans.

Geology means "Study of the Earth", and it looks at how the earth formed, its history, plus its structure and composition. It is also a study of the kind of processes that are acting on and within the earth, and the history of these processes.

Zoology is another subgenre of biology, and it deals with the study of animals and the animal kingdom. It is sometimes named Animal Biology as it incorporates the study of the interaction of the animal kingdom in their ecosystems and their social habits, social structure, mating processes, embryology, and evolution. It also includes the study where possible of extinct species of animals.

Sage Advancement Table.

Level	Experience Points Required for Level	Hit Dice (D6)	Saving Throw
1.....	0.....	1.....	15
2.....	1,500.....	2.....	14
3.....	3,000.....	3.....	13
4.....	6,000.....	4.....	12
5.....	12,000.....	5.....	11
6.....	24,000.....	6.....	10
7.....	48,000.....	7.....	9
8.....	100,000.....	8.....	8
9.....	170,000.....	9.....	7
10.....	240,000.....	9+1 hp.....	6
11.....	310,000.....	9+2 hp.....	5
12.....	380,000.....	9+3 hp.....	4
13.....	450,000.....	9+4 hp.....	4
14+.....	+70,000 per level.....	+1 hp per level.....	remains at 4

If using the alternative system for Different Categories of Saving Throws then use the tables for "Magic Users, Thieves, and Assassins".

Sage Skills.

Level	Major Study	Minor Studies (each)
1.....	20%.....	10%.....

Level	Major Study	Minor Studies (each)
2.....	30%.....	15%
3.....	40%.....	20%
4.....	50%.....	25%
5.....	60%.....	30%
6.....	70%.....	35%
7.....	80%.....	40%
8.....	90%.....	45%
9.....	99%*.....	50%
10.....	99%.....	55%
11.....	99%.....	60%
12.....	99%.....	65%
13.....	99%.....	70%
14.....	99%.....	75%
15.....	99%.....	80%
16.....	99%.....	85%
17.....	99%.....	90%
18.....	99%.....	95%*

* Maximum skill level.

The Sages Guild.

A beginning Sage has nothing but his or her Intelligence and knowledge, plus the basics needed for study such as ink, quills and paper. They may have some books of their own, but it is only a small collection that will be expanded during the course of their own personal studies, and so a library will be collected over the course of a campaign.

If a Sage is dismissed from an employer without due reason the guild will never allow that person to hire a Sage again. If the employer approaches the guild in order to hire another Sage they will only be offered the same Sage again that they unfairly dismissed, and in order to make amends with the guild they will have to both reemploy the Sage again in full time employment, and offer donation of money (usually 1,000 gp) to the guild to be used for academic purposes.

There are details of hiring Sages as NPCs in the *Swords & Wizardry* rulebook, and this information can easily be used as employment details for a PC Sage within their non-adventuring life.