

# Sage

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*"Your heart is pure, your arm is strong, but what of your mind boy?"*

-Merlin

Sages are the kingmakers, the guides, and the wizards who grant aid to chosen ones or guidance to peasants on the path to heredom. You may have been a legend thought long dead, or a hero yourself now in self-imposed exile searching this earth for greater wisdom. No matter the circumstance you are no longer the protagonist of the story but a guide ushering in the next generation.

Not all Sages use a form of magic but all sages are magical in their area of expertise. Pick a profession or role, such as "scientist", "thief", "detective", "general", or so forth. You automatically succeed on all attribute checks related to that role that could in any way theoretically be achieved by a human being. Your Wisdom or Intelligence is raised to 19 with a +4 modifier.

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## Lesser Gifts

**Just An Old Fool (Constant):** Lesser foes have no idea how powerful you truly are, even if they recognize you or are aware of your past feats you appear to be a shell of that former self. Worthy foes can try a Spirit save to perceive your true nature.

**Do Not Cite to Me! (Instant):** When an enemy attempts to use a word or power you are also capable of, you display your superiority and render their attempts to use this power useless against you for the remainder of the scene. Lesser foes are powerless against this while worthy foes may save vs spirit.

- **Commit Effort for the Day:** Extend protection from this power to allies within 200 feet per level.

**Expert Tutor (On Turn):** Commit Effort for the Day - Allies within sight range follow your example and may use any gift you possess for the duration of the scene paying the normal Effort cost to do so.

**Free the Mind (Constant):** You are immune to illusions, magical mental influence, or mind-reading. Commit for the Scene - You can share this immunity with your allies within 200 ft. per level for the duration of the scene.

**Protect Thy Pupil (Instant):** Commit Effort for the scene. You may choose to interpose yourself instantly between a target you could reach with a Move action and one source of immediate harm. You

become the new target from all hazards and attacks, comparing your AC and defenses instead of the original target's.

Herald of Destiny (On Turn): You share with a single pupil you can see a glimpse of their true potential. So long as Effort is committed your pupil gains a single Effort to use on their turn.

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### Greater Gifts

Watch Closely (On Turn): Commit Effort for the scene. For a number of turns equal to their Godbound level the Sage can no longer miss on their attacks or offensive checks provided they are within sight of their pupil. Even attacks which foes would normally be immune to noticeably land albeit without effect. This gift can only be used once per scene.

You're Next (Instant): Name a successor, this must be someone who has followed your guidance and whom you believe is worthy of carrying your legacy. The chosen inherits 1 of your gifts. You can never use the given gift again but it may not be stolen from you. You may name a successor each time you take You're Next but successors may not share gifts.

True Skill of the Master (Instant): When entering Divine Fury you gain back your max hit points instead of only half, additionally your fray dice can now affect even-worthy foes and are read straight.