

S a g e



The Sage

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The Sage

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Introduction

Deeply introverted and intelligent, the sage has a strong and healthy respect for the power she wields. Often found on impassable mountaintops, in deserted forests, or deep within abandoned ruins, she values the refinement of understanding above all else. After years of meditation and quiet contemplation, some sages find it freeing to use their powers more actively, shaping the world to suit their own ideals. The few sages that choose to venture out into danger do so to further their own comprehension of the universe, or set in motion some larger and more sophisticated goal.

HIT DIE: D6.

Role:

By entering into a trance-like state called meditation, the sage can boost her own abilities by sacrificing her defenses. Sages are able to cast spells more powerfully than their sorcerer and wizard brethren, but are often unable to defend themselves should the danger get too close. Intelligent, wise, and worldly, the sage often acts as a stabilizing force for a party, calmly recommending the best course of action in any given situation.

Alignment:

Any

Starting Wealth:

2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.



TABLE 1-1: THE SAGE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Eschew materials, meditation, meditation power
2nd	+1	+0	+0	+3	-
3rd	+1	+1	+1	+3	Deep knowledge, meditation power
4th	+2	+1	+1	+4	-
5th	+2	+1	+1	+4	Meditation power
6th	+3	+2	+2	+5	-
7th	+3	+2	+2	+5	Meditation power
8th	+4	+2	+2	+6	Unbreakable will
9th	+4	+3	+3	+6	Meditation power
10th	+5	+3	+3	+7	Advanced meditation, greater meditation
11th	+5	+3	+3	+7	Meditation power
12th	+6/+1	+4	+4	+8	-
13th	+6/+1	+4	+4	+8	Meditation power
14th	+7/+2	+4	+4	+9	Advanced meditation
15th	+7/+2	+5	+5	+9	Meditation power
16th	+8/+3	+5	+5	+10	-
17th	+8/+3	+5	+5	+10	Meditation power
18th	+9/+4	+6	+6	+11	Advanced meditation
19th	+9/+4	+6	+6	+11	Meditation power
20th	+10/+5	+6	+6	+12	Meditation power, true meditation

Class Skills

The sage's class skills are Appraise (Int), Diplomacy (Cha), Craft (Int), Fly (Dex), Knowledge (all) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 2 + Int modifier.

Class Features:

All of the following are class features of the sage.

Weapon and Armor Proficiency:

Sages are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sage's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor).

TABLE 1-2: SAGE SPELLS PER DAY

LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	3	-	-	-	-	-	-	-	-
2nd	4	-	-	-	-	-	-	-	-
3rd	5	-	-	-	-	-	-	-	-
4th	6	3	-	-	-	-	-	-	-
5th	6	4	-	-	-	-	-	-	-
6th	6	5	4	-	-	-	-	-	-
7th	6	6	4	-	-	-	-	-	-
8th	6	6	5	4	-	-	-	-	-
9th	6	6	6	4	-	-	-	-	-
10th	6	6	6	5	3	-	-	-	-
11th	6	6	6	6	4	-	-	-	-
12th	6	6	6	6	5	3	-	-	-
13th	6	6	6	6	6	4	-	-	-
14th	6	6	6	6	6	4	3	-	-
15th	6	6	6	6	6	6	4	-	-
16th	6	6	6	6	6	6	5	3	-
17th	6	6	6	6	6	6	6	4	-
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Spells

A sage casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sage's spell is 10 + the spell level + the sage's Intelligence modifier.

Like other spellcasters, a sage can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Sage. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

A sage's selection of spells is extremely limited. A sage begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new sage level, she gains one or more new spells, as indicated on Table: Sage Spells Known. (Unlike spells per day, the number of spells a sage knows is not affected by her Intelligence score; the numbers on Table: Sage Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sage has gained some understanding of through study. Unlike a wizard or a cleric, a sage need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

TABLE 1-3: SAGE SPELLS KNOWN

LEVEL	0TH	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	4	3	2	-
18th	9	5	5	4	4	4	4	3	2	1
19th	9	5	5	4	4	4	4	3	3	2
20th	9	5	5	4	4	4	4	3	3	3

Eschew Materials:

A sage gains Eschew Materials as a bonus feat at 1st level.

Meditation (Ex):

A sage can call upon inner reserves of tranquility and understanding, granting her additional spell casting ability. Starting at 1st level, a sage can meditate for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st, she can meditate for 2 additional rounds. Temporary increases to Wisdom do not increase the total number of rounds that a sage can meditate per day. A sage can enter meditation as a free action. The total number of rounds of meditation

per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While meditating, a sage gains a +4 bonus to her Intelligence, as well as a +2 bonus on Will saves. This increase to Intelligence does not grant any additional skill points. All spells manifest at caster level +1. In addition, her speed is reduced to 5 feet (if her base speed is 10 or less, it is reduced to 0). She considered flat footed and suffers a -4 penalty to both Strength and Dexterity. While meditating, a sage cannot use any Strength or Dexterity based skills, but can attack.

If a sage is distracted while meditating, she must make a concentration check or stop meditating. If she is not actively casting, the spell level for the check is 0.

A sage can end her meditation as a free action and is befuddled after meditation for a number of rounds equal to 2 times the number of rounds spent in the meditation. While befuddled, a sage suffers a -4 penalty to Wisdom and Intelligence. Doing anything that would normally cause befuddlement while befuddled causes the character to become confused. Anything that would end a state of confusion also ends befuddlement. A sage cannot enter a new meditation while befuddled or confused but can otherwise enter meditation multiple times during a single encounter or combat. If a sage falls unconscious, her meditation immediately ends.

Meditation Powers

As a sage gains levels, she learns to use her meditation in new ways. Starting at 1st level, a sage gains a meditation power. She gains another meditation power for every two levels of sage attained after 1st level. A sage gains the benefits of meditation powers only while meditating, and some of these powers require the sage to take an action first. Unless a meditation power states otherwise, a sage cannot select an individual power more than once.

ARCANE MEMORY: When the sage enters meditation, she may choose a single 0 level spell from the sorcerer/wizard spell list that she does not know. For the duration of the meditation, the sage knows this spell. The maximum spell level learned increases to 1st at sage level 6, and increases by 1 for every four levels of sage (2nd at sage level 10, 3rd at sage level 14, and 4th at sage level 18).

CELESTIAL COMMUNE: An angelic voice gives the sage insight while meditating. Against evil outsiders, all spells treat the spell resistance of the target as 2 lower than its actual SR. Additionally, evil outsiders suffer a -2 penalty on all saves versus the sage's spells. The sage must be good or neutral to select this meditation power.

DEMONIC COMMUNE: A demonic voice gives the sage insight while meditating. Against good outsiders, all spells treat the spell resistance of the target as 2 lower than its actual SR. Additionally, evil outsiders suffer a -2 penalty on all saves versus the sage's spells. The sage must be evil or neutral to select this meditation power.

DIMENSIONAL RETREAT: Once per meditation the sage may teleport up to 30 feet as a move action. She must have line of sight to her destination to use this ability. This movement does not provoke attacks of opportunity. Requires sage level 6.

DRAWN TO DANGER: Although it is sometimes difficult to coordinate limbs while meditating, the sage can use a burst of adrenaline to bring herself closer to danger. While meditating, the sage may use her full, out of meditation movement speed as long as she ends her movement adjacent to an enemy.



ENERGY TRANSFER: When the sage casts an evocation spell that does acid, cold, electricity, fire or sonic damage, she may change the damage dealt to one of the other energy types. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them as per GM discretion. She can use this ability a number of times per meditation equal to her Wisdom modifier.

EXTRA-DIMENSIONAL FAMILIAR: When the sage chooses this meditation power, she selects a familiar from the wizard's familiar list. Once made this choice cannot be changed, unless the sage has some method of changing her familiar, such as the improved familiar feat. When she enters meditation, that familiar is summoned into a square adjacent to the sage. When she leaves meditation, the familiar returns to its home dimension.

FAMILIAR DEFENSE: If the sage successfully identifies a spell being cast on her, and knows that spell herself, she gains a +4 competence bonus on all saving throws made against it.

FLOATING MEDITATION: While meditating, the sage hovers several inches above the ground. As a swift action, the sage may move 5 feet. This movement does not provoke attacks of opportunity.

FLYING MEDITATION: While meditating, the sage gains fly speed 10ft (clumsy). This speed is not reduced to 10ft by meditation. Requires Floating Meditation.

KINETIC CHARGE: The first enemy to move adjacent to the sage during her meditation becomes the target of an immense pushing force. As an immediate action, the sage makes a bull rush attempt against the enemy using her Wisdom in the place of her Strength and her caster level in place of her base attack bonus. This bull rush attempt does not provoke attacks of opportunity.

SIXTH SENSE: The sage activates a sixth sense while in meditation. She adds half her level to Perception skill checks made to locate traps. At 6th level, she gains a +2 bonus on saves against illusion spells and effects, and a +4 bonus to Perception checks to detect invisible enemies. At 16th level, she is under the effects of true seeing at all times while meditating.



MASSIVE BURST: Once per meditation, the sage may apply the maximize metamagic feat to a touch attack without increasing the spell slot used. The sage does not need to have the maximize metamagic feat to take massive burst.

METAMAGIC MEDITATION: Choose one metamagic feat that the sage qualifies for. She gains this feat while meditating and for the purpose of qualifying for other feats. She may gain this meditation power multiple times. Each time she takes this power, it applies to a new metamagic feat.

OVERWHELM: The sage may cast a spell manifesting at +2 caster level. Targets suffer a -2 penalty to saves against this spell. Immediately afterwards the sage's meditation ends.

RESERVOIR OF KNOWLEDGE: When entering a meditation, the sage chooses a knowledge skill. She gains a +4 bonus to that skill for the duration of the meditation.

QUICK RECOVERY: When exiting meditation, the sage is befuddled for a number of rounds equal to the number of rounds spent in meditation instead of 2 times the number of rounds spent in meditation (minimum 1).

Deep Knowledge (Ex):

A sage uses her inherent capacity for reasoning to further her understanding of the world around her. Beginning at 3rd level, she adds her Wisdom modifier to all Knowledge and Spellcraft skill checks and may make all Knowledge and Spellcraft skill checks untrained.

Unbreakable Will (Ex):

At 8th level and higher, a sage can overcome a wide range of magical effects. While meditating, if she makes a successful Will save against an attack that normally has some effect on a successful save, she instead completely avoids that attack.

Greater Meditation (Ex):

At 10th level, when a sage enters meditation, the bonus to her Intelligence increases to +6 and the bonus to her Will saves increases to +3.

Advanced Meditation:

As a sage gains experience, she learns to reach new levels of meditation. At 10th level, and every four levels thereafter, she gains one of the following advanced meditations. As a swift action while meditating, she may begin one of the chosen advanced meditation instantly gaining the bonuses and penalties. Once in an advanced meditation, she may not revert back to a normal meditation without exiting meditation altogether. Only one advanced meditation may be active at a time.

BLOODY MEDITATION: The power of the sage's meditation warps and cracks her flesh. She is dealt 1d6 + 1 damage at the start of any turn she is meditating. Each of the sage's spells deals +1 point of damage per damage die rolled.

The sage may elect to deal herself an amount of damage equal to her caster level when casting a spell that damages hit points. For each point of damage she takes, the spell deals an additional point of damage to hit points.

DEEPER MEDITATION: The sage's meditation brings her far within herself. While in a deeper meditation, all enemies suffer a -2 penalty to saves against the sage's spells. When she casts a spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR. However, the sage suffers a -4 penalty to all saves and a -4 penalty to AC.

STRANGE MEDITATION: The sage's meditations take her to strange and cyclopean planes. While in a strange meditation, the caster level of all spells increases by two. Strange meditation also increases the maximum number of damage dice by 5 levels. However, the sage is confused instead of befuddled when she exits the meditation. If the sage is immune to confusion, she enters befuddlement upon exiting a strange meditation.

STUDIED MEDITATION: The sage has gained extreme proficiency in modulating magical power. While meditating, she may apply any metamagic feat known to any spell without using a higher level spell slot. Doing so expends a number of meditation rounds equal to double the level adjustment of the metamagic feat. She may not apply more than one metamagic feat in this way to any given spell. While in a studied meditating she cannot gain hit points or temporary hit points, and she cannot recover ability score damage or drain. She must also attempt to save against any harmless spells cast on her, though not harmless spells already in effect.

ISOLATED MEDIATION: During mediation, the sage isolates only her target and drowns out all other stimulus. When entering isolated meditation, she chooses a creature that she can see. For the duration of isolated meditation, she gains a +2 bonus to all attack rolls for spells against this target, and the threat range of all spells is doubled against the target. This benefit doesn't stack with any other effects that expand the threat range of spells. Additionally, her caster level is increased by two against the target. However, against all other creatures, including allies, her caster level is decreased by two and she suffers a -2 penalty to attack rolls. She may not choose a new target even if the target is killed or incapacitated.

True Meditation (Ex):

At 20th level, a sage has fully mastered the technique of meditation. When she enters meditation, the bonus to her Intelligence increases to +8, and the bonus to her Will saves increases to +4.

Additionally, the sage may activate up to two advanced meditations simultaneously with a single swift action.



Conduit

AN ARCHETYPE FOR THE SAGE

Weapon and Armor Proficiency:

Sages are proficient with all simple weapons. They are not proficient with any type of armor or shield. Conduits are also proficient with the favored weapon of their deities.

Spells:

A conduit casts divine spells which are drawn from the cleric spell list. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A cleric must choose and prepare her spells in advance.

To learn or cast a spell, a conduit must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a conduit's spell is 10 + the spell level + the conduit's Intelligence modifier.

Like other spellcasters, a conduit can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Sage. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

A conduit's selection of spells is extremely limited. A conduit begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new conduit level, she gains one or more new spells, as indicated on Table: Sage Spells Known. (Unlike spells per day, the number of spells a conduit knows is not affected by her Intelligence score; the numbers on Table: Sage Spells Known are fixed.)

These new spells can be common spells chosen from the cleric spell list, or they can be unusual spells that the conduit has gained some understanding of through study.

Unlike a wizard or a cleric, a conduit need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Divine Conduit (Su):

At 3rd level, the power of the conduit's god flows through her. At the start of her turn, she channels energy to a 15 foot radius as per the cleric's channel energy ability. She may not suppress this ability. This energy heals or harms 1d6 hit points at 4th level, with an additional d6 hit point every additional 4 levels (2d6 at 8th, 3d6 at 12th, 4d6 at 16th and 5d6 at 20th). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the conduit's level + the conduit's Charisma modifier.

If the conduit is good, she channels positive energy. If the conduit is evil, she channels negative energy. If the conduit is neutral she must choose whether she will channel negative or positive energy. Once this choice is made, it cannot be reversed. A conduit may exclude herself if she is channeling negative energy.

A conduit has the Channel Energy class feature for the purpose of qualifying for feats and prestige classes.

Divine conduit replaces Deep Knowledge and Unbreakable Will.

New Feats

Extra Meditation

You can use your meditation ability more than normal.

PREREQUISITE: Meditation class feature.

BENEFIT: You can meditate for 6 additional rounds per day.

SPECIAL: You can gain Extra Meditation multiple times. Its effects stack.

Extra Meditation Power

PREREQUISITE: Meditation power class feature.

BENEFIT: You gain one additional meditation power. You must meet all of the prerequisites for this meditation power.

SPECIAL: You can gain Extra Meditation Power multiple times.

Bloodthirsty Casting

PREREQUISITE: Wis 13, meditation class feature

BENEFIT: While meditating, you can spend 3 additional rounds of meditation as a swift action to add twice your Wisdom Bonus to damage on a spell that deals hit point damage.



Piercing Focus

PREREQUISITES: Piercing Spell, meditation class feature

BENEFIT: When you are meditating and you overcome an enemy's spell resistance, you regain 1 round of meditation. You can only gain this benefit once per round.

Meditative Skill Focus

Choose a skill. You are particularly adept at that skill while meditating.

PREREQUISITES: Meditation class feature

BENEFIT: You get a +4 bonus on all checks involving the chosen skill while meditating. If you have 10 or more ranks in that skill, this bonus increases to +8. Meditative Skill Focus counts as Skill focus for the purposes of qualifying for feats and abilities.

SPECIAL: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Hidden Lineage

PREREQUISITES: Int 15, Wis 13, meditation class feature.

BENEFIT: Select one sorcerer bloodline. This bloodline cannot be a bloodline you already have. When entering meditation, you choose and gain a single bloodline power for the selected bloodline of your character level or lower. For purposes of using that power, treat your sorcerer level as equal to your character level, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

New Magic Items

Helmet of Visual Deprivation

Aura moderate abjuration; CL 11th

Slot head; Price 18,000 gp (minor), Weight 5 lbs.

DESCRIPTION

When fit over the head, this simple and battered iron helmet obscures all vision as if the wearer were blind. However, with the deprivation of vision the wearer is able to focus her extrasensory perception. While meditating, the wearer gains blindsight out to 60 ft. The helmet may be donned or removed as a standard action.

CONSTRUCTION REQUIREMENTS

Cost 9,000 gp; Feats Craft Wondrous Item; Spells true seeing

Ring of Focus

Weight 1 lb.; Aura moderate transmutation

Slot ring; Price 8,000 gp; Slot ring; CL 8th

DESCRIPTION

This wrought iron ring is covered in tiny metal spikes which dig into the wearer flesh when he is distracted. As a free action, the wearer may ignore the effects of befuddlement for one round and take 1d4 points of damage. As a free action, the wearer may reduce the effects of confusion to that of befuddled for one round and take 1d4 damage. If the wearer is dealt no damage from the ring, he does not gain its benefits.

CONSTRUCTION REQUIREMENTS

Cost 4,000 gp; Feats Craft Wondrous Item; Spells owl's wisdom

Torc of Clearminded Meditation

Aura moderate transmutation; CL 7th

Price 8,000 gp; Slot neck; Weight 1 lb.

DESCRIPTION

This fragile torc sports a light blue stone set in a silver pendant. Once per day as a free action, the wearer can enter a meditation for 6 rounds as the sage's meditation ability. If the wearer has the meditation class feature, once per day as a free action the wearer can grant herself 3 additional rounds of meditation instead.

CONSTRUCTION REQUIREMENTS

Cost 4,000 gp; Feats Craft Wondrous Item; Spells owl's wisdom; Special creator must have the meditation class feature.

Sage's Sandals

Weight 1 lbs.; Aura moderate transmutation

Slot feet; Price 9,000 gp; Slot neck; CL 8th

DESCRIPTION

These worn reed sandals appear to be worthless, but fit the feet of a sage with supernatural grace. While meditating, a character gains +5 foot bonus to his movement speed. If the wearer is a sage, she gains the Drawn to Danger meditation power.

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp; Feats Craft Wondrous Item; Spells expeditious retreat

New Spells

Touch of Befuddlement

School necromancy; Level sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M (a mosquito's wing)

EFFECT

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You channel negative energy through your touch, befuddling the target. You must succeed on a touch attack to strike a target. The subject is immediately befuddled for the spell's duration.

This spell has no effect on a creature on a creature that is already befuddled. The effect ends as soon as the spell's duration expires.

Waves of Befuddlement

School necromancy; Level sorcerer/wizard 5, witch 5;

Domain chaos 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw no; Spell Resistance yes

DESCRIPTION

Waves of negative energy render all living creatures in the spells area befuddled. This spell has no effect on a creature on a creature that is already befuddled.

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VERSION 1.0A

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