



d30 Mechanics: Sage Generator (1 of 2)

SG1: AREAS OF EXPERTISE

Roll	Major Field	Specialties	Minor Fields
1	physical universe	2	1
2	physical universe	3	2
3	physical universe	4	2
4	fauna	2	1
5	fauna	3	2
6	fauna	4	2
7	humanoids & giantkind	2	1
8	humanoids & giantkind	3	1
9	humanoids & giantkind	4	1
10	demi-humankind	2	1
11	demi-humankind	3	1
12	demi-humankind	4	1
13	humankind	2	1
14	humankind	2	2
15	humankind	3	1
16	humankind	3	2
17	humankind	4	1
18	humankind	4	2
19	demi-humankind	2	2
20	demi-humankind	3	2
21	demi-humankind	4	2
22	humanoids & giantkind	2	2
23	humanoids & giantkind	3	2
24	humanoids & giantkind	4	2
25	flora	2	1
26	flora	3	2
27	flora	4	2
28	supernatural & unusual	2	1
29	supernatural & unusual	3	2
30	supernatural & unusual	4	2

SG2: MINOR FIELDS OF STUDY (BY MAJOR FIELD)

Roll	HK	DH	HG	FA	FL	PU	SU
1	DH/HG	HK/HG	HK/DH	HK/DH	HK/DH	HK/DH	HK/DH
2	DH/FA	HK/FA	HK/FA	HK/HG	HK/HG	HK/HG	HK/HG
3	DH/FL	HK/FL	HK/FL	HK/FA	HK/FA	HK/FA	HK/FA
4	DH/PU	HK/PU	HK/PU	HK/PU	HK/PU	HK/FL	HK/FL
5	DH/SU	HK/SU	HK/SU	HK/SU	HK/SU	HK/SU	HK/PU
6	HG/FA	HG/FA	DH/FA	DH/HG	DH/HG	DH/HG	DH/HG
7	HG/FL	HG/FL	DH/FL	DH/FL	DH/FA	DH/FA	DH/FA
8	HG/PU	HG/PU	DH/PU	DH/PU	DH/PU	DH/FL	DH/FL
9	HG/SU	HG/SU	DH/SU	DH/SU	DH/SU	DH/SU	DH/PU
10	FA/FL	FA/FL	FA/FL	HG/FL	HG/FA	HG/FA	HG/FA
11	FA/PU	FA/PU	FA/PU	HG/PU	HG/PU	HG/FL	HG/FL
12	FA/SU	FA/SU	FA/SU	HG/SU	HG/SU	HG/SU	HG/PU
13	FL/PU	FL/PU	FL/PU	FL/PU	FA/PU	FA/FL	FA/FL
14	FL/SU	FL/SU	FL/SU	FL/SU	FA/SU	FA/SU	FA/PU
15	PU/SU	PU/SU	PU/SU	PU/SU	PU/SU	FL/SU	FL/PU
16	SU/PU	SU/PU	SU/PU	SU/PU	SU/PU	SU/FL	PU/FL
17	SU/FL	SU/FL	SU/FL	SU/FL	SU/FA	SU/FA	PU/FA
18	PU/FL	PU/FL	PU/FL	PU/FL	PU/FA	FL/FA	FL/FA
19	SU/FA	SU/FA	SU/FA	SU/HG	SU/HG	SU/HG	PU/HG
20	PU/FA	PU/FA	PU/FA	PU/HG	PU/HG	FL/HG	FL/HG
21	FL/FA	FL/FA	FL/FA	FL/HG	FA/HG	FA/HG	FA/HG
22	SU/HG	SU/HG	SU/DH	SU/DH	SU/DH	SU/DH	PU/DH
23	PU/HG	PU/HG	PU/DH	PU/DH	PU/DH	FL/DH	FL/DH
24	FL/HG	FL/HG	FL/DH	FL/DH	FA/DA	FA/DH	FA/DH
25	FA/HG	FA/HG	FA/DH	HG/DH	HG/DH	HG/DH	HG/DH
26	SU/DH	SU/HK	SU/HK	SU/HK	SU/HK	SU/HK	PU/HK
27	PU/DH	PU/HK	PU/HK	PU/HK	PU/HK	FL/HK	FL/HK
28	FL/DH	FL/HK	FL/HK	FL/HK	FA/HK	FA/HK	FA/HK
29	FA/DH	FA/HK	FA/HK	HG/HK	HG/HK	HG/HK	HG/HK
30	HG/DH	HG/HK	DH/HK	DH/HK	DH/HK	DH/HK	DH/HK

Directions for Table SG2 "Minor Fields of Study (by Major Field)":

Using the "Key to SG2" below, roll 1d30 and reference the result under the column header for the sage's "Major Field" of expertise (as determined by SG1).

For 1 minor field (per the result of SG1), use only the designation to the left of the slash. For 2 minor fields use both.

KEY TO SG2

- HK = humankind
- DH = demi-humankind
- HG = humanoids & giants
- FA = fauna
- FL = flora
- PU = physical universe
- SU = supernatural & unusual



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SG3: MAJOR FIELD SPECIALTIES

Roll an initial 1d30 (rerolling on results of 29 or 30), divide the result by 4 (rounding up), and use that result to determine which column to use on the table below. Roll an additional 1d30 to retrieve a result from the table on the appropriate column (as determined above). Reading from left to right, use the number of places from that result as determined by the "Specialties" column from the result on SG1 ("Areas of Expertise").

Roll	1 (A)	2 (B)	3 (C)	4 (D)	5 (E)	6 (F)	7 (G)3
1	1/2/3/4	1/3/4/7	1/4/7/0	2/3/5/6	2/5/6/7	3/4/7/9	4/5/7/9
2	1/2/3/5	1/3/4/8	1/4/8/9	2/3/5/7	2/5/6/8	3/4/7/0	4/5/7/0
3	1/2/3/6	1/3/4/9	1/4/8/0	2/3/5/8	2/5/6/9	3/4/8/9	4/5/8/9
4	1/2/3/7	1/3/4/0	1/4/9/0	2/3/5/9	2/5/6/0	3/4/8/0	4/5/8/0
5	1/2/3/8	1/3/5/6	1/5/6/7	2/3/5/0	2/5/7/8	3/4/9/0	4/5/9/0
6	1/2/3/9	1/3/5/7	1/5/6/8	2/3/6/7	2/5/7/9	3/5/6/7	4/6/7/8
7	1/2/3/0	1/3/5/8	1/5/6/9	2/3/6/8	2/5/7/0	3/5/6/8	4/6/7/9
8	1/2/4/5	1/3/5/9	1/5/6/0	2/3/6/9	2/5/8/9	3/5/6/9	4/6/7/0
9	1/2/4/6	1/3/5/0	1/5/7/8	2/3/6/0	2/5/8/0	3/5/6/0	4/6/8/9
10	1/2/4/7	1/3/6/7	1/5/7/9	2/3/7/8	2/5/9/0	3/5/7/8	4/6/8/0
11	1/2/4/8	1/3/6/8	1/5/7/0	2/3/7/9	2/6/7/8	3/5/7/9	4/6/9/0
12	1/2/4/9	1/3/6/9	1/5/8/9	2/3/7/0	2/6/7/9	3/5/7/0	4/7/8/9
13	1/2/4/0	1/3/6/0	1/5/8/0	2/3/8/9	2/6/7/0	3/5/8/9	4/7/8/0
14	1/2/5/6	1/3/7/8	1/5/9/0	2/3/8/0	2/6/8/9	3/5/8/0	4/7/9/0
15	1/2/5/7	1/3/7/9	1/6/7/8	2/3/9/0	2/6/8/0	3/5/9/0	4/8/9/0
16	1/2/5/8	1/3/7/0	1/6/7/9	2/4/5/6	2/6/9/0	3/6/7/8	5/6/7/8
17	1/2/5/9	1/3/8/9	1/6/7/0	2/4/5/7	2/7/8/9	3/6/7/9	5/6/7/9
18	1/2/5/0	1/3/8/0	1/6/8/9	2/4/5/8	2/7/8/0	3/6/7/0	5/6/7/0
19	1/2/6/7	1/3/9/0	1/6/8/0	2/4/5/9	2/7/9/0	3/6/8/9	5/6/8/9
20	1/2/6/8	1/4/5/6	1/6/9/0	2/4/5/0	2/8/9/0	3/6/8/0	5/6/8/0
21	1/2/6/9	1/4/5/7	1/7/8/9	2/4/6/7	3/4/5/6	3/6/9/0	5/6/9/0
22	1/2/6/0	1/4/5/8	1/7/8/0	2/4/6/8	3/4/5/7	3/7/8/9	5/7/8/9
23	1/2/7/8	1/4/5/9	1/7/9/0	2/4/6/9	3/4/5/8	3/7/8/0	5/7/8/0
24	1/2/7/9	1/4/5/0	1/8/9/0	2/4/6/0	3/4/5/9	3/7/9/0	5/7/9/0
25	1/2/7/0	1/4/6/7	2/3/4/5	2/4/7/8	3/4/5/0	3/8/9/0	5/8/9/0
26	1/2/8/9	1/4/6/8	2/3/4/6	2/4/7/9	3/4/6/7	4/5/6/7	6/7/8/9
27	1/2/8/0	1/4/6/9	2/3/4/7	2/4/7/0	3/4/6/8	4/5/6/8	6/7/8/0
28	1/2/9/0	1/4/6/0	2/3/4/8	2/4/8/9	3/4/6/9	4/5/6/9	6/7/9/0
29	1/3/4/5	1/4/7/8	2/3/4/9	2/4/8/0	3/4/6/0	4/5/6/0	6/8/9/0
30	1/3/4/6	1/4/7/9	2/3/4/0	2/4/9/0	3/4/7/8	4/5/7/8	7/8/9/0

HUMANKIND

- 1 anthropology & culture
- 2 art & music
- 3 biology
- 4 demography
- 5 legends, lore & myth
- 6 law & customs
- 7 philosophy & ethics
- 8 psychology
- 9 sociology
- 0 theology

FAUNA

- 1 amphibians
- 2 arachnids
- 3 avions
- 4 cephalopods & echinoderma
- 5 crustaceans & mollusks
- 6 ichthyoids
- 7 insects
- 8 mammals
- 9 marsupials
- 0 reptiles

PHYSICAL UNIVERSE

- 1 anthropology & culture
- 2 art & music
- 3 biology
- 4 demography
- 5 legends, lore & myth
- 6 law & customs
- 7 philosophy & ethics
- 8 psychology
- 9 sociology
- 0 theology

DEMI-HUMANKIND

- 1 anthropology & culture
- 2 art & music
- 3 biology
- 4 demography
- 5 legends, lore & myth
- 6 law & customs
- 7 philosophy & ethics
- 8 psychology
- 9 sociology
- 0 theology

FLORA

- 1 algae & lichen
- 2 bacterial flora
- 3 bushes & shrubs
- 4 flowers
- 5 fungi
- 6 grasses & grains
- 7 herbs
- 8 mosses & ferns
- 9 trees
- 0 weeds

HUMANOID & GIANTKIND

- 1 anthropology & culture
- 2 art & music
- 3 biology
- 4 demography
- 5 legends, lore & myth
- 6 law & customs
- 7 philosophy & ethics
- 8 psychology
- 9 sociology
- 0 theology

SUPERNATURAL & UNUSUAL

- 1 astrology & numerology
- 2 cryptography
- 3 divination
- 4 dweomercraft
- 5 heraldy, signs & symbols
- 6 medicine
- 7 metaphysics
- 8 planes (inner)
- 9 planes (outer)
- 0 runes & sigils

CHANCE IN 30 OF SAGE ANSWERING QUESTION

Roll initial 1d3 to determine target chance within given range.

Question is	Exacting	Specific	General
in specialty field	20-23	24-26	27-29
in major field	8-10	17-19	20-23
in minor field	3-6	10-12	15-17
out of fields	—	3-6	11-13

NPC SAGE ABILITY SCORE GENERATION SCALES

Use in conjunction with "Classed Character Attribute Generator."

Sage's Class	STR	INT	WIS	DEX	CON	CHA
cleric	C	A	B	B	B	C
magic-user	C	A	A	B	B	C
magic-user/cleric	C	A	A	B	B	C