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## About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

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*Bibliographies.* Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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# INTRODUCTION

*Sage.* A “wise man” – priest, professor, scientist, etc.  
– *GURPS Basic Set*

Dungeon delvers are generally very *physical*. They kick in doors, massacre monsters, smash open chests, and haul off loot. Spellcasters may *seem* more cerebral, but that’s a means to an end. Bards use their wits to control minds and score free drinks, clerical and druidic wisdom revolves around smiting whatever offends some god, and most wizards’ deep thoughts concern new and better ways to explode things and discover immortality. Genuine *thinkers* are rare in the dungeon, with good reason: stopping to think is a great way to get eaten!

Thus, the sage’s role in dungeon fantasy is traditionally played by NPCs: village wise women, mysterious old men at taverns, spacey priestesses, and pipe-smoking academics from the temple and the Wizards’ Guild. The heroes meet such folk in town and listen to their tales of fantastic wealth and grave danger. Then they bid adieu, follow the baffling map or riddle to a stinking pit, and get down to the business of doors, monsters, chests, and loot.

For as long as hack-and-slash fantasy has existed, though, brave players have wanted to try their hand at playing inventors and professors courageous or crazy enough to enter the field. *GURPS Dungeon Fantasy 4: Sages* aims to make this possible. *Possible* doesn’t mean *easy*, of course – these roles are extremely challenging!

## About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with co-author David Pulver, wrote *GURPS Powers* with co-author Phil Masters, and wrote *GURPS Martial Arts* with co-author Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec, with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

