SAGE V0.1

Selectively Automated Gaming Ecosystem

OWLBEAR
Design Labs

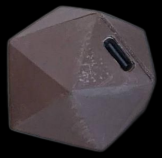
Enhance your tabletop experience

SAGE is an ecosystem of devices and game mechanics designed to create an immersive TTRPG experience. By automating common tasks and mechanics, you can remain immersed in the story instead of focusing on rules.

SAGE also allows for more complex mechanics and a wide variety of items, enemies, and feats without creating more burden or required understanding for players and DMs.

Instead of a paper character sheet, each player gets a **slate**, which keeps track of their stats, and allows them to automatically equip items in the form of item cards.

Slates all link wirelessly to the **smart dice** for rolls and the **control screen** that allows the DM to progress the game.

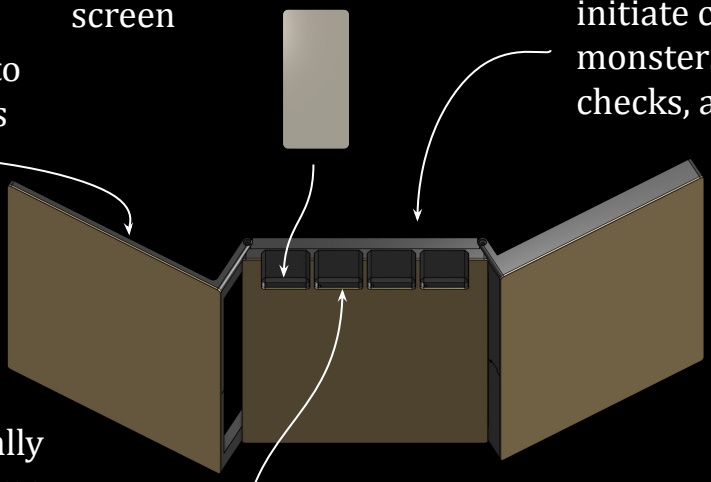


The Hardware

Monsters enter the game when the DM adds them to the front of the control screen

Controls on the back of the screen allow the DM to initiate combat, control monsters, request ability checks, and much more

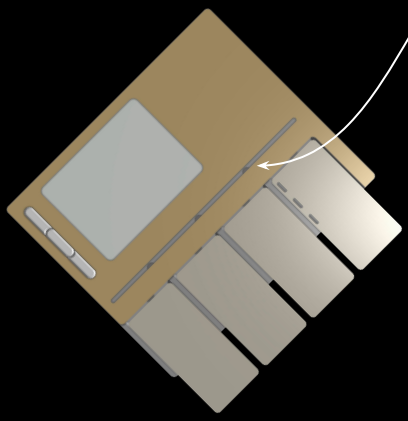
Storage allows the DM to give players many items during games

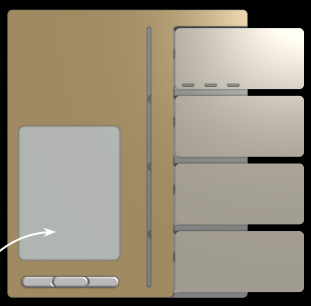


Smart dice automatically records rolls to the game system

LED lights display stats, actions, and ambiance

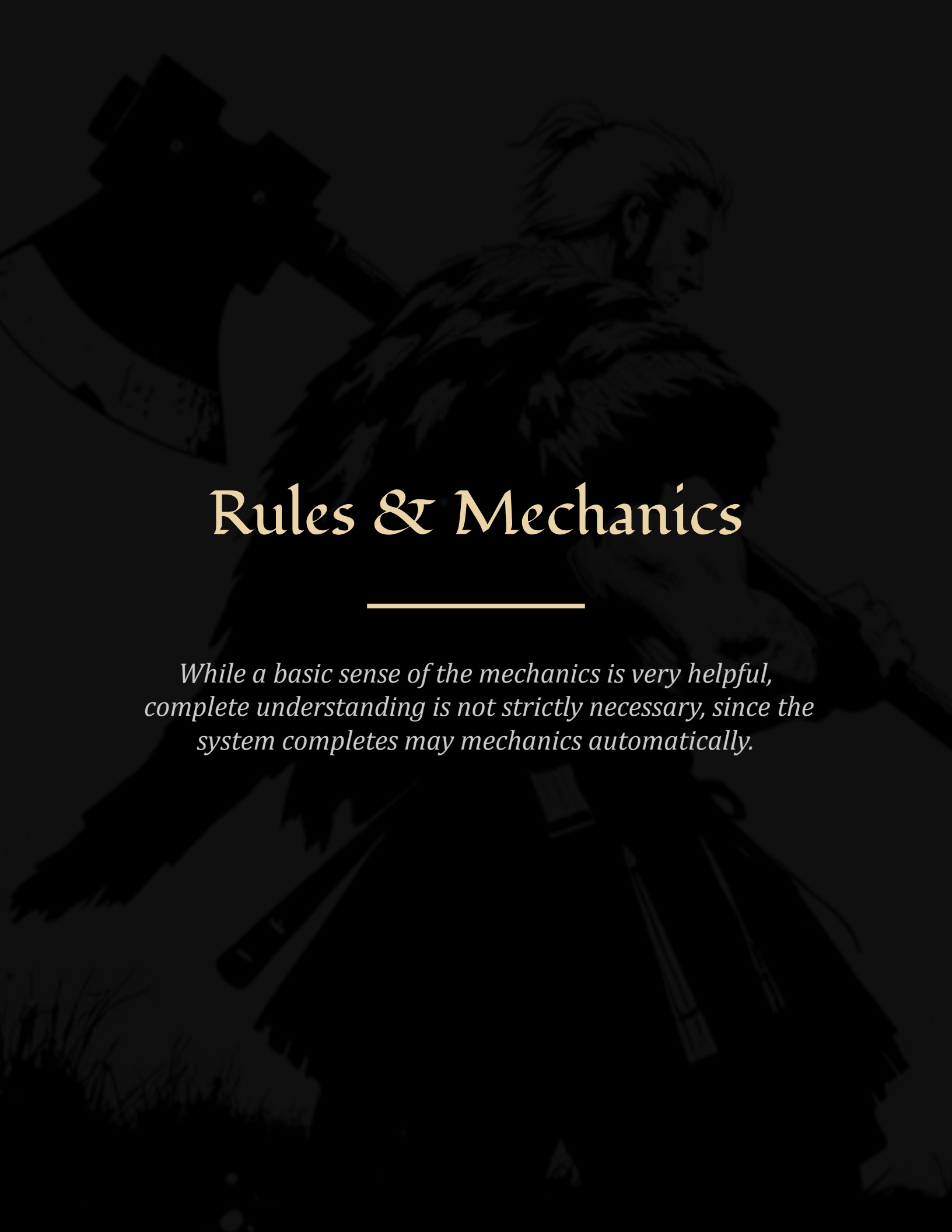
Up to 5 player slates





E-ink display lets players check stats and game state, and queues them for rolls

Rapidly swap between items



Rules & Mechanics

While a basic sense of the mechanics is very helpful, complete understanding is not strictly necessary, since the system completes may mechanics automatically.

Abilities

Abilities function very similarly to other common TTRPGs. There are 6 core abilities, with most having sub-abilities. Each player will have a score for each ability, with the base number being 0. Positive numbers indicate being "good" at an ability, while negative numbers are bad.

Many items, features, and opponents can affect your ability scores.

Out of combat, ability scores are used in conjunction with rolls to determine the outcome of **ability checks and saves**. Ability saves require you to make a roll quickly without changing your current items or taking any action, such as reacting to a threat. Ability checks let you take your time to swap items and perform actions first, such as you might do before climbing a tree. In either case, the final check or save is a single d20 + your ability score.

In combat, ability scores act as your defense modifiers. Instead of an armor class, the weapon attacking you will have a list of abilities you can try to defend with (for example, you may try to block a knife with strength or parry a sword with dexterity). You select the ability you wish to defend with, and your defense score is a single d20 + your ability score.

Strength
Athletics

Dexterity
Acrobatics
Stealth
Sleight of Hand

Intelligence
Appraisal
Investigation
Arcana
History
Religion
Nature
Engineering

Wisdom
Medicine
Perception
Survival
Animal Handling
Insight

Charisma
Deception
Performance
Persuasion
Intimidation

Constitution

Items

Items are represented by item cards that can be used by attaching them to your player slate.

Items can be weapons, armor, clothing, jewelry, spells, books, creatures… really anything. Typically, an item will provide some form of benefit to your abilities and stats, or some damage to your opponents' abilities and stats. Item benefits can also be conditional, requiring you or your opponent to meet some criteria.

Some examples may be:

- A cloak that provides +2 to stealth
- A glove that provides +10 range if you're using a bow
- Armor that provides +3 constitution but -2 dexterity
- A magical fluorescent frog which gives +100 intimidation if your current hp is a prime number

An item may also have an active component (typically as a weapon) that lets you use it as an action. In this case, it will have:

- A hit modifier that is added to your hit attempt
- A damage modifier that is added to your damage
- A limited range
- A list of defense abilities the opponent could use
- A set of roll modifiers (explained in combat)

Combat

Unlike many other systems, SAGE uses a single d20 per player to determine the outcome of combat rolls. To make this work, each weapon has a set of roll modifiers (rollmods). These are pairs of weights that the roll gets multiplied by to generate hit and damage numbers. Each weapon may have more than one pair, and the attacker chooses a pair of rollmods when attacking. The rollmod pairs will typically be balanced so that one pair may have a higher chance to hit, but lower damage, while another may result in a lower chance to hit, but higher damage if you do.

Here's how it works:

1. The attacker selects their weapon, the pair of rollmods, and the opponent they want to hit. The attacker then rolls a d20. Two numbers are generated from this roll:

   hit: (d20 * hit rollmod) + weapon's hit mod
   damage: (d20 * dmg rollmod) + weapon's dmg mod

2. The defender selects an ability to defend with from the list that the attacker's weapon allows. The defender then rolls a d20 and generates a single number:

   defense: (d20 + defender's ability score)

3. If the hit value is greater than the defense value, the attacker hits the defender, applying the damage to them. Otherwise, the attacker misses, causing no damage.

Rustfang Saber
Echoing Soles
Boots of Mediocre Speed
Mantle of the Magi
Woven Vest
Stoneforge Plate
Scan Your Player Card
Galen
Thorncaster
Player

Refresh
Save & Exit
Prev Turn
Attack 1
Attack 2
Attack 3
Noncombat
Combat
Next Turn

Lowland Wolf
Lowland Wolf