

# MATHEMAGIC

## You see how it all adds up.

Any sufficiently advanced mathematics is indistinguishable from magic. You can instantly calculate the subtle interactions of mass, energy, friction and gravity and divine the precise nudge necessary to bend the world to your whim. At the height of your abilities, your numbers actually reshape reality.

**Appearance:** You most likely look perfectly normal. Well, you look like a perfectly normal hawkoid, felinoid or oidoid in any case. You might have a bit of trouble connecting to others. Are those numerals dancing in your eyes?

## Mathemagic Traits

**Mutant Type:** Intelligence; Psi; +2 to psi overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Science checks.

**Numbers Don't Lie (Level 1):** Gain a +2 bonus to Will.

**Never Tell Me the Odds (Level 1):** Whenever you roll a 1 on a d20, reroll. You must use the new result, even if it is also a 1.

**Mathemagic Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and you may use *know the angles* as a minor action once before the end of your next turn.

## Mathemagic Powers

### KNOW THE ANGLES

### MATHEMAGIC NOVICE

*You see precisely how battlefield conditions can put your enemy at maximum disadvantage.*

**At-Will** ☉ Psi

**Standard Action** Ranged 5

**Target:** One enemy

**Attack:** Intelligence + your level vs. Reflex

**Hit:** The target grants combat advantage to you and to all allies until the end of your next turn.

**Miss:** The target grants combat advantage until the end of your next turn.

### PUZZLE IT OUT

### MATHEMAGIC UTILITY

*You can extricate someone from a sticky situation.*

**Encounter** ☉ Psi

**Standard Action** Ranged 5

**Target:** You or one ally

**Effect:** The target makes a saving throw with a +5 power bonus.

### INFINITE IMPROBABILITY

### MATHEMAGIC EXPERT

*Your calculations change reality itself.*

**Encounter** ☉ Psi

**Immediate Interrupt** Close burst 5

**Trigger:** A d20 is rolled to determine the result of an attack, skill use or power use by a creature within 5 squares of you

**Target:** The triggering creature

**Attack:** Intelligence + your level vs. Will

**Hit:** You may increase or decrease the result of the d20 roll (before modifiers are applied) by up to five. You may not increase it beyond 20, or decrease it below 1. If the new result of an attack roll is 20 (before other modifiers are applied), it triggers a Critical Hit. If the new result of any d20 roll made by an ally is 1 (before other modifiers are applied), it triggers an Alpha Flux.

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