

MATRIX

max:

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Euclidean Attack Vector

Erase a three-number straight from your matrix. Deals damage equal to the lowest of the three numbers.

Non-Euclidean Attack Vector

Erase a four-number straight from your matrix. Deals damage equal to the highest of the four numbers.

Math Damage

Treat math damage as non-magical slashing or spell damage, whichever is more advantageous. If the math would deal 10 damage or less, the target can make a save for half damage. If the math would deal 11 damage or more, the target can save to negate all damage.

Linear Abilities

Triple 1 - Can levitate (fly) at half your movement speed.

Triple 2 - Can see in the dark.

Triple 3 - +4 to save versus spells.

Triple 4 - You can add two numbers to your matrix each turn (instead of just one).

Triple 5 - Take half damage from fire.

Triple 6 - Can climb on all walls (as *spider climb*).

Triple 7 - Can breath underwater.

Triple 8 - +4 to save versus death and petrification.

Triple 9 - You no longer lose numbers from your matrix when you take damage.

Triple 10 - Take half damage from ice.

Triple 11 - Can burrow through dirt (not stone) at crawling speed.

Triple 12 - Can escape any grab or grapple.

Triple 13 - +4 to save versus poison.

Triple 14 - Allies within 5' of you share the benefits from your Linear Abilities.

Triple 15 - Take half damage from acid.

Triple 16 - Can swim as fast as a dolphin.

Triple 17 - Take no fall damage (as feather fall).

Triple 18 - +4 to save versus charm and mind-control.

Triple 19 - The next time you would bust one of your triplets, you can bust your triple 19s instead.

Triple 20 - Take half damage from lightning.

Non-Linear Spells

1-5-12 analyze foe*

1-8-17 calculate attack*

1-10-14 detect magic / read magic

2-6-13 detect invisible

2-9-18 detect thoughts

2-11-15 dispel math*

3-7-14 divide health*

3-10-19 hold portal

3-12-16 integrate matrix*

4-8-15 invisibility

4-11-20 knock

4-13-17 mage armor

5-9-16 mage hand

5-14-18 mathic missile*

6-10-17 mirror image

6-15-19 multiply health*

7-11-18 prime weapon*

7-16-20 pseudo-pseudo-random number generation*

8-12-19 theorize*

9-13-20 wall of math*

Analyze Foe

If a creature in 50' fails its save, you learn all of its basic numerical stats: HD, max HP, current HP, armor class, attack bonus, attack types and damages, morale, speed, and intelligence.

Calculate Attack

You get +20 to the first attack you make next round.

Dispel Math

As part of casting this spell, erase another number from your matrix. This number is X. This spell functions as *dispel magic*, except that it has an X-in-20 chance of succeeding.

Divide Health

Designate a target within 50' and an integer X. If the target's HP is less than X, nothing happens. Otherwise, the target takes damage equal to half of X. They are allowed a save for half damage (one fourth of X).

Integrate Matrix

Add one number of your choice to your matrix.

Mathic Missile

As *magic missile*, except that it does (1d3 squared) damage.

Multiply Health

Target creature's current HP is doubled. If this would raise their HP above their normal maximum, this spell has no effect instead.

Prime Weapon

Temporarily enchant a weapon that you touch. Whenever this weapon deals damage that is a prime number, it deals an additional +3 damage. Lasts 5 turns.

Pseudorandom Number Generation

Cast this spell instead of rolling a d20. You can cast this spell even when it is not your turn. Instead of rolling a d20, use one of the numbers from your matrix, determined randomly.

Theorize

Increase the maximum size of your matrix by 5 until the end of the session.

Wall of Math

As part of casting this spell, erase another number from your matrix. This number is X. Creates a square *wall of force* at any location within X feet. The wall is X feet on a side, and must be oriented exactly vertical or horizontal. This wall lasts for X minutes and has X HP.

This is the Mathematician tracker created for the Modron Mathematician class, available at
<http://goblinpunch.blogspot.com/2015/08/new-class-modron-mathmatician.html>

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