#### First Equation of the Mathematicians

**Description**

This rune manifests as a complex tattoo extending up the arm of the mage. The tattoo consists of mathematical symbols and formulae, incomprehensible to the layman.

**Purpose**

This rune symbolizes the understanding of time and space. No spiritual purpose is associated with this rune. However, since greater skill comes only through greater understanding, the First Equation demands study and scholarly pursuit from its disciples.

**Rune Site**

There is no site associated with this rune. Given the correct conditions, it could be bound anywhere.

**Binding and Raising**

This rune takes several years of study and preparation to bind. A mage wishing to become a mathematician must have the skill craft: mathematics. In addition, they must study various complex mathematical works. Finally, they must come to an innate understanding of Meridian Mechanics and its axiomatic First Equation. After years of arduous scholarship, the most intelligent and disciplined students will be ready to bind the rune. The actual binding ritual requires the mage to formulate the answers to dozens of complicated arcane questions administered by a 4th circle proctor. A KN: Mathematics test is required to gain the rune. The DL of this test is 10.

Raising the rune requires more tests. Each circle, the DL of the test increases by 2 and must be administered by a 4th circle proctor.

**Practitioners**

The only practitioners of the First Equation are members of the Mathematicians’ Guild, which has offices all over Bostonia. The Guild consists of over 3000 members. Of these, only 100 have mastered the First Equation. Of these, the large majority are 1st or 2nd circle. Only 12 individuals have this rune at the 3rd circle and only 4 mages have the final circle.

No outsiders are allowed to study the arcane texts, or runic tattoos of the mages. The Guild goes through great pains to keep their knowledge secret. They even go as far as to collect the bodies of their fallen to insure that no one can study the dead mage’s tattoo.

**Effects**

This rune stresses understanding of cause and effect, time and space. Practitioners are trained to observe their surroundings and analyze them. This gives them a +1 PER. However, this bonus is offset by a –3 to all saves dealing with illusions. Mathematicians are likely to interpret sensory data as evidence to be analyzed, as opposed to something that can be discounted and disbelieved.

**Skill**

The magic skill for the First Equation costs 7 points and has a base level of INT/WIL/SPI.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bean Counter | 8 | S | S | Inst | N | * Can instantly count any number of visible objects, or can extrapolate if only a portion of the objects are visible |
| Blur | 10 | C | S | 6-9r | Y | * +3 to your defenses * Creatures that don’t rely on sight to target are unaffected |
| Calculate | 8 | VS | S | 10m | Y | * +2 to trade and administrate skills * +2 to any situation in which mathematical acumen would be helpful * Can ask the GM the chance of a given event occurring |
| Counting Days | 8 | S | S | ? | N | * Alters your perception of time by a factor of 100x * For example, a trip of 1 week can seem to take about 2 hours, or a puzzle that has to be solved in 5 minutes can be extended to take 500 minutes * You can meditate in 36 seconds if this spell is in effect * Does not alter time for anyone but the caster * Cannot engage in strenuous activity, or cast spells while this spell is active * Ends whenever the caster desires |
| Decay | 10 | C | T | Inst | N | * Does 1d8 damage to bare flesh * If hitting armor or a weapon, breaks it if the damage is greater than the durability score * If not destroyed, the durability is reduced by 1 |
| Time Jump | 10 | C | S | 6-9r | N | * +2 to initiative * 2/12 chance of dodging any attack that would have otherwise hit |
| **Second Circle** | | | | | | |
| Appraise | 14 | VS | T | 10m | Y | * You appraise a single item * You know the average value of that item and gain a +2 to trading skill when buying or selling this item (or a similar one) * Can detect forgeries |
| Confuse | 13 | VS | 10” | 10m | Y | * Can confuse up to three targets with which you are talking * Targets become confused and disoriented and will tend to agree with the caster so as not to look foolish (INT 13) * You gain a +3 bonus to persuasion, fast talk and trade against affected targets |
| Glimpse | 14 | S | S | Inst | N | * You glimpse into the future * You can ask the GM about the immediate consequences of a specific action * You can only cast this spell once/hour |
| Minor Telekinesis | 13 | VS | 30” | ? | N | * You can grab and manipulate an object of 10kg or less * You can move this object at a rate of 10 hexes each combat round * If you hold a creature, they can escape with a STR save vs. DL 7 * A thrown object could do up to 2d6 using this spell |
| Slow | 14 | C | 10” | 6-9r | N | * Target takes -2 to movement and initiative and a -1 to defenses (SPI 14) * In addition, if an affected target rolls a 1-2 on their initiative, they lose their action that round |
| Speed | 14 | C | T | 6-9r | N | * Increases movement and initiative by 2 and gives a +1 to all defenses * In addition, if the target rolls 11-12 on his initiative, he gets a second action that round |
| Stasis Bubble | 14 | S | T | 1d | Y | * Creates a small zone in which time stops * Item will not age or decay * Does not work on still living matter |
| Warp Space | 14 | C | S | 6-9r | N | * Creates a bubble around you that prevents small objects, tiny creatures and missiles from reaching you * Melee attacks are unaffected, as are gas and wind attacks |
| **Third Circle** | | | | | | |
| Accelerate Healing | 18 | S | T | Inst | N | * Speeds the healing processes of the body * Target heals 1d4 hit points as though they had been healed naturally over time * Healing caused by this spell does not count as magical healing and thus another spell can still heal the same flurry of injury * This spell cannot be cast on a single person more than 1/week |
| Telekinesis | 16 | VS | 50” | ? | N | * You can grab and manipulate an object of 100kg or less * You can move this object at a rate of 10 hexes each combat round * If you hold a creature, they can escape with a STR save vs. DL 16 * A thrown object could do up to 2d12 using this spell |
| Teleport | 17 | NE | 100” | Inst | N | * Teleports you and everything you are holding up to 100 hexes away * If you can see your location, you can teleport to it automatically * If you cannot see your location, then you must have knowledge of it and spent at least an hour there * If you teleport into a space that is occupied, the spell fails and you lose 3 magic levels |
| Time Prison | 18 | C | 100” | 1d6d | N | * You freeze the target in time (SPI 18) * Victim is trapped for 1d6 days, or until someone shatters the prison by attacking it and doing more than 10 points of damage in a single blow * Victim can be moved |
| Violent Conservation | 16 | C | 20” | Inst | N | * You switch position with your target and both of you take penetrating damage * You can determine the amount of damage – anywhere between 1d6 to 3d8 points * The target of the spell always takes -1 point/die * You take full damage |
| Wither | 16 | C | 10/25/40/50 | Inst | N | * You fire a beam of chaotic temporal energy * The beam does 2d8 points of damage to bare flesh * If it hits armor or a weapon, it destroys it if the damage is greater than the item’s durability * Even if the item is not destroyed, its durability is reduced by 1 |
| **Fourth Circle** | | | | | | |
| Improved Teleport | 24 | S | 1000” | Inst | N | * Can teleport up to 8 people up to 2km |
| Rejuvenate | 24 | S | T | Inst | N | * Speeds the healing processes of the body * Target heals 2d4 hit points as though they had been healed naturally over time * Healing caused by this spell does not count as magical healing and thus another spell can still heal the same flurry of injury * This spell cannot be cast on a single person more than 1/week |
| Rot | 22 | CL | 10/25/40/50 | Inst | N | * You fire a beam of chaotic temporal energy * The beam does 4d8 points of damage to bare flesh * If it hits armor or a weapon, it destroys it if the damage is greater than the item’s durability * Even if the item is not destroyed, its durability is reduced by 1 |
| Second Chance | 27 | L | ? | ? | N | * You go back in time as far as a week and change one event in which you directly took part * The GM will have to adjudicate the impact of this spell * You must invest a rune level to cast this spell |
| Temporal Bubble | 23 | CL | S | 6-9r | N | * You create a bubble through which no effects can pass * You can deactivate or reactivate this bubble once each combat round as a free action |