

MATH WIZARD

A wizard in a blue hooded robe stands in the center of a circular magical portal. He holds a glowing sword in his right hand and a glowing orb in his left. The portal is surrounded by three dragon heads with glowing orange eyes and sharp teeth. The background is a fiery, orange and red landscape with a grid of glowing blue lines.

D&D 4th Edition Roleplaying Game Supplement

Vincent Tan

Math Wizard

A new wizard build for Dungeons & Dragons 4th Edition.

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, D&D 4E Game System License ©2008, 2009 Wizards of the Coast page 3 of 7 written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

INTRODUCTION

"Everything can be reduced to an equation."

Your study of the sciences and natural laws give you a keen understanding of how they work. And more importantly, how to break them.

With mathematical precision, you assault the minds of your enemies. With icy calmness, you march forth to inflict injuries on them. And with a bit of calculated luck, you can even move them through time and space.

Suggested Class Feature: Dividers of Space

Suggested Feat: Pythagorean Positioning*

Suggested Skills: Arcana, History, Insight, Nature

Suggested At-Will Powers: Forest Spark*, The Insanity of Im*

Suggested Encounter Power: Fibonacci Force*

Suggested Daily Power: Vent of the Elements*

*New option presented in this book

NEW ARCANE IMPLEMENT MASTER OPTION

Wizards can choose to master the dividers implement.

DIVIDERS OPTIONS

Wizards who choose the dividers implement can select from two forms of Arcane Implement Master, depending on whether you like tactical positioning or watching your foes die a slow death.

Your understanding of the physical representation of the world allows you to benefit from the spatial positioning of yourself.

Dividers of Space: Once per encounter, as a free action, if you use an arcane power, and you're occupying a square that forms a right-angled triangle with 2 other occupied squares, you gain a bonus to that power's damage equal to your Wisdom modifier. You may declare the bonus after determining if the attack hit.

Your study of the flow of time allows you to transplant your enemies briefly into the future to experience their eventual demise.

Dividers of Time: Once per encounter, as a free action, if you use an arcane power with ongoing damage, the target take additional damage equal to all the current ongoing damage the target is currently taking. You may declare this action after determining if the attack hit.

WIZARD POWERS

This section includes a new cantrip and spells for the math wizard.

NEW CANTRIP

Cunningly Correct Counting Wizard Cantrip

Holding a fistful of sand, you know exactly how many grains of silicon crystals there are. A man sits idly, throwing his dagger playfully into the air and catching it, but you know he's extremely dangerous, because you counted exactly 7 other identical daggers on him.

At-Will ◆ Arcane

Standard Action

Close burst 3

Target: One object

Effect: You know the exact number of objects of near identical physical properties to the target within the burst. The target object must be smaller than 1 cubic foot. You must reasonably know that the target object exists within the burst, even if you can't physically detect it.

For example, if you know there are coins held in a bag 5 feet away, you know the exact number of coins inside the bag, even if you can't see the coins nor touch the bag.

LEVEL 1 AT-WILL SPELLS

Forest Spark Math Wizard Attack 1

You flick a seed of flame at your enemy, intending to spark a forest fire.

At-Will ♦ Arcane, Fire, Implement

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

Level 21: 2d6 + Intelligence modifier fire damage.

Secondary Target: One or two creatures within 5 squares of the primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: 1d4 fire damage.

The Insanity of Im Math Wizard Attack 1

You assault the mind of your enemy with conjugates of complex numbers.

At-Will ♦ Arcane, Implement, Psychic

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a -1 penalty to all defences until the end of your next turn.

Level 21: 2d6 + Intelligence modifier psychic damage.

LEVEL 1 ENCOUNTER SPELL

Fibonacci Force Math Wizard Attack 1

You calculated the precise amount of force needed to push your foes away.

Encounter ♦ Arcane, Force, Implement

Standard Action Range 10

Target: One or two creatures

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier.

Dividers of Space: If you rolled a 2, 3, 5, 8, or 13 on your attack, you may knock the target prone.

LEVEL 1 DAILY SPELL

Vent of the Elements Math Wizard Attack 1

You call upon the natural elements to wreck destruction on your foes.

Daily ♦ Arcane, Implement, Varies

Standard Action Close burst 3

Target: One, two, three or four creatures in burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage. Choose a damage type and effect for each target.

1. Fire damage, and each creature adjacent to the target takes 2 fire damage.
2. Cold damage, and the target is slowed until the end of your next turn.
3. Lightning damage, and ongoing 2 lightning damage (save ends).
4. Thunder damage, and the target is pushed 1 square.

Miss: Half damage. Choose a damage type and effect as above. No ongoing damage if lightning damage is chosen.

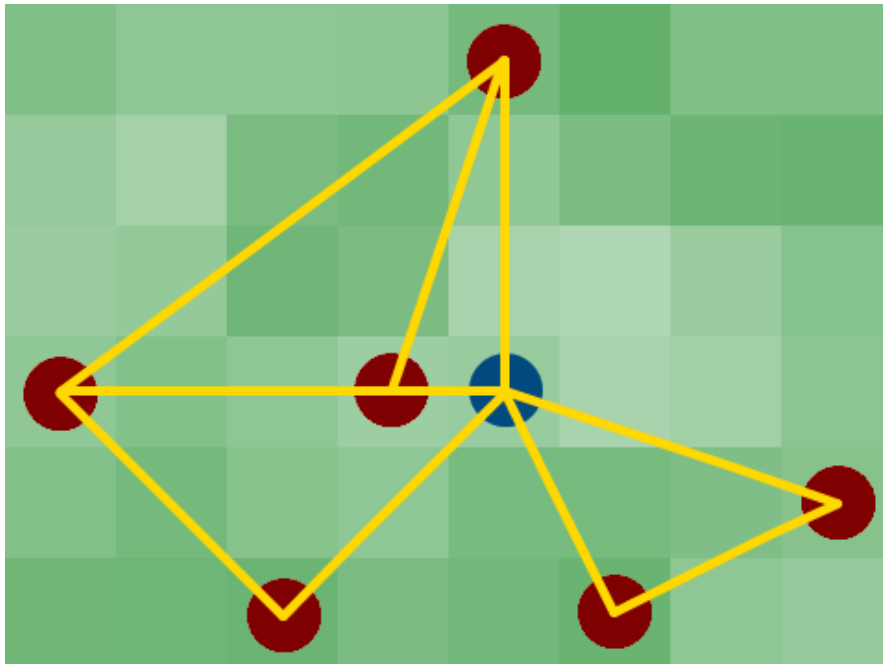
NEW FEAT

Introducing a unique feat that requires you to take advantage of your strategic positions.

PYTHAGOREAN POSITIONING

Prerequisite: Dex 13, Wizard, Dividers of Space class feature

Benefit: You may add an additional bonus of +1 damage for every distinct right-angled triangle formed with your current occupied square.



The blue dot represents your math wizard. The brown dots represent creatures (allies or enemies).

There are 4 distinct right-angled triangles. Can you see them?

MAGIC ITEM: DIVIDERS

A dividers is a tool with 2 prongs with spikes at the ends, and is used to aid in measurements of length. You can't make melee attacks with a dividers.

If you can wield a dividers as an implement, you can add its enhancement bonus to the attack rolls.

Magic Dividers				Level 1+	
<i>A simple dividers, enchanted to channel arcane energy.</i>					
Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Dividers)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

EXPLANATIONS AND THOUGHTS

I explain some of the concepts and thoughts that went into creating the math wizard here.

DIVIDERS AS AN IMPLEMENT

It took me a long time to come up with a suitably math-related implement. A dividers doesn't really divide anything, but I played on the word "divide" and the next thing that snapped into my mind was "divide time and space".

Hence, the birth of Dividers of Space and Dividers of Time.

FOREST SPARK

I was thinking of the binary tree (used in data structures), not the bark and leaf kind of tree. I thought since they're easily confused, I might as well add to the fun. Trees became forests, which led to forest fires, which led to forest spark.

THE INSANITY OF IM

"Im" is short for imaginary, as in an imaginary number versus a real number. A complex number is made of a real number and an imaginary number, and is of the form $x + yi$, where x and y are real numbers.

What is the i part? You probably know that if $a^2 = 4$, then a is 2 (or -2). The value of i then is such that $i^2 = -1$. Can't figure it out? That's why it's a psychic attack on your Will.

The conjugate of a complex number $x + yi$ is simply $x - yi$.

FIBONACCI FORCE

I did an alliteration on Fibonacci by following it with "force". Since that's the word, I might as well set the damage type as "force" too.

Fibonacci is the name of a mathematician (not really his real name, but that's out of scope here) who posed a number sequence problem. That number sequence eventually became the Fibonacci sequence.

The Fibonacci sequence typically starts with 1 and 1. The next number in the sequence is the sum of the previous two numbers. In this manner, the sequence is written out as

1, 1, **2, 3, 5, 8, 13**, 21, 34, ...

I see a remarkable coincidence in the added effect of the power Fibonacci Force...

VENT OF THE ELEMENTS

The name actually had little connection to the original idea I came up with. The original idea is the Four Colour problem, which can be summed up as:

The minimum number of colours needed to colour a map such that every adjacent region is coloured a different colour, is 4.

With 4, the instant brilliance of ideas gave me the 4 elements of old. Unfortunately, I couldn't get all 4 together, namely fire, water, earth and air. So I took the 4 damage types that align the closest to natural elements, fire, cold, lightning and thunder.

WHAT DO YOU THINK OF THE MATH WIZARD?

Thank you for downloading the math wizard preview. Hope you enjoy being a math wizard, as well as learning the origins of the powers. Special thanks to [Laura Diehl](#) for bringing the math wizard to life.

I'd love to get your feedback on the math wizard. Which parts do you like? Which parts do you hate? Send me an email:

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Or you can find me on Twitter [@orcasqual](#)

Feel free to share this preview with your friends. And I'll see you at [honeybeech.com](#) where you get to read my funny D&D adventure stories.

Be more awesome in your games!

Your fellow D&D gamer
Vincent Tan

