



Math addicts character sheet.



011010011101010011010111100101001110011010101000111001111111110 **CONCEPT** 011010011101010011010111100101001110011010101000111001111111110  
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Legal Name \_\_\_\_\_ Age \_\_\_\_\_ Character Class \_\_\_\_\_ Math addict \_\_\_\_\_  
 Street Name(s) \_\_\_\_\_ Gender \_\_\_\_\_ Socioeconomic Class \_\_\_\_\_ Well. \_\_\_\_\_  
 Player Name \_\_\_\_\_ Orientation \_\_\_\_\_ Home Neighborhood \_\_\_\_\_

Worldviews \_\_\_\_\_ Ideals \_\_\_\_\_ Appearance \_\_\_\_\_

Advantages \_\_\_\_\_ Disads \_\_\_\_\_

Math improv \_\_\_\_\_

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**ATTRIBUTES**

	Base	Current	Plusses/Minuses
AGY	_____	_____	_____
AWR	_____	_____	_____
CHM	_____	_____	_____
END	_____	_____	_____
INL	_____	_____	_____
SPD	_____	_____	_____
STH	_____	_____	_____
WIL	_____	_____	_____
Health Attributes			
BLD	_____	_____	_____
BDY	_____	_____	_____
INCY	_____	_____	_____

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**SKILLS**

Skill	Attribute	Type	Levels	AV
Math.	_____	_____	XXXXXX	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
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011010011101010011010111100101001110011010101000111001111111110 **EQUIPMENT** 011010011101010011010111100101001110011010101000111001111110  
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Weekly Income/Costs \_\_\_\_\_ *Math enhancer nethack.* \_\_\_\_\_

\$ \_\_\_\_\_ /wk. for \_\_\_\_\_ \$ \_\_\_\_\_ on person  
 \$ \_\_\_\_\_ /wk. for \_\_\_\_\_ \$ \_\_\_\_\_ in bank  
 \$ \_\_\_\_\_ /wk. for \_\_\_\_\_ \$ \_\_\_\_\_ hidden@home  
 \$ \_\_\_\_\_ /wk. for \_\_\_\_\_ \$ \_\_\_\_\_ hidden \_\_\_\_\_  
 \$ \_\_\_\_\_ /wk. for \_\_\_\_\_ \$ \_\_\_\_\_ hidden \_\_\_\_\_  
 \$ \_\_\_\_\_ /wk. for \_\_\_\_\_ \$ \_\_\_\_\_ held by \_\_\_\_\_

0110101010101110101001111001010100111001101010011 **ADVANCEMENT** 01101010101011101010011110010100111010111001101010011

Skill Costs: ATH 6 BIO 7 CMBT 6 CRTV 6 INFO 5 INTL 7 MIL 8 PSY:X 20 PSY:M 15 PSY:S 15  
 TECH 6 THIE 7 STRT 7 SOC 8 Special:Math addict skills at 7 points per level. \_\_\_\_\_  
 Unspent XP \_\_\_\_\_ Total Earned XP \_\_\_\_\_ Levels/Disciplines \_\_\_\_\_



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Math improv: Mandatory advantage.

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The PC can make legendary (40) math skill rolls to use a math based skill he doesn't have (computer modelling, cryptography, info smuggling, mnemonics, music, physics). What the PC is doing is effectively inventing the discipline for themselves as they go along.

Math enhancer nethack version.(Mental program, takes up 95MMUs.)

Users can think in numbers, automatically know the relationship between any set of numbers, estimate things with high accuracy, and store 1000's of numbers in short term memory. Gives +7 to math based INL rolls (not math addict special skills) and -4 to learning INFO skills.

## Math addict special skills.

### Math communication-Uses INL.

Although all Math addicts have a tendency to throw numbers into conversations, Math addicts with this skill learn a simple cipher in which numbers are translated into pronounceable syllables (e.g. mrutana = 368971378) allowing for pure mathematical communication. There is no faster way for Math addicts to communicate with each other or with computers. It can also be used to encrypt speech.

Easy(10): Communicate encrypted text with a one way cipher at 20 difficulty to break at a rate of 1 word per second.

Moderate(20): Communicate encrypted text with a one way cipher at 20 difficulty to break at the same speed as normal human speech.

Hard(30): Communicate the topography of a three dimensional object, using public-key cryptography(20 difficulty to break).

Legendary(40): Communicate a public key encrypted (30 difficulty to break) black and white photograph with another person who has this skill (this would also require Math memorise).

### Math estimation-Uses INL.

The PC has learned how to use the special math enhancer functions for quantifying sensory input. Because most calculations are done by measuring the percentage of optical field an object takes up, the PC has to use complex trigonometric functions and remember long tables of properties (e.g. the weight of water.) to fully estimate every aspect of an object.

Easy(10): Estimate the size of a book, held at arms length, accurate to one 20th of an inch.

Moderate(20): Calculate the exact angle and force to win a game of pool on the first shot.

Hard(30): Estimate the exact speed one would have to throw a rock in order to break through a wall.

Legendary(40): Determine the chemical makeup of a rock by kicking it (thereby judging its mass and density).

### Math fighting-Prerequisite: Math estimation (3), Computer modeling (2).

The PC has memorised volumes of anatomical data and physics equations modeling the movements of bodies during a fight and the PC can calculate, in real time, exactly how to move to achieve the desired results. This skill is especially useful when it comes to projectile weapons, which the PC can learn to throw or shoot perfectly. Gives the following actions (As per a normal combat skill, see p.67 FWTD).

+0 to Disarm, +4 to Flip, +0 to Knockout, +4 to Knockdown, +0 to parry, +0 to Strike:handheld, +4 to Strike:projectile, +0 to Vital strike bladed +4 to Vital strike blunt.

Special attack:trick shot, Roll INL+AGY vs. 30.

requires projectile weapon. if successful, a thrown or projectile weapon bounces off one solid object (doing half damage to it.) and hits another object (doing half damage to it.). This can be used, for example, to hit people behind cover, or hit 2 people with one shot by bouncing a bullet off one person's skull.

### Math memorise-Uses INL. Prerequisite: Math estimation (2).

The PC has learned to utilise the math enhancers special functions to remember numbers. The PC learns to turn anything: words, the floorplan of a building, a picture etc. into numbers so that it can be memorised and communicated to others. Information memorised in this way lasts forever with perfect clarity.

Easy(10): Memorise a paragraph.

Moderate(20): Memorise the floor plan of a building.

Hard(30): Memorise every detail of a photograph

Legendary(40): Memorise the feeling of a lover's touch.

### Math prediction-Uses AWR. Prerequisite: computer modeling (3).

The PC can take any complex system of interactions (the stock market, the weather, important events happening in the city) and create a simple model of it. The PC then takes anecdotal events as samples representative of global variables within the situation (e.g. order, randomness, speed of change, strength and depth of interactions, number of major external factors etc.). These samples are constantly, as a matter of habit, being added to the PC's model of the situation. The PC will occasionally be able to predict changes to the global system. These predictions are provided by the GM and talk about global variations in the situation.

Easy(10): "This situation is becoming more chaotic"

Moderate(20): "We are entering a pocket of slow change to the situation, this will last a few hours"

Hard(30): "A new factor has entered the situation, it is creating more stability, it is a factor we haven't considered yet."

Legendary(40): "In two minutes something is going to happen that will change the city forever!"

### Math triangulation-Uses AWR. Prerequisite: math estimation (2).

PC's with this skill learn to do lightning-fast calculations based on the tiniest sensory input (such as an echo) and to calculate the position of an object in space.

Easy(10): Use a loud clap and its echo to determine the position of a large object (like a person) in the dark (hit with only -7 from blinded or darkness).

Moderate(20): Use the tap of a foot and its echo to determine the position and direction/speed of movement of a person in the dark (hit with no penalty).

Hard(30): From changes in air currents and ambient temperature, determine the exact position and direction/speed of movement of someone in the dark.

Legendary(40): Drop a pebble and use the echoes to determine the size, location and density of every object in the room.