

# DELL'S MATHEMATICS OF THE SOURCE

## PROMETHURGY

*PREMISE:// Source-code manipulation only accessible by ka-motive sapience.*

*IF{TRUE}://->I/O{+ocracy} unable to access/modify source{code} & failure[GREAT WORK] in 1048 macrocycles.*

*IF{FALSE}://->I/O+cracy success[GREAT WORK] inevitable.*

*PROOF{TRUE}://->Universal force{code} accessed/modified://author{Dell}*

— Opening treatise, report on source code requirements for I/O{+ocratic} expansion.

Rumoured to be the only thaumaturgical art discovered by non-ka-based life, promethurgy deals primarily with manipulating the fundamental architecture—the firmament code-language—of the universe. The traditional title of the practitioners of promethurgy is physicist.

Unless otherwise stated, prometheomancy takes moments to cast. Promethurgy spells are tagged #promethean.

The oft-used spell burden of physicists are starmetal wire spheres whose orbitals shape the models that form promethean spells.

### CORE SPELL (FREE)

**Eunyssis' Radioactive Bones**  
#attack

The physicist draws in the latent background radiation of the universe into a focused invisible charge.

*Power 1:* The physicist makes a short range radiation attack, dealing 2d6 damage on a hit.

*Power 3:* As above, dealing 1d6 damage per round, with a hard endurance test to end.

*Power 5:* As above, dealing 2d10 damage and hard endurance test or the target suffers from radiation sickness (1d6 life/day, [-] on physical tests until cleansed).

### OTHER PROMETHURGICAL SPELLS

**1. Dell's Self{Compression}**  
#focus

The physicist compacts the building blocks of their form, becoming denser and heavier than they were moments before.

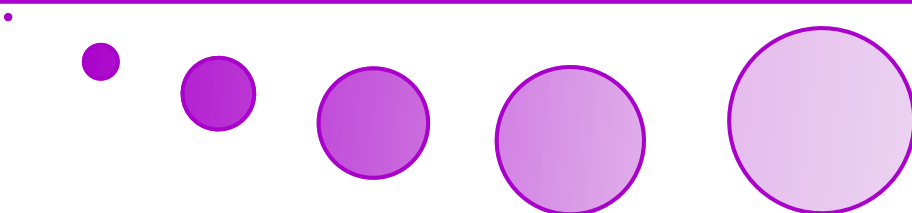
*Power 1:* The physicist increases their defense by 2 and doubles their weight.

*Power N:* Defense increases  $N \times 2$ , weight  $\times 2^N$

**2. Lenoth's Instant Battery**  
#item

The physicist fills an object with the potential energies of the firmament code, waiting to be used as the physicist sees fit.

*Power 1:* The physicist take any one stone-sized object and makes it a battery that can be used by any non-ka-fueled machinery for 1 day.



### 3. Aycer's Autobomb

Rolling a soap-sized object in their hands, the physicist suffuses an object with decaying potential explosive energy in each kernel of its being, set to explode at the time of the physicist's choosing.

*Power 1:* A soap-sized object will explode in one minute, destroying itself in the process, dealing 5d6 damage to anyone within short range.

*Power 3:* Countdown increases to a duration of the physicist's choosing, up to an hour.

*Power 6:* Countdown increases to a duration of the physicists' choosing, up to a year.

### 4. Razer's Radiant Echoes

#creation

The physicist pulls the dissipating *ba* of the freshly dead and bonds its firmament code not to a *ha-ka* duologue, but to the radiating energies of the universe.

*Power 5:* Create a radiation ghost from someone freshly deceased. Doing so within minutes of the death, the physicist will always pull the desired *ba*. Within hours, there is a  $\frac{1}{10}$  chance it is an unknown *ba*. Within one day, a  $\frac{1}{5}$  chance. Any time beyond, a  $\frac{1}{2}$  chance.



### 8. Cisco's Fire{Promethean}

#ascension

Take unto yourself ur-fire of the firmament and become part of the code.

*Power 42:* Floating the in the void, the physicist plunges their *ba* into the firmament, forging a new star from their *ha* over the course of one 1 macrocycle and binding their *ba* to the nuclear heart of the celestial fire. When complete, the star explodes into life, engulfing any nearby spheres, creating a new star system.

**5. Dell's State{Delta}**  
#focus

The physicist peers into and grips the firmament code, and in doing so, liquifies metal, solidifies smoke, and sublimates voidbone.

*Power 2:* The physicist changes the matter state of one homogenous object.

### 6. Aceus' Radiation Cleanse

Plunging their hands into the invisible firmament code, the physicist converts the surrounding radioactive energies into quickly dissipating light.

*Power 1:* Cleanse one sack-sized object of harmful radiation.

*Power 3:* Cleanse a 50m diameter sphere of harmful radiation.

*Power 5:* Cleanse a km-diameter sphere of harmful radiation.

**7. Amiga's Instant Bonds**  
#imbue

Knitting the invisible space between them, the physicist joins two together as if they were one.

*Power 3:* The physicist bonds two objects; their connection point is unbreakable.