Paradigm List:

Paradigm: Reality has an API

Aligned(choose one): Changing a single variable, Magic done

from a terminal

Opposed: Choose this one: Living things

Choose one: Unplanned magic, magic not done from a terminal

Paradigm: My Own Theory of Everything

Aligned(choose one): The Physical World, Repeated Magic

Opposed: Choose one: Magic not of the Physical World, Magic

that violates the Law of Entropy

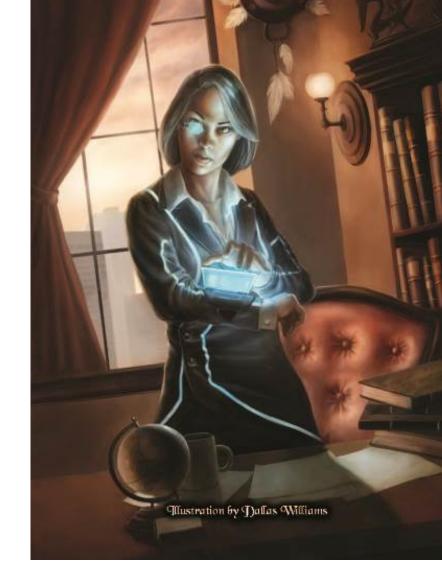
Choose this one: Magic without Technological Accouterments

The Tech Adept

Most people think magic and tech are incompatible, but you know better. You prefer to think of them as peanut butter and chocolate. And you're the sweet sweet mix.

Starting Gear:

- 2 Savings
- Choose a signature toolset: My souped-up computer; a set of scripts and daemons that I can reach from anywhere with an internet connection; All the meters, connectors, and components I could need.
- Choose something you've made: A full home automation system; An Internet watchdog to keep you informed; A weapon using Consensus-defying energies.





Name: Jeremy, Kix, Sonya, B3ll, Doran, Starter, TK, Foto Law, Dodge, Ophelia, Tarvek, Fr0st, Amanda	o, Liza, The
Why was your humanity trivialized? Because of my obecause of my transgressions, because I was uneduc	
Why is your humanity still in question? Reasons,	
Why are you hunted? For my talents, because I get for because I antagonize,	ramed,
Looks:	
 (choose at least one) ambiguous presentation, an presentation, butch presentation, concealed pres femme presentation, fluid presentation, transgres presentation cocky eyes, darting eyes, vacant eyes, lively eyes, emotionless eyes driven face, stony face, fervent face, steady face, impassive face jumpy body, gangling body, striking body, burly bawkward body tailored clothes, lusterless clothes, futuristic cloth clothes, protective clothes kinetic aura, obscure aura, crackling aura, luminout wisting aura, drab aura 	entation, ssing broad face, oody, hes, dingy
Stats:	
Will +0, Wits +2, Charm +1, Grace +0, Body +1 Will +0, Wits +2, Charm +0, Grace +1, Body +1	
Will +1, Wits +2, Charm -1, Grace +1, Body +0	
Will +0, Wits +1, Charm +1, Grace +1, Body +0	
Moves: The Tech Adept gets the Universal Programm and 2 other moves of your choice.	er move,
Anchors: (Choose 3)	
 My only uncle, Avi The tree-house I built with My first hand-held console My virtual community My mint copy of My high school diploma, which I almost had to for 	rge

	Health
Will	PREPARATIONS
	CODE 50
Wits	CODE 40
61	CODE 30
Charm	CODE 20
Grace	CODE 10
Grace	CODE N
Body	Preparations:
<u> </u>	
	n-Adept move action from your Paradigm to another Mage's Paradigm
(Choose only aft Retire to safety Switch playbook	
Start a second c	haracter
(Choose only aft	ter 5 from the first section and if not Tethered ax Will +2)
(Choose only aft Gain +1 Will (Ma Gain a new Tech	ter 5 from the first section and if not Tethered ax Will +2) -Adept move
(Choose only afto Gain +1 Will (Mao Gain a new Tech	ter 5 from the first section and if not Tethered ax Will +2)

The Tech Adept's Moves

- Universal Programmer: (You have this move by default) When you make a new piece of equipment, roll +Wits. On a hit you make it. On a 10+, it works and keeps working. On a 7-9, it will only last for the scene. In either case, choose a quirk:
 - The device works much more slowly than expected
 - The device requires more of a resource than expected
 - The device has a side effect when used

]	Read the Web of Fate: When you enter the virtual world to
	Read the Web of Fate, roll +Grace. On a hit, you can
	determine the degrees of separation between two objects or
	people. On a 10+, you can also get a general idea of the path
	between them.

- ☐ Hacking: When you Outmaneuver, Outpace, or Outfox in the virtual world, you may roll +Wits instead of +Grace
- ☐ Ghost in the Machine: When you enter the Virtual World physically, you may bring other willing Mages along, and exit at any terminal you can find.
- ☐ Things Speak: When you examine an interesting technological or magical object, roll +Wits. On a 10+, you may ask up to 3 of the following questions, on a 7-9, ask 1.
 - What strong emotions have been most recently associated with this?
 - What's wrong with this, and how might I fix it?
 - How frequently has this been handled?
 - Where did this come from?
 - How might this be dangerous?
 - Who designed this?
- □ Percussive Maintenance: When you Impose Your Will on a machine, roll +Will. It works better. On a 10+, tell the MC how. On a 7-9, the MC will tell you how. On a 6-, the MC will tell you how, and why this is terrible for you.

■ When you and another character exchange a moment of humanity, they speak to you as if they were an interesting technological or magical object (whether or not you have the move). Treat it as rolling a 10+ and ask up to 3 questions from the list. If you ask more than 1 question, you speak back to them in the same way, and they may ask up to 3 questions of the same list.