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

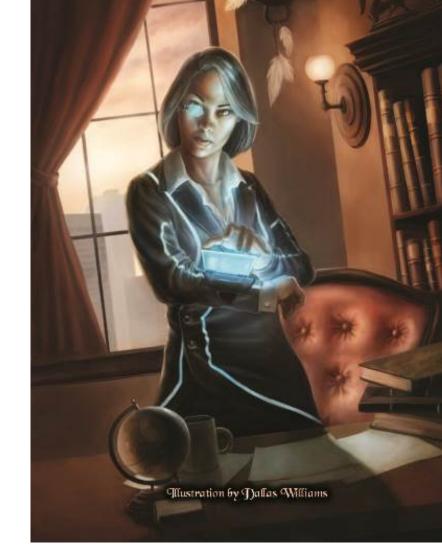
Choose this one: Magic without Technological Accouterments

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, Liza, The		Health	The Tech Adept's Moves	
Law, Dodge, Ophelia, Tarvek, FrOst, Amanda	Will	PREPARATIONS	■ 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:	
Pronouns:		CODE 50		
Why was your humanity trivialized? Because of my obsession, because of my transgressions, because I was uneducated,	Wits	CODE 40		
		CODE 30	 The device works much more slowly than expected The device requires more of a resource than expected 	
Why is your humanity still in question? Reasons,	Charm	CODE 20		
very is your numaticy still in question: Reasons,	Grace	CODE 10	- The device has a side effect when used	
Why are you hunted? For my talents, because I get framed, because I antagonize,	diace	CODE N	 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 	
	Body Pr			
Looks:	و ا	eparations:	people. On a 10+, you can also get a general idea of the path	
(choose at least one) ambiguous presentation, androgynous	Discord:		between them.	
presentation, butch presentation, concealed presentation,			☐ Hacking: When you Outmaneuver, Outpace, or Outfox in the virtual world, you may roll +Wits instead of +Grace	
femme presentation, fluid presentation, transgressing			☐ Ghost in the Machine: When you enter the Virtual World	
presentationcocky eyes, darting eyes, vacant eyes, lively eyes,			physically, you may bring other willing Mages along, and exit	
emotionless eyes			at any terminal you can find. ☐ Things Speak: When you examine an interesting	
 driven face, stony face, fervent face, steady face, broad face, impassive face jumpy body, gangling body, striking body, burly body, awkward body tailored clothes, lusterless clothes, futuristic clothes, dingy clothes, protective clothes kinetic aura, obscure aura, crackling aura, luminous aura, twisting aura, drab aura 	Advancement: 0 0 0 0 0 O Gain a new Tech-Adept move O Gain +1 Charm (Max Charm+2)		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.
			O Gain +1 Chain (Max Chain+2) O Gain +1 Grace (Max Grace +2)	
	 Gain +1 Grace (Max Grace +2) Gain +1 Body (Max Body +2) Gain a new Tech-Adept move Remove a Restriction from your Paradigm 			
			Paradigm: Choose a Paradigm from the reverse side	
			Moves: The Tech Adept gets the Universal Programmer move,	
and 2 other moves of your choice.				
Stats:				
Will +0, Wits +2, Charm +1, Grace +0, Body +1				
Will +0, Wits +2, Charm +0, Grace +1, Body +1	Retire to safety			
Will +1, Wits +2, Charm -1, Grace +1, Body +0	Switch playbooks			
Will +0, Wits +1, Charm +1, Grace +1, Body +0	 Start a second character 			
Anchors: (Choose 3) Stressors				
∘ My only uncle, Avi	 (Choose only after 5 from the first section and if not Tethered) Gain +1 Will (Max Will +2) Gain a new Tech-Adept move Pick a playbook move from another playbook Get an Advanced Tech-Adept Move Get an Advanced Tech-Adept Move 		■ 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.	
The tree-house I built with My first hand held console				
My first hand-held consoleMy virtual community				
My mint copy of				
 My high school diploma, which I almost had to forge 				
Starting Gear: See "Starting Gear" section on reverse side.	and the second s	-r 	are some asa	