Paradigm List:

Paradigm: Reality has an API

Aligned(choose one): Changing a signle 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

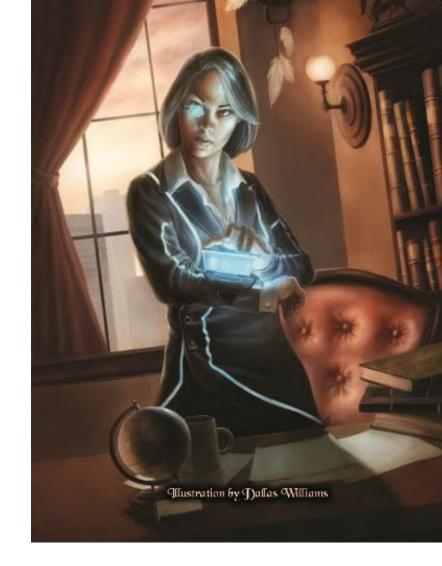
(choose this one) Magic without technological accountrements

The Tech Adept

Most people think magic and technology 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 Law, Dodge, Ophelia, Tarvek, Fr0st, Amanda		Health
Pronouns:	Dynamic	PREPARATIONS
*	Static	CODE 50
Why was your humanity trivialized? Because of my obsession, because of my transgressions, because I was uneducated,		CODE 40
Why is your humanity still in question? Because I'm holding back, because I don't care, because I don't know how to fit in,	Entropic	CODE 30 CODE 20
Why are you hunted? For my talents, because I get framed, because I antagonize,	Within	CODE 10
Looks:		CODE N
 (choose at least one) ambiguous presentation, androgynous presentation, 	Without	Preparations:
 butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation cocky eyes, darting eyes, vacant eyes, lively eyes, emotionless eyes driven face, stony face, fervent face, steady face, broad face, impassive face jumpy body, gangling body, striking body, burly body, awkward body 	Discord:	
• tailored clothes, lusterless clothes, futuristic clothes, dingy clothes,	Advancement:	00000
protective clotheskinetic aura, obscure aura, crackling aura, luminous aura, twisting aura, drab	∘ Gain +1 Without (Ma	ax Without +2)
aura	∘ Gain +1 Within (Max Within +2)	
Paradigm: Choose a Paradigm from the reverse side	∘ Gain +1 Entropic (Max Entropic +2)	
Moves: The Tech Adept gets the Universal Programmer move,	 Gain a new Tech-Adept move 	
and 2 other moves of your choice.	 Gain a new Tech-Adept move 	
Stats : Arrange +2, +1, +0, +0, -1	Remove a Restriction from your Paradigm Give a Free dame to an other Magazia Restriction	
Anchors:	 Give a Freedom to another Mage's Paradigm Gain an Anchor (2Anchors max) 	
Humans need shelter, a place to live, and a home to come back to. My Shelter Anchor is: (pick one)	* Gain an Anchor (2A)	nchors max)
A squat without running water; My nicely decorated apartment, walking distance from public transit; A room-share start-up pilot program	(Choose only after 5 from the first section)	
	Retire to safety	
50 40 / 30 20 10 N Stressor:	 Switch playbooks 	
Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)	 Start a second char 	acter
My only uncle, Avi; Zeke, from my virtual community		
50 40 / 30 20 10 N Stressor:	(Choose only after 5 from the first section and if not Tethered)	
Humans need memories, ties to the past and dreams of the future. My Memories Anchor is: (pick one)	Remove a Restriction from your Paradigm	
The tree-house I built with ; My frist hand-held console;	 Gain +1 Static (Max Static +2) Gain a new Tech-Adept move 	
My mint copy of; My High School Diploma, which I		
almost had to forge	 Pick a playbook move from another playbook 	
50 40 / 30 20 10 N Stressor:	 Get an Advanced Tech-Adept Move 	
Starting Gear: See "Starting Gear" section on reverse side.	 Get an Advanced Tech-Adept Move 	

The Tech Adept's Moves

- Universal Programmer: (You have this move by default) When you make a new piece of equipment, roll +Dynamic. 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 +Without. 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.
- ☐ **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 +Without. 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 +Entropic. 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.