Paradigm List:

Paradigm: Reality has an API

Aligned(choose one): Changing a signle variable, magic done from a terminal

Opposed:

(choose one) Living things, magic that affects only part of an object

(choose one) Unplanned magic, magic not done from a terminal, my magic must be expressed as if/then conditions

Paradigm: My Own Theory of Everything **Aligned(choose one):** The physical world, repeated magic

Opposed:

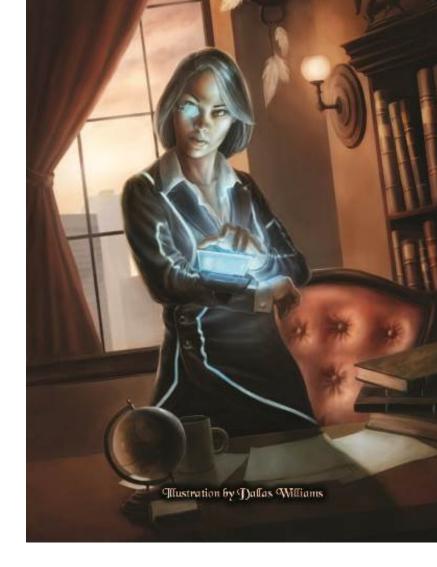
(choose one) Magic not of the physical world, magic that violates the Law of Entropy, my magic may not involve living things (choose this one) Magic without technological accountrements

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.
- · Things you've made:





Name: Jeremy, Kix, Sonya, B3ll, Doran, Starter, TK, Foto, Liza, The			Health	
Law, Dodge, Ophelia, Tarvek, Fr0st, Amanda	' <u> </u>	Dynamic	PREPARATIONS	
Pronouns:			CODE 50	
Why were you overlooked, downtrodden, or trivialized? Because of my obsession, because of my transgressions, because I was uneducated,		Static	CODE 40	
Why are you ignored, oppressed, or dismissed? Because I'm holding back, because I don't care, because I don't know how to fit in,		Entropic	CODE 30	
			CODE 20	
		Within	CODE 10	
Why are you hunted? For my talents, because I get framed, because I			CODE N	
antagonize,		Without	Preparations:	
L'ooks:	[]			
 (choose at least one) ambiguous presentation, androgynous presentation, 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 	NE '	Discord:		
 jumpy body, gangling body, striking body, burly body, awkward body 	Advan	cement:	00000	
 tailored clothes, lusterless clothes, futuristic clothes, dingy clothes, protective clothes kinetic aura, obscure aura, crackling aura, luminous aura, twisting aura, drab aura 	 Gain +1 Without (Max Without +2) Gain +1 Within (Max Within +2) Gain +1 Entropic (Max Entropic +2) 			
Paradigm: Choose a Paradigm from the reverse side	 Gain a new Tech-Adept move 			
	∘ Gain a new Tech-Adept move			
Moves: The Tech Adept gets the Universal Programmer move, and 2 other moves of your choice.		 Remove a Restriction from your Paradigm 		
- 1 1		 Give a Freedom to another Mage's Paradigm 		
Stats : Arrange +2, +1, +0, +0, -1	* Ga	* Gain an Anchor (2Anchors max)		
Anchors:			-	
Humans need shelter, a place to live, and a home to come back to. My Shelter Anchor is: (pick one)		(Choose only after 5 from the first section)		
A squat without running water; My nicely decorated apartment, walking distance		Retire to safety		
from public transit; A room-share start-up pilot program	 Switch playbooks 			
50 40 / 30 20 10 N Stressor:	o Sta	 Start a second character 		
Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)			-	
My only uncle, Avi; Zeke, from my virtual community		(Choose only after 5 from the first section and if not		
50 40 / 30 20 10 N Stressor:		Tethered) * Remove a Restriction from your Paradigm		
Humans need memories, ties to the past and dreams of the future. My Emotional		Remove a Restriction from your Paradigm Gain +1 Static (Max Static +2)		
Anchor is: (pick one)		 Gain +1 Static (Max Static +2) Gain a new Tech-Adept move Pick a playbook move from another playbook 		
: (pick one) The tree-house I built with; My frist hand-held console; My mint copy of; My High School				
Diploma, which I almost had to forge		 Get an Advanced Tech-Adept Move 		
50 40 / 30 20 10 N Stressor:	Get an Advanced Tech-Adept Move			
Starting Gear: See "Starting Gear" section on reverse side.				

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.