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 Law, Dodge, Ophelia, Tarvek, Fr0st, Amanda

Pronouns:

Why was your humanity trivialized? Because of my obsession, because of my transgressions, because I was uneducated, _____

Why is your humanity still in question? Reasons, _____

Why are you hunted? For my talents, because I get framed, because I antagonize, _____

Looks:
- (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
- 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

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: Arrange +2, +1, +0, +0, -1

Anchors:

Humans need shelter, a place to live, and a home to come back to. My Shelter Anchor is: (pick one)

A squat without running water; My nicely decorated apartment, walking distance from public transit; A room-share start-up pilot program

| 50 | 40 | / | 30 | 20 | 10 | N | Stressor: _____

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

| 50 | 40 | / | 30 | 20 | 10 | N | Stressor: _____

Humans need memories, ties to the past and dreams of the future. My Memories Anchor is: (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

| 50 | 40 | / | 30 | 20 | 10 | N | Stressor: _____

Starting Gear: See "Starting Gear" section on reverse side.

Dynamic
Static
Entropic
Within
Without

Health

PREPARATIONS

CODE 50 _____
CODE 40 _____
CODE 30 _____
CODE 20 _____
CODE 10 _____
CODE N

Preparations:
_____

Discord: _____

Advancement: O O O O O

- ○ Gain +1 Charm (Max Charm+2)
- ○ Gain +1 Grace (Max Grace +2)
- ○ Gain +1 Body (Max Body +2)
- ○ Gain a new Tech-Adept move
- ○ Gain a new Tech-Adept move
- ○ Remove a Restriction from your Paradigm
- ∗ Give a Freedom to another Mage's Paradigm
- ∗ Gain an Anchor (2Anchors max)

_____

(Choose only after 5 from the first section)
- ○ Retire to safety
- ○ Switch playbooks
- ○ Start a second character

_____

(Choose only after 5 from the first section and if not Tethered)
- ∗ Remove a Restriction from your Paradigm
- ○ 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

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.

Paradigm List: