

Technomancers

Given a sufficiently advanced level of technology, it becomes indistinguishable from magic.

Manifold Theory

Technomancers often speak about a concept known as the Manifold, that is all of perceivable existence. The concept of perceivable reality is a key component to understanding the Technomancer's viewpoint. Essentially, that which is not observed may or may not exist, but until such time as it has been it exist in a quasi-real state outside of the 'reality' of the Manifold.

The Manifold essentially describes a real and conceptual realm not unlike the platonic ideals. The universe as an infinity thing is without form, and contains within it all conceivable ideas and thoughts. The Manifold is everything within that has been weighed, measured and found. In this sense, the Manifold can be thought to be a gestalt form of Solipsism. Because human beings have the power of consciousness and the ability to observe the universe consciously, they give metaphysical weight to certain ideas of the infinite potential ideas and manifest them into the Manifold. What makes a Technomancer different from any other human being, is an awareness and participation in this gestalt Solipsism. This awareness means that their measurements and observations are given a greater metaphysical weight then the average human. In this sense, they can override the temporary weight of the gestalt and direct it towards their own personal desires or ambitions.

Deus ex Machina

Through the use of sounds, shapes, movements, visualizations and mental foci a Technomancer aligns their thoughts to create the sympathetic resonance to the concept they desire. By using a number of these different components together a Technomancer can tap into one of the many potential variables in the universe and manifest it into the Manifold. The power of these shapes, the Technomancer says, is not from any internal power, but from their place in a fractal universe. Each shape or sound is merely a larger representation of an infinity concept. While old magicians may toil over boiling cauldrons, chanting arcane verse and scrawling runes, the Technomancer eschew all that. They encode the ethereal sounds into the mathematical symphony of the spheres, drawing the symbols of the cosmos into their circuit-boards and transforming their tomes into digital form. All of these things are the tools available to the Technomancer's disposal, and the manner in which they can make their observations a greater truth.

Transhumanism

The Internet is perhaps the 'Holy Grail' for the Technomancers who see it as a place to explore all the possible potentials of the cosmos without having to manifest it into the Manifold first. Many Technomancers have forays into the mores of Virtual Reality and many postulate ideas of leaving the physical world behind in favor of it.

Rituals for a New World Order

Defining Merit: Weird Science (••••)

Path Merits: Alchemy (External), Curse of Ill-Fortune, Divination, Dream, Enchantment, Favorable Fortune, Healing, Library, Luck Magic, Longevity, Scrying, See Auras, Warding & Weather Control

Strengths: A Technomancer relies on devices of various natures. Essentially the construction of a device replaces the ritual. Using a bit of creativity one can still use the ritual rules; the sanctum becomes the hidden laboratory, the nexus becomes an unusual energy field.

The device should be thematically appropriate to the effect created, the device that lets them see auras is likely to be in the form of a pair of goggles, while their divination may take place in the form of a random number generator. Furthermore, the nature of the device is important to consider. A Technomancer needs a base number of successes equal to the size of the device during the 'ritual' construction. This is on top of any other successes that may be required. The advantage here, however, is that the Technomancer can work upon his device at any time, the extended ritual action does not have to be consecutive rolls.

In addition, the Technomancer must place charge the device at creation with a number of energy charges, spending 1 point of Willpower for each charge. Every time the device's effect is activated that charge is used. To recharge the device the Technomancer must perform a short informal ritual and gain as many successes as new charges being stored in the device.

Weaknesses: A Technomancer's strength is also their greatest weakness. They are completely and utterly dependent on their devices to perform their effects. Without them they cannot do any form of magic. Furthermore, the Technomancer's exposure to constantly strange and alien ideas places a strain on their minds. All Technomancers begin play with a mild derangement.

Character Creation: Magicians almost always have a focus on Mental Attributes and Skills, in particular there is an emphasis on Science over Occult.

Weird Science (•• to ••••)

It is with this Merit that the Technomancers forge their devices.

Jury Rig (two dots): Sometimes all you need is some Duct Tape, WD40 and a prayer to have a machine running. The Technomancer can essentially perform a temporary patch-job even if they don't have adequate materials or tools and the expenditure of a Willpower point.

Rube Goldberg Machine (three dots): This Merit allows the Technomancer to create machines of absurd complexity and not have to account for a high margin of error. Essentially this means that they can create absurdly complex acme style machines with unusual components that would not normally function together.

Techno-babble (four dots): At this point the Technomancer can apply his observations to the creation of the device and allow that device to function beyond the limits of physics, but not beyond the limits of plausibility. As long as the Technomancer can come up with some postulation for how this device works (however outlandish) it does as long as those conditions can be met.