

*Sunny Lebeau

The Security Specialist



Deck Size: 40.

Secondary Class Choices: At deck creation, choose two classes.

Deckbuilding Options: Guardian cards (★) level 0–5, Neutral cards level 0–5, cards of your chosen secondary classes level 0–2.

Deckbuilding Requirements (do not count toward deck size): Another Day, Another Paycheck, Employee Strike, 1 random basic weakness.

By day, Sunny Lebeau is a corporate runner for Globalsec, armed with top-tier security tools and a paycheck that makes the risks worth it. She infiltrates, extracts, and dismantles corporate servers, all with the full legal backing of one of the world's most powerful security firms. By night, she's a devoted mother to Frankie and Alexa, balancing daycare drop-offs and bedtime stories. Sunny doesn't run for the thrill. She doesn't run to send a message. She runs because it pays the bills, puts food on the table, and keeps her kids safe.

*Reina Roja

The Freedom Fighter



Deck Size: 30.

Deckbuilding Options: Guardian cards (★) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): Deep Red, Pawn, Knight, Bishop, Rook, Queen, Checkmate, Zugzwang, 1 random basic weakness.

Additional Setup: Begin each game by forming a separate "Caissa deck" of Pawn, Knight, Bishop, Rook, and Queen, in that order, with each card faceup. (*Pawn should be the top card of the deck.*)

What started one day as just another job turned into a desperate race to expose a catastrophic secret. Weyland's Project Vulcan isn't just another corporate lie—it's a global disaster waiting to happen, and the deeper Reina Roja digs, the more bodies start to pile up. Haunted by her past as an electronic warfare drone operator, the question now isn't whether she can expose the truth: it's how many pieces she's willing to sacrifice to do it.









*Quetzal

The Free Spirit

Deck Size: 30.

Deckbuilding Options: Mystic cards (▲) level 0–5, **Occult** cards level 0–4, **Science** cards level 0–4, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Data Folding, Sequencing Failure, 1 random basic weakness.

Quetzal shredded the final layer of ICE, expecting a cascade of payroll files, instead, the interface registered a repulsive, oily sensation. It wasn't code; it was a swirling helix that pulsed with unnerving energy. Caution screamed through Quetzal's nervous system, but the thrill of the utterly uninherited was overpowering. It called them in, promising power—and undoubtedly, ruin. Without a second thought, Quetzal tightened their grip, manually bypassing the system's final error warnings. The body is just a vessel. A starting point. And this strange, new lifeform was the starting point for a whole new evolution.



*Gabriel Santiago

The Consummate Professional

Deck Size: 30.

Deckbuilding Options: Rogue cards (❖) level 0–5, non-permanent **Talent** cards level 0–2, **Trick** cards level 0–2, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Inside Job, Malapert Memories, 1 random basic weakness.

Additional Setup: You begin each game with "I know just the guy..." set aside, out of play.

What sort of figure rises to the top of a secretive, chaotic, criminal organization like Los Muertos? One with a head for logistics. While the gang's in no danger of running out of street toughs, fences, stim dealers, thieves, runners, and enforcers, it has only one tech lord, Armand "Geist" Walker. He's the man who makes things happen. Without his influence, the gang would not enjoy all the power it wields.

*Armand "Geist" Walker

The Tech Lord

Deck Size: 30.

Deckbuilding Options: Rogue cards (❖) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): The Supplier, Raymond Flint, "I know just the guy...", 1 random basic weakness.

Additional Setup: After putting locations into play, place 1 resource (*from the token pool*) on each location, as a mark.

Gabriel Santiago steals for only one reason. He's a professional, and professionals get paid. From the undercity slums to luxury suites high above plaza level, Gabriel has clawed his way up with nothing but skill, patience, and a complete lack of remorse. The jobs aren't personal—they're just business. But there's always something bigger, something better. A nicer suit. A faster hopper. A higher floor. He lives the biggest lesson of wealth: it doesn't matter how much you have, it's never enough.



TREACHERY

Sequencing Failure

WEAKNESS

Injury.

Revelation – Put Sequencing Failure into play in your threat area, with 3 resources on it.

►: Test **Claws**, **Hand**, or **Foot** (4). If you succeed, remove 1 resource from Sequencing Failure.

Forced – When the game ends, if there are any resources on Sequencing Failure: You earn 2 fewer experience for this scenario.

Illus. Adam S. Doyle

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TREACHERY

Heartstrings

WEAKNESS

Flaw. Task.

Revelation – Attach Heartstrings to any location (a connecting location, if able).

Treat the text box of each asset attached to your investigator as blank.

►: Test any skill (4). If you succeed, discard Heartstrings.

Illus. Liiga Smilshkalne

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**Keiko**

ASSET

Item. Console.

Keiko starts in play. Hoshiko Shiro deck only.

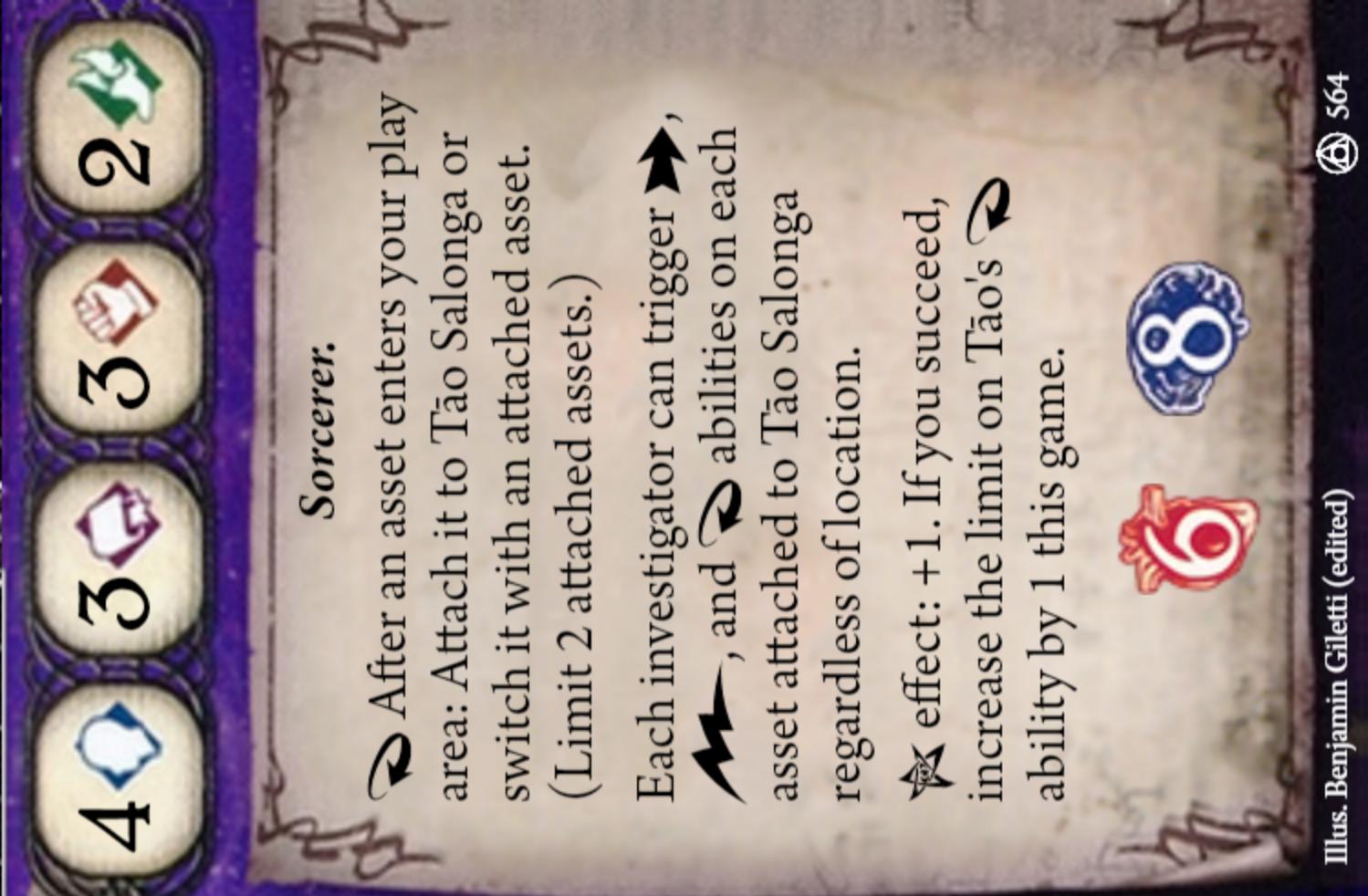
You have 1 additional ally slot, which can only be used to hold **Companion** assets.

► When your first turn of the game begins: Search your deck for a **Companion** and add it to your hand. Shuffle your deck.

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Illus. Olie Boldador (edited)

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* Tāo Salonga

The Telepresence Magician

**Dreamer.**

► After you succeed at a skill test of difficulty 4 or greater: Gain 2 resources and swap this card with its bonded **Resolute** version.

► effect: You automatically succeed. Resolve the above ► ability.

"Please, let me have this dream."



* Hoshiko Shiro

The Untold Protagonist

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ASSET

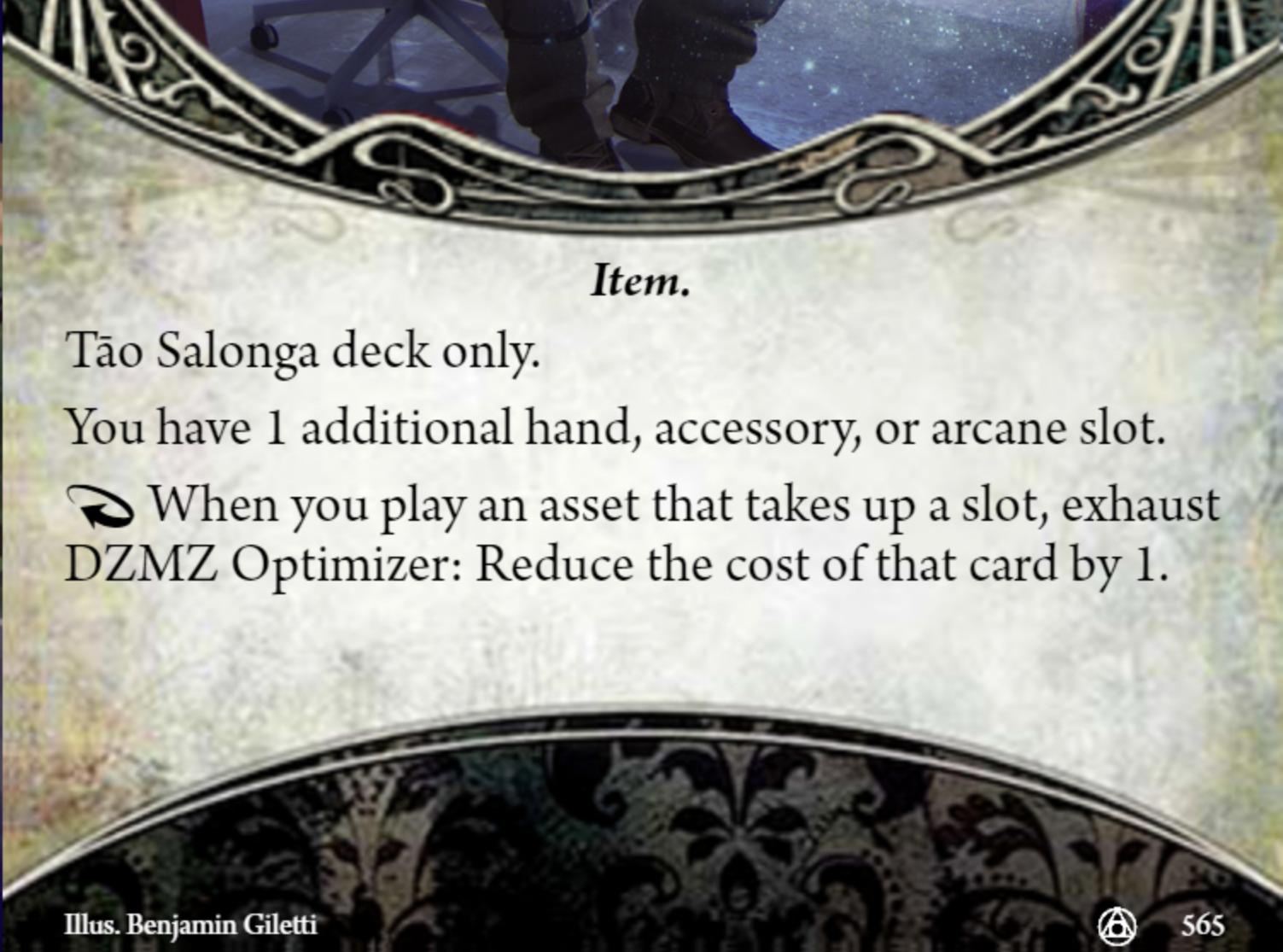
Fencer Fueno**Companion. Program.**

Hoshiko Shiro deck only.

Fencer Fueno does not ready during the upkeep phase unless you spend 1 resource.

► When you perform a successful attack on a **Spell** card, exhaust Fencer Fueno: Deal +1 damage for that attack.

1 1

**DZMZ Optimizer****Item.**

Tāo Salonga deck only.

You have 1 additional hand, accessory, or arcane slot.

► When you play an asset that takes up a slot, exhaust DZMZ Optimizer: Reduce the cost of that card by 1.

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ASSET

Mystic Maemi**Companion. Program.**

Hoshiko Shiro deck only.

Mystic Maemi does not ready during the upkeep phase unless you spend 1 resource.

► Exhaust Mystic Maemi: Add 1 charge to a **Spell** asset you control.

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Illus. Izzy Prueett (edited)

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*Hoshiko Shiro

The Untold Protagonist



Deck Size: 30 plus; at deck creation, choose 8–14 for the size of a separate "spellbook deck" (for a total of 38–44).

Deckbuilding Options: Survivor cards (🛡) level 0–3, Mystic cards (◆) level 0–3, Neutral cards level 0–5, **Spell** cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Keiko, Fencer Fueno, Mystic Maemi, Paladin Poemu, Trickster Taka, Isolation, 1 random basic weakness.

Deckbuilding Restrictions: No **Ally** assets.

Additional Requirements: You deck must include exactly as many **Spell** cards as the size of your spellbook deck. During the setup of each scenario, you must shuffle each **Spell** card from your deck into a separate spellbook deck, then place Isolation on the bottom of the spellbook deck.

On the Net you can be who you want to be. Hoshiko wants to be a hero for her friends. Addicted to data, she would rather spend time on the Net than in meatspace, but a constant output of emotional energy is draining. Quiet times and feelings of failure can bring Hoshiko back to earth. But even in darkness there is hope, and there is no pit Hoshiko can't climb out of with the help of her friends.

*Tāo Salonga

The Telepresence Magician



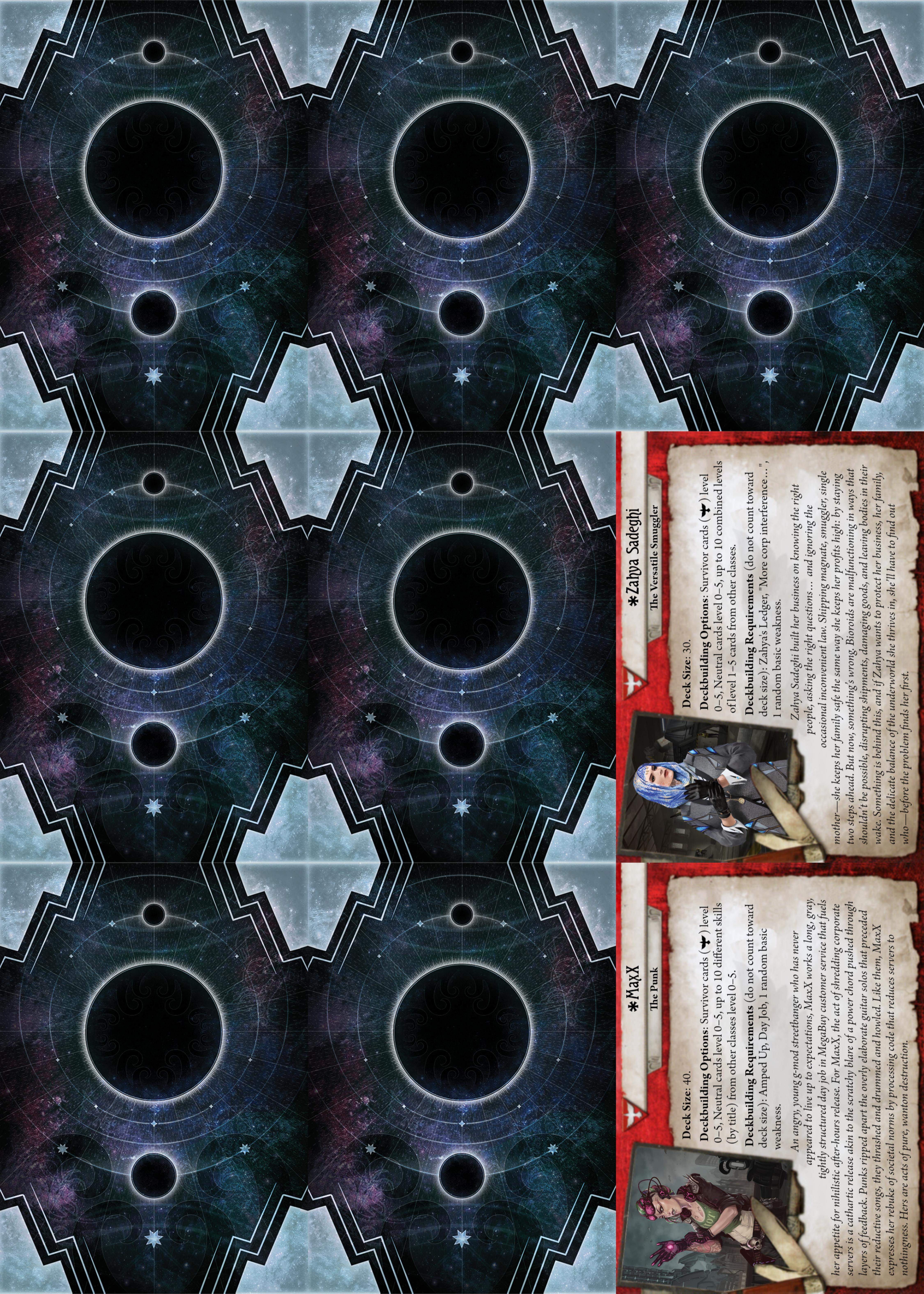
Deck Size: 30.

Deckbuilding Options: Mystic cards (◆) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): DZMZ Optimizer, Heartstrings, 1 random basic weakness.

From viral pranks to back-alley miracles, Tāo Salonga helps the people the corps forgot—one servo, one stolen server cycle at a time. But while skimming corp traffic for a bit of harmless fun, he found something he wasn't supposed to see: a hidden fork in NBN's surveillance net. Something not for ratings, or intel, or even blackmail—something more mysterious. Data vanishing into a system no one will admit exists. People flagged before anything went wrong. One breadcrumb led to another, and now he's deep in the dark architecture of something far bigger than he could ever have imagined.





*Zahya Sadeghi

The Versatile Smuggler

Deck Size: 30.

Deckbuilding Options: Survivor cards (建档立卡) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): Zahya's Ledger, "More corp interference ...", 1 random basic weakness.

Zahya Sadeghi built her business on knowing the right people, asking the right questions... and ignoring the occasional inconvenient law. Shipping magnate, smuggler, single mother—she keeps her family safe the same way she keeps her profits high: by staying two steps ahead. But now, something's wrong. Bioreoids are malfunctioning in ways that shouldn't be possible, disrupting shipments, damaging goods, and leaving bodies in their wake. Something is behind this, and if Zahya wants to protect her business, her family, and the delicate balance of the underworld she thrives in, she'll have to find out who—before the problem finds her first.

*MaxX

The Punk

Deck Size: 40.

Deckbuilding Options: Survivor cards (建档立卡) level 0–5, Neutral cards level 0–5, up to 10 different skills (by title) from other classes level 0–5.

Deckbuilding Requirements (do not count toward deck size): Amped Up, Day Job, 1 random basic weakness.

An angry, young g-mod streettanger who has never appeared to live up to expectations, MaxX works a long, gray, tightly structured day job in MegaBuy customer service that fuels her appetite for nihilistic after-hours release. For MaxX, the act of shredding corporate servers is a cathartic release akin to the scratchy blare of a power chord pushed through layers of feedback. Punks ripped apart the overtly elaborate guitar solos that preceded their reductive songs, they thrashed and drummed and howled. Like them, MaxX expresses her rebuke of societal norms by processing code that reduces servers to nothingness. Hers are acts of pure, wanton destruction.





*** Fenris**
The DJ

Deck Size: 40.

Secondary Investigator Choices: At deck creation, choose four other investigators that don't share any classes with each other.

Deckbuilding Options: For each of your chosen investigators, 10 cards following that investigator's deckbuilding options.

Deckbuilding Requirements (do not count toward deck size): Wyldside, Irress, 1 random basic weakness.

Additional Setup: You begin each game by shuffling the chosen investigators into a separate "Wylder" deck, each card faceup.

Wyldside isn't just a club—it's a refuge. A place where g-modders can be themselves, where fur, feathers, and fangs are part of the dress code. But beneath the music, something darker lurks. Wylders have been disappearing. Whispers of hunters, corps, or something worse. Fenris won't let it slide. This is his pack, his home, and if someone's preying on Wyldside, they're about to find out exactly how sharp the pack's teeth are.