

*Hayley Kaplan

The Universal Scholar

G-Mod. Miskatonic Scholar.

After you play an asset for the first time during your turn: Choose one of its *Traits*. Play an asset with the chosen *Trait* from your hand, ignoring its resource cost. (Limit once per game for each trait.)

effect: +1. If you succeed, choose a *Trait* and increase the limit on Hayley's and Comet's abilities for that *Trait* by 1 this game.



Illus. Matt Zelinger
Imp. West Side Beat

*Hayley Kaplan

The Universal Scholar



Deck Size: 30.

Trait Choice: At deck creation, choose three *Traits*.

Deckbuilding Options: Seeker cards (⌚) level 0–5, Neutral cards level 0–5, up to 1 copy each of 2 different non-permanent assets for each of your chosen *Traits* level 0–1.

Deckbuilding Requirements (do not count toward deck size): Comet, The Stars Are Wrong, 1 random basic weakness.

Deckbuilding Restrictions: Your deck cannot include more than 1 copy of each non-weakness, non-signature card (by title).

While other students lose themselves in parties or recruitment fairs, Hayley Kaplan is quietly consumed by her curiosity, using her runs as experiments to extract meaning from the chaos of network data by mapping it like the stars. Lately though, the constellations she's charted in the servers have started to shift—only possible as a massive undertaking. She isn't sure what it means, but if there is a reason behind it, she is determined to find out.



Comet



Item. Console.

Hayley Kaplan deck only.

After you play an event for the first time during your turn: Choose one of its *Traits*. Play an event with the chosen *Trait* from your hand, ignoring its resource cost. (Limit once per game for each trait.)





*Gabriel Santiago

The Consummate Professional



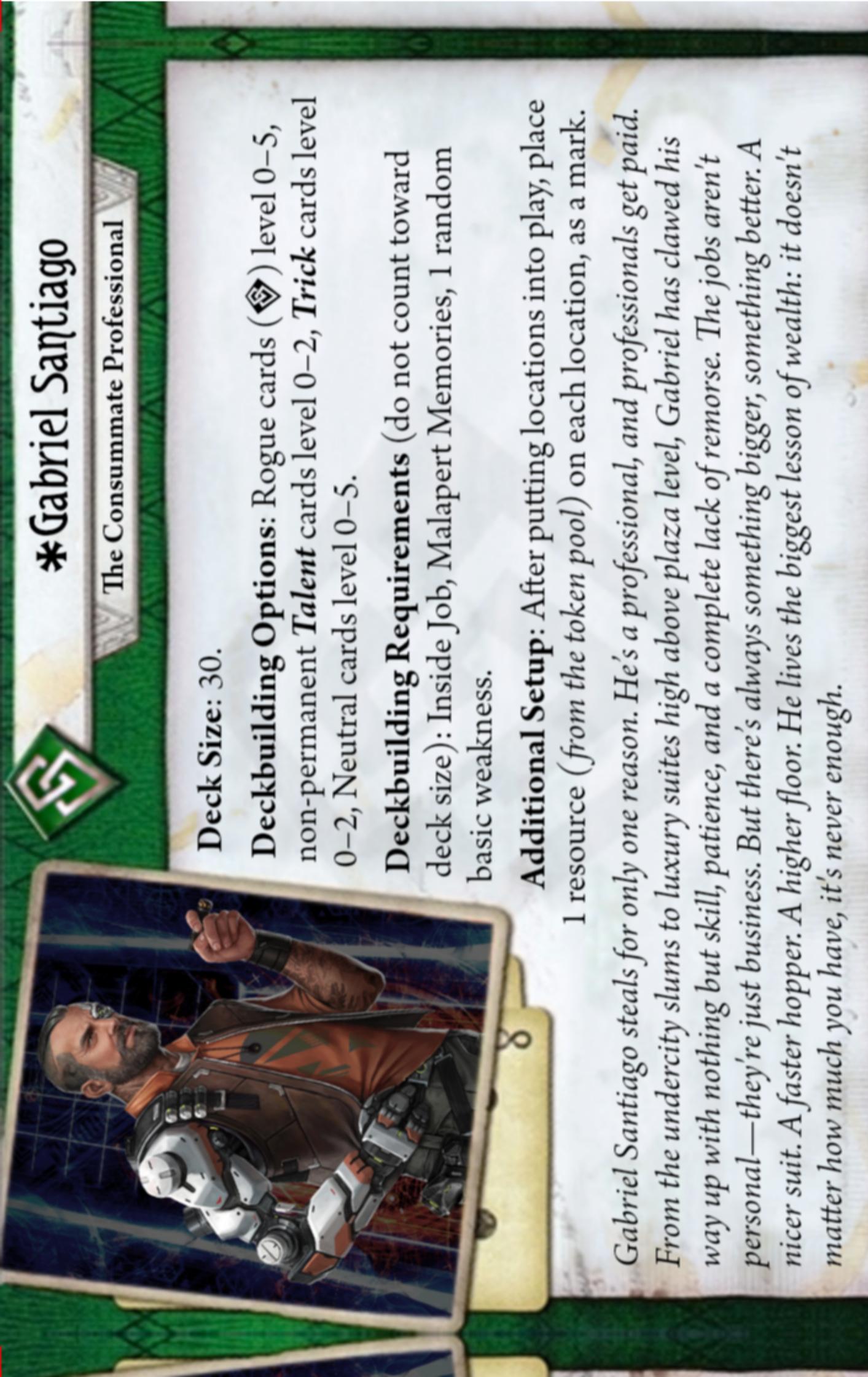
Cyborg, Criminal.

- After a location is put into play: Place 1 resource (*from the token pool*) on it, as a mark.
- When you successfully investigate a location, discard 1 mark from that location: Instead of discovering a clue, gain 1 resource for each point you succeeded by, to a maximum of 5.
effect: +2. Place 1 mark on your location.



Illus. Matt Zelinger
Illustr. Matt Zelinger

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224



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* 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: 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.*



Inside Job

Trick, Illicit.

Gabriel Santiago deck only.

Parley. Choose a non-*Elite* enemy at your location. Test ⚡ (X), where X is the chosen enemy's combined damage and horror values. If you succeed, discard that enemy and gain 1 resource for each point you succeeded by, to a maximum of 5.

Illus. Benjamin Giletti
Illustr. Benjamin Giletti

555
222



Illus. Owen Simodov
Illustr. Owen Simodov

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220



