





### \*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 Poem, Trickster Taka, Isolation, 1 random basic weakness.

**Deckbuilding Restrictions:** No *Affy* assets.  
**Additional Requirements:** Your 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): DZNZ Optimizer, Heartstrings, 1 random basic weakness.

From viral pranks to back-alley miracles, Tāo Salonga helps the people the corps forged—one servo, one stolen server cycle at a time. But while skinning corp traffic for a bit of harmless fun, he found 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.





Deck Size: 30.

**Deckbuilding Options:** Survivor cards (🛡) level 0–5; Neutral cards level 0–5; up to 10 combined level 0–5 cards from other classes.

**Deckbuilding Requirements** (do not count toward deck size): Zahya 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. Bioroids 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.

Deck Size: 40.

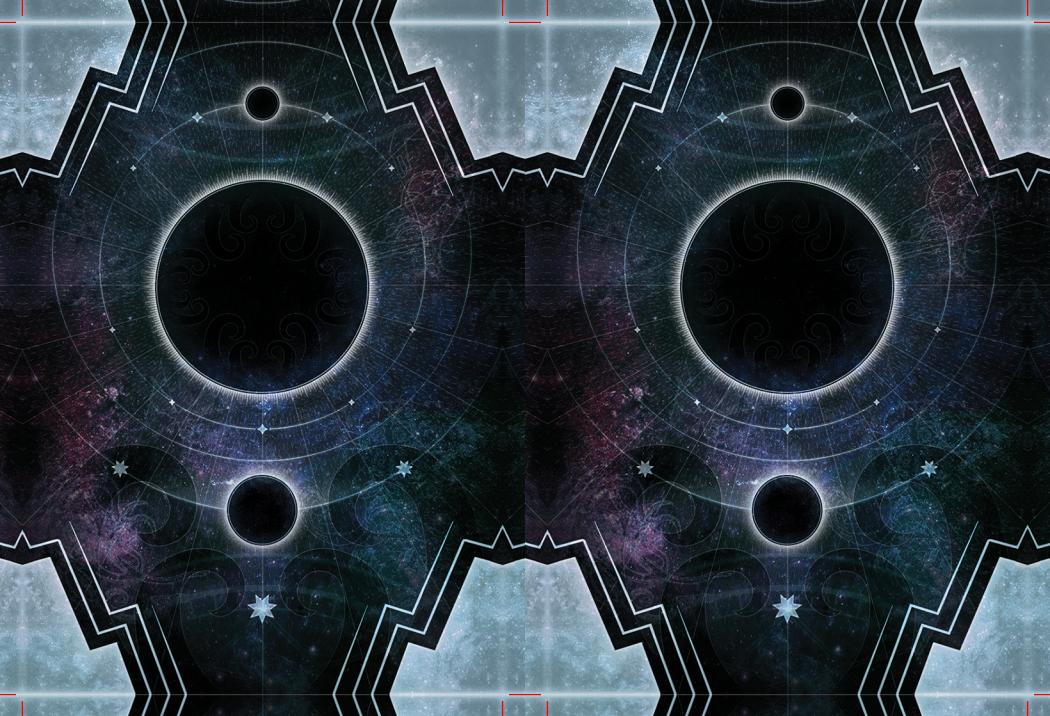
**Deckbuilding Options:** Survivor cards (🛡) level 0–5; Neutral cards level 0–5; up to 10 different skills (by title) from other classes level 0–5.

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

An angry, young girl streetfighter who has never appeared to live up to expectations, MaxX works a long, gray-tighty structured day job in MegaBay 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 scratch blare of a power chord pushed through layers of feedback. Punks ripped apart the overly 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, Lerves, 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 *gmolders* 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 flinters, 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.*

