



***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, 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 "Caisss 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 Raina 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.

***Raina 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 "Caisss 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 Raina 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.

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.





***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 Zeilinger

G-Mod, Criminel.

During a skill test you are performing, discard an asset you control: You get +2 skill value for this test. If the discarded asset was an Item or Vehicle, gain 2 resources. If the discarded asset was an Ally or Connection, draw your set-aside "I know just the guy..." (Limit once per phase.)

★ effect: +1. Draw your set-aside "I know just the guy..."

Illus. Matt Zeilinger

***Armand "Geist" Walker**
The Tech Lord

Raymond Flint
WEAKNESS

Humanoid, Detective.

Spawn – Any connecting location (empty, if able).

Prey – **Criminal** investigators only.

Hunter.

Forced – After an asset leaves play: Ready Raymond Flint. He moves and attacks as if it were the enemy phase (without exhausting).

ENEMY

Illus. Matt Zeilinger

2 3 3 2

***Quetzal**
The Free Spirit

G-Mod, Drifter.

When you would test your ★, or ★, or ★, spend 1 charge or secret from a card you control: Test your ★ instead. (Limit once per round.)

★ effect: +2. Spend up to 2 resources to replenish that many charges or secrets among assets you control.

"Why should we be slaves to our genetic heritage?"

Illus. Scott Uminga

2 3 5

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. Matt Zeilinger

The Supplier

Asset

1

Illus. Benjamin Giletti

Connection, Illicit.
Armand "Geist" Walker deck only.

► Exhaust The Supplier: Search the top 3 cards of your deck for an asset. You may play it. If it's an Ally, Connection, Item, or Vehicle, reduce its cost by 2. Shuffle your deck.

Illus. Matt Zeilinger

Inside Job

Event

2

Malapert Memories

WEAKNESS

Flaw.

Revelation – Put Malapert Memories into play in your threat area.

Forced – If you would succeed at a test by 3 or more: You automatically fail, instead.

► Move 1 mark from your location to Malapert Memories. Then, if there are 3 marks on Malapert Memories, discard it.

TREACHERY

ILLUS. OWEN SIMODOW

I know just the guy...

Favor, Trick.
Fast. Play when you fail a skill test. Cancel all effects of the failed test.

Forced – When "I know just the guy..." would be discarded from anywhere: Set it aside, out of play, instead.

ILLUS. OWEN SIMODOW

Data Folding

Asset

1

ILLUS. NASRUL HAKIM

Ritual.
Quetzal deck only.

► When your turn begins: You gain 1 resource for each of your arcane slots that is empty.

► Remove Data Folding from the game: Draw 1 card for each of your arcane slots that is empty.

ILLUS. SCOTT UMINGA

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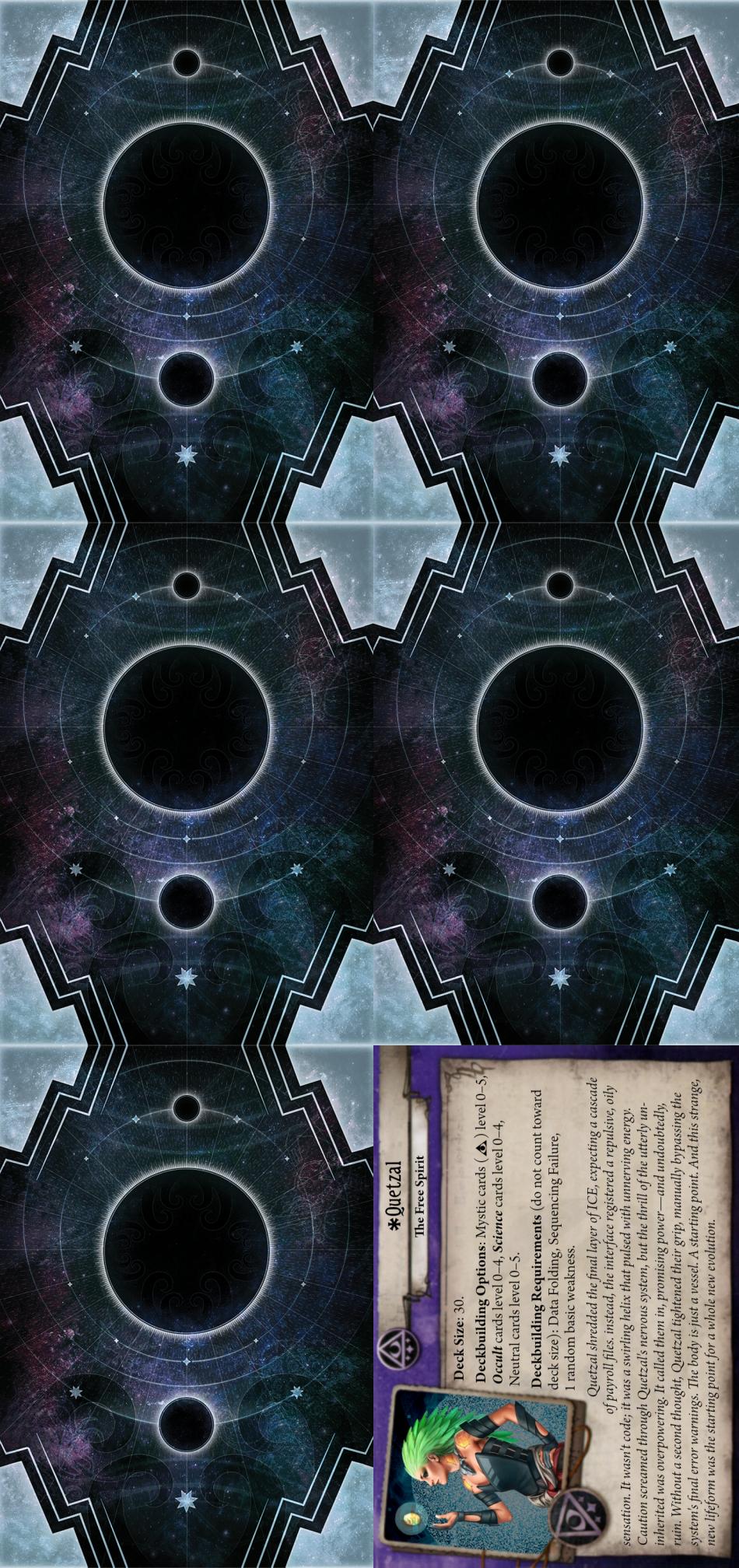
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*Quetzal

The Free Spirit



Deck Size: 30.

Deckbuilding Options: Mystic cards (\spadesuit) 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 undoubtably, 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.

*Armand "Geist" Walker

The Tech Lord



Deck Size: 30.

Deckbuilding Options: Rogue cards (\clubsuit) 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: 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, 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.

*Gabriel Santiago

The Consummate Professional

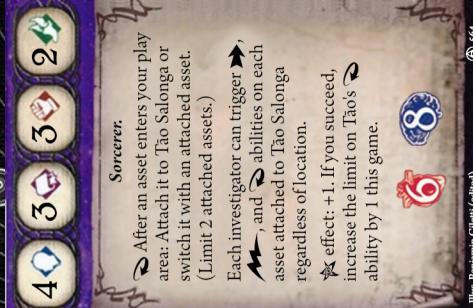
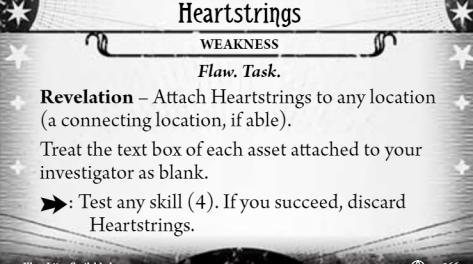


Deck Size: 30.

Deckbuilding Options: Rogue cards (\clubsuit) 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 dawed 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.



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.

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.

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.

*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: 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.

*Tão 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 miasades, Tão Salonga helps the people the corps forgot—one servo, one stolen server cycle at a time. But while skinning 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.

Paladin Poemu

0 ASSET

Companion. Program.

Hoshiko Shiro deck only.
Paladin Poemu does not ready during the upkeep phase unless you spend 1 resource.

Forced – When damage and/or horror is placed on Paladin Poemu: You must either exhaust Paladin Poemu or assign that damage and/or horror elsewhere.

Illus. Izzy Pruitt

3 2

Cyborg. Criminal. Entrepreneur.

When you succeed at a skill test by 0: Choose one that hasn't been chosen this round:

- ◆ Gain 1 resource.
- ◆ Draw 1 card.
- ◆ effect: X. You choose X between -4 and +2.
"Braggarts chase big heists. Patience enriches skinning fractions of a credit at a time."

2 3 3 4

*** Zahya Sadeghi**
The Versatile smuggler

G-Mod. Drifter.

At the start of the investigation phase: Discard the top 2 cards of your deck. Draw 1 card.

Remove 2 cards in your discard pile from the game. Choose a random non-weakened card in your discard pile and attach it facedown to an encounter card in play or in limbo, as a virus. You can commit it to skill tests on or against the attached card. (Limit once per round.)

◆ effect:+2. You may choose a card you removed from the game and place it in your discard pile.

3 2 2 3

The Punk

Trickster Taka

0 ASSET

Companion. Program.

Hoshiko Shiro deck only.
Fast. Uses (2 charges).

Trickster Taka does not ready during the upkeep phase unless you spend 1 resource.

M Exhaust Trickster Taka and spend 1 charge from an asset you control: **Eva**de. You may use **◆** instead of **◆** for this evasion.

Illus. Izzy Pruitt

2 1

Zahya's Ledger

ASSET

Item. Illicit.

Zahya Sadeghi deck only. Uses (4 secrets).

◆ After you reveal a chaos token during a skill test you are performing, spend 1 secret and exhaust Zahya's Ledger: Commit a card to this skill test.

Illus. Benjamin Giebt (edited)

2 6 8

Illus. David Lei

Amped Up

EVENT

Gambit. Illicit.

MaxX deck only.
Fast. Play during any **M** player window.
Draw 3 cards. Take 1 horror.

◆ After you discard Amped Up from your deck: Attach it facedown to an encounter card in play or in limbo, as a virus. You can commit it to skill tests on or against the attached card.

Illus. Wylie Beckert (edited)

7 7

The Punk

TREACHERY

Isolation

WEAKNESS

Flaw.

Forced – When you search your spellbook deck and this card is among the searched cards: Swap your investigator with its bonded non-*Resolute* version and put Isolation into play in your threat area.

You cannot trigger your investigator's **◆** ability.

► Spend 2 resources: Place Isolation on the bottom of Hoshiko Shiro's spellbook deck.

Illus. Photo Tammy Gann Unsplash. Deep Dream (edited)

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TREACHERY

"More corp interference..."

WEAKNESS

Scheme.

Revelation – Attach "More corp interference..." to the location farthest from you.

► Test **◆** (4). If you succeed by 0, discard "More corp interference..." .

Forced – When the game ends, if "More corp interference..." is in play: Zahya Sadeghi suffers 1 mental trauma.

Illus. David Lei

576

TREACHERY

Day Job

WEAKNESS

Task.

Revelation – Put Day Job into play in your threat area. You cannot attach viruses to other cards.

► Test **◆** (3). If you succeed, discard Day Job and gain 2 resources.

Forced – After you discard Day Job from your deck:
Draw it.

Illus. Matt Zeilinger

579

***MaxX**
The Punk

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 g-mud stretchanger who has never appeared to live up to expectations, MaxX works a long, gray tightly 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 scratchy 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.

***Zahya Sadeghi**
The Versatile Smuggler

Deck Size: 30.

Deckbuilding Options: Survivor 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) : 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 larcenous 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.





***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, Ierves, 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-madders 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. Fans 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.

