

**\* 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): Another Day, Another Paycheck, Employee Strike, I 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.

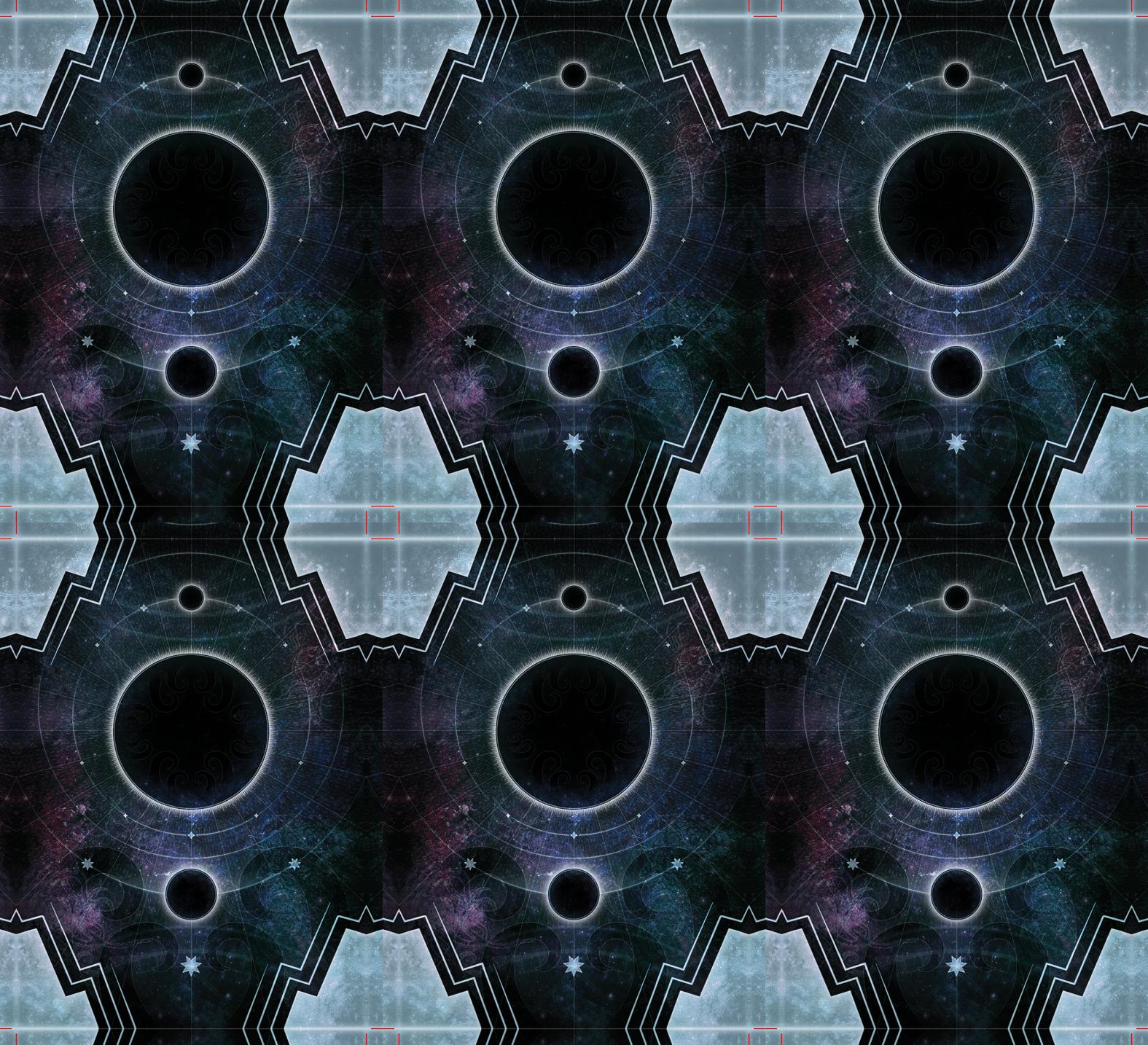
**Deckbuilding Options:** Guardian cards (★) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

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

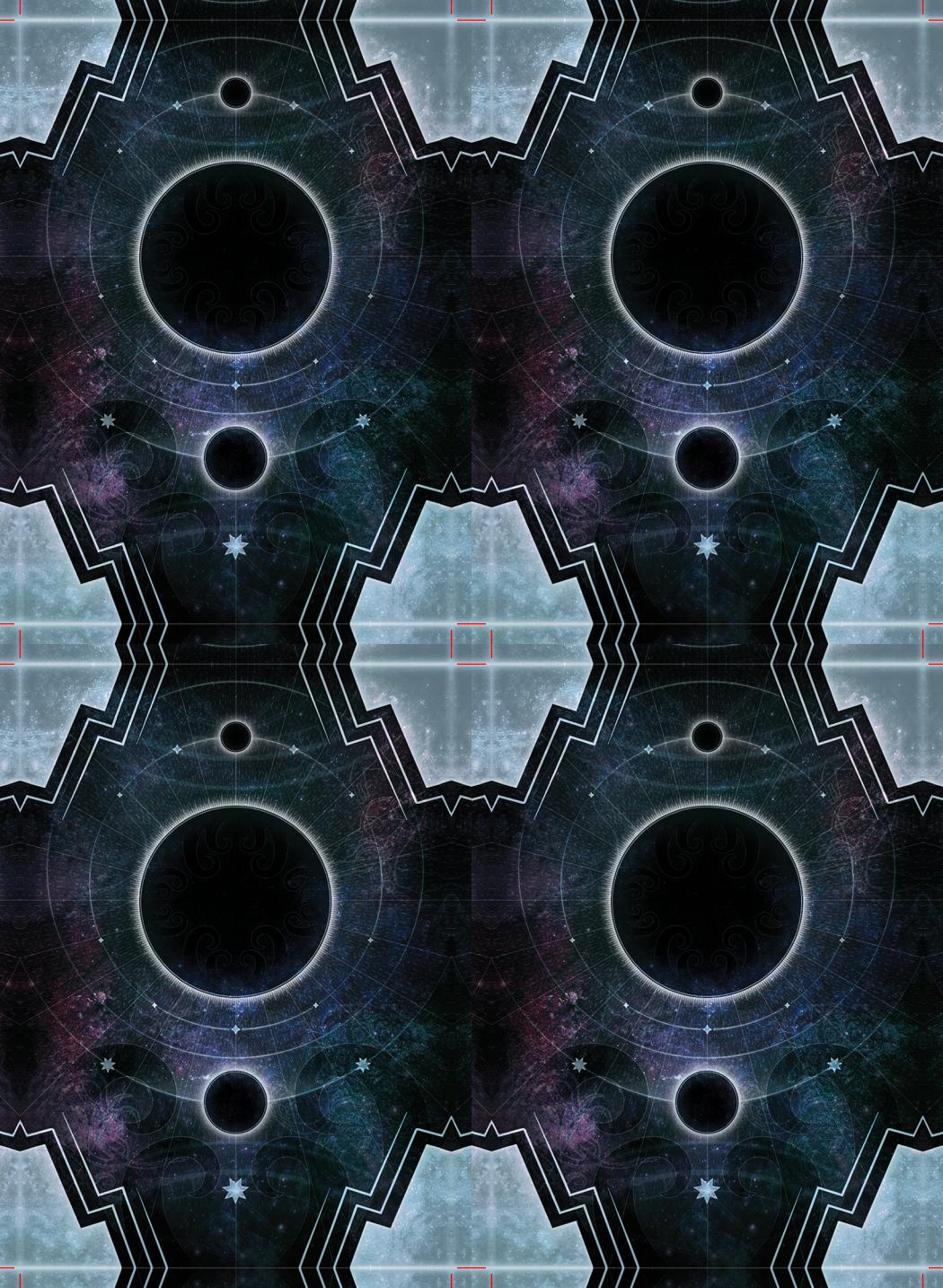
**Additional Setup:** Begin each game by forming a separate "Caissa deck" of Pawn, Knight, Bishop, Rook, and Queen, in that order, with each card faceup. (Pawn should be the top card of the deck.)

**What started one day as just another job turned into a sprightly 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.**









**\* 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.

**\* Rielle "Kit" Peddler**  
The Transhuman

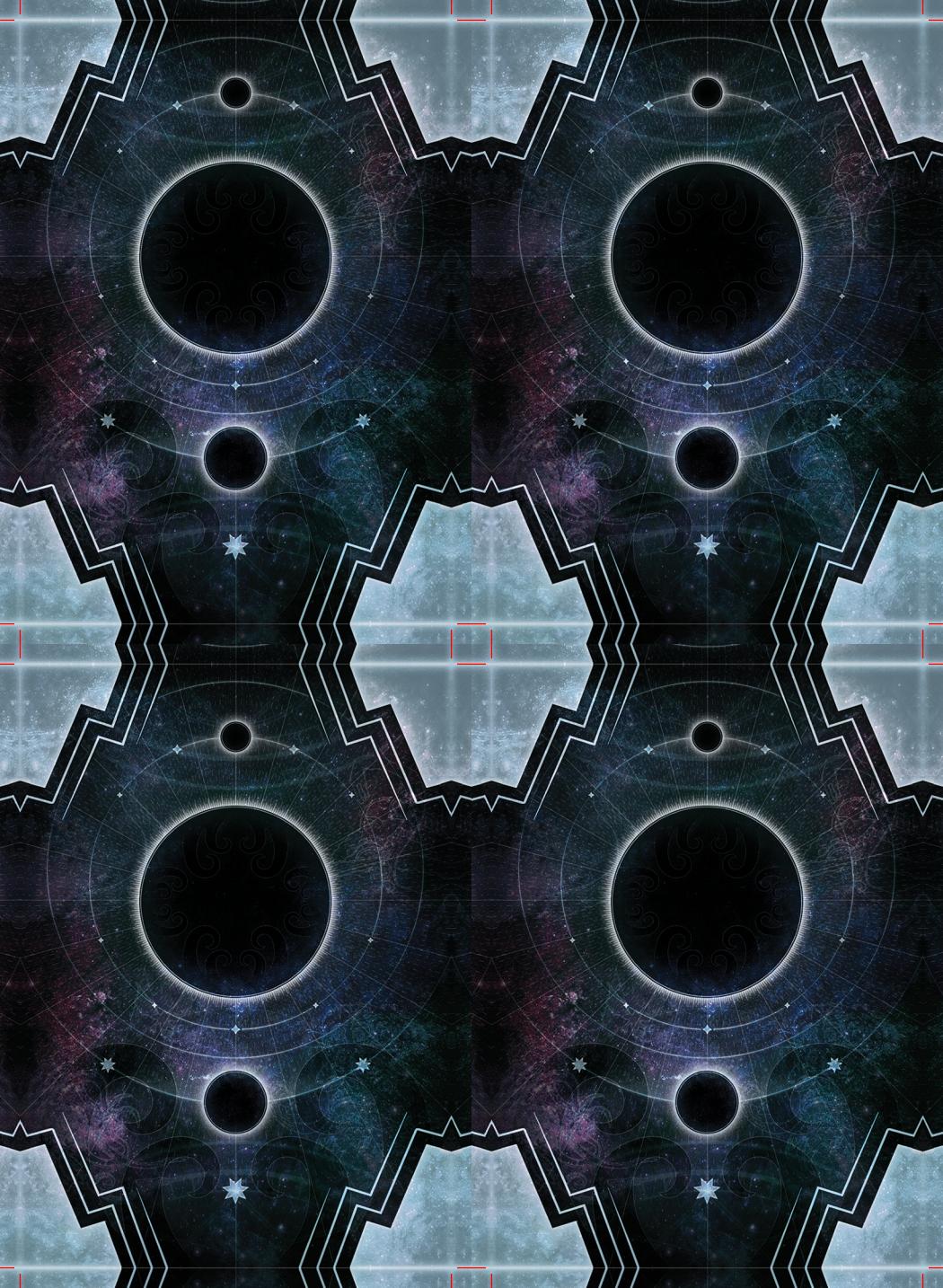
Deck Size: 30.

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

**Deckbuilding Requirements** (do not count toward deck size): False Echo, Immolation Script, 1 random basic weakness.

All activist Rielle "Kit" Peddler seeks to transcend her humanity and guide self-aware artificial intelligences to a new "all-consciousness." More often than not, she recognizes the ice she encounters on her runs as kindred spirits, playing two sides of the same game. The game is a riddle, and she can solve it. See it as a snapshot of time and space. Remove the origin, remove the trajectory, and all that remains is an opportunity.





**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**  
The Consummate Professional

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

**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, skin 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.**

**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 hover. A higher floor. He lives the biggest lesson of wealth: it doesn't matter how much you have, it's never enough.**

# Raymond Flint

WEAKNESS

3 3 2

*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  
Imp. Matt Zeilinger



## Sequencing Failure

WEAKNESS

Injury.

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

► Test **¶**, **¶**, or **¶** (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  
Imp. Adam S. Doyle

563 203



## G-Mod. Drifter.

When you would test your **¶**, **¶**, 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 slaves to our genetic heritage?"

561

201



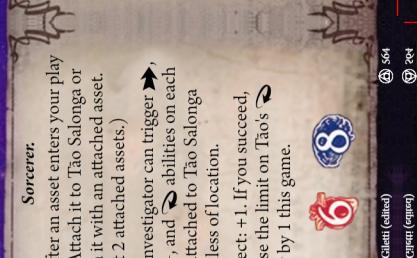
## \*Quetzal

The Free Spirit



## \*Tao Salonga

The Telepresence Magician



## Sorcerer.

► After an asset enters your play area: Attach it to Tao Salonga or switch it with an attached asset. (Limit 2 attached assets.)

Each investigator can trigger **►**, **►**, and **►** abilities on each asset attached to Tao Salonga regardless of location.

► effect: +1. If you succeed, increase the limit on Tao's **►** ability by 1 this game.

564

204



## Data Folding

1

ASSET

565

202



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.



## DZMZ Optimizer

1

ASSET

566

203



Item.

Tao 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.



Illus. Benjamin Giletti  
Imp. Benjamin Giletti

565 202



### \*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 hack-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 not for him: a hidden fork in NBN's surveillance net. Something not for ratings, or inchi, 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.

### \*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.



## \*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, Eieno, Mystic Meini, Paladin Poemny, Trickster Taka, Isolation, I random basic weakness.

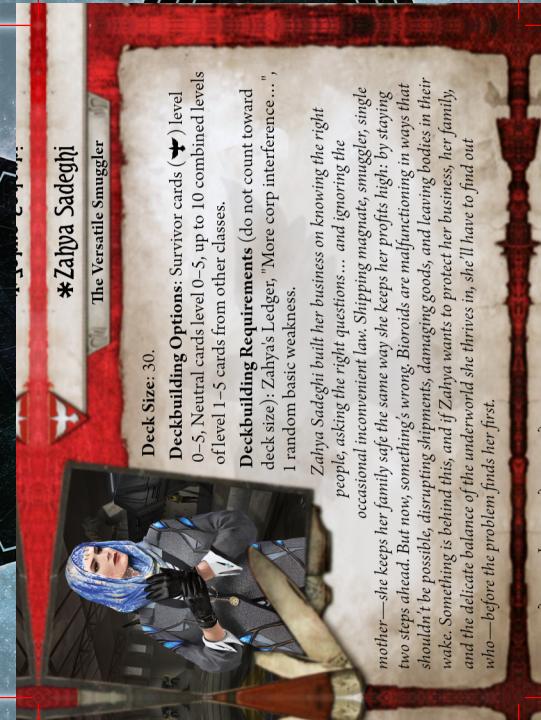
**Deckbuilding Restrictions:** No Ally assets.

**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.

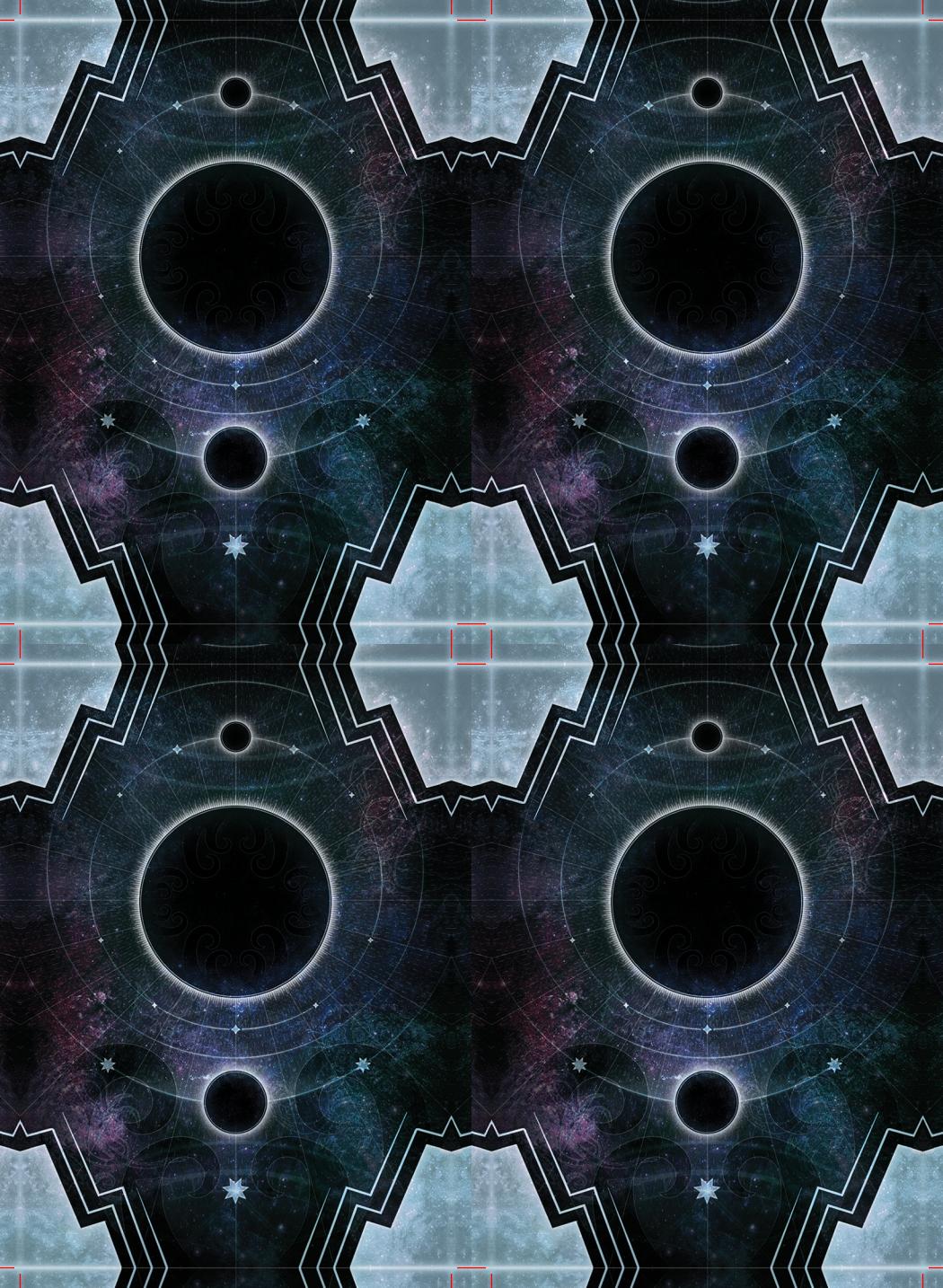
**On the Net** can be who you want to be. Hoshiko wants to be a hero for her friends. Addicted to data, she would rather spend time on the Net than in meatspace, but a constant output of emotional energy is draining. Quiet times and feelings of failure can bring Hoshiko back to earth. But even in darkness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











**\* MaxX**  
The Punk

**Deck Size:** 40.

**Deckbuilding Options:** Survivor cards (霎) 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.

**\* 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, Iress, 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 home, and if someone's preying on Wyldside, they're about to find out exactly how sharp the pack's teeth are.

**\* MaxX**  
The Punk

**Deck Size:** 40.

**Deckbuilding Options:** Survivor cards (霎) 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-modd streetbanger who has never appeared to live up to expectations, MaxX works a long, gray-tighty 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.