

## Special Investigations Unit

4 2 2

Humanoid. Detective.

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

**Revelation** – You gain 1 tag.

**Forced** – At the start of the enemy phase, if Special Investigations Unit is ready: The investigator whose meat body is nearest gains 1 tag.



Illus. Clark Huggins  
Illustrator Clark Huggins

1/6 527  
1/8 251

## Data Raven

## Data Raven

2 3 3

Program. Creature.

**Cyberspace Spawn**.

**Revelation** – You gain 1 tag.

**Forced** – After Data Raven attacks your cyber avatar during the enemy phase: You gain 1 tag.

"I should have known it was too good to be true."



Illus. Liiga Smilshkalne  
Illustrator Liiga Smilshkalne

2/6 528  
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## Closed Accounts

### Power.

**Revelation** – Each investigator loses 2 resources for each tag they have. Each investigator who did not lose any resources this way gains 1 tag.

*"While the money pooled at the top, the power went with it, until there were two sets of laws: one for them, and one for us"*  
—Omar Keung, the Flashpoint

Illus. Mauricio Herrera (Edited)  
Illustrator Mauricio Herrera

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### Hard-Hitting News

#### Scheme.

**Revelation** – Test ♀ or ♂ (S). For each point you fail by, gain 1 tag.

"Person of interest. Noun.

Someone who is about to get \*\*\*\*ed by a corp."

—Anarch's Dictionary, Volume Who's Counting

Illus. Christina Davis  
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4/6 ⚡ 530  
4/6 ⚡ 230



### Pyschographics

#### Terror.

**Revelation** – If you have no tags, gain 1 tag. Put Pyschographics into play in your threat area. Your first skill test each round gets +1 difficulty. If you have 4 or more tags, it gets +2 difficulty, instead.

**Forced** – If you have no tags: Discard Pyschographics.

*They know more about you than you do.*

Illus. Maciej Rebisz  
Illustration Maciej Rebisz

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2/6 ⚡ 231

