

Potential Unleashed

EASY / STANDARD



-1 for every 3 points total remaining health and sanity you have.



-2. If you fail, take 1 damage or 1 horror.



-3. If you fail, gain 2 tags.



-4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

Agenda 3a

Cerebral Static

A strange tingling sensation suffuses your skin. The hairs across your body stand on end, as if static had built up. Your joints ache just a little more than you think they normally do. The sensation of cyberspace feels just a little more harsh than before.

8

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Medical Bay

2

LOCATION

Meatspace.

Medical Bay is connected to Roots A, B, and C, and vice versa.

► Spend 1 clue: Heal 3 damage from among investigators with their meat body here and/or **Ally** assets they control.

Labyrinthine Servers

The screams are a little more audible down here. When you close your eyes and listen carefully, you can almost feel their pain and fear inside your own body. The corridors in this strange facility twist and split in a multitude of unmarked directions—you could easily become lost and be stuck here for hours—but this must be the right place.

4

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Hostile Infrastructure

The eerily relaxed access restrictions in the Jinteki servers leaves you on edge whenever you return to cyberspace. Jinteki sysps are notorious for the games they play with those who enter carelessly, with ambushes and mind games around every corner.

5

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Basement Entrance

3

LOCATION

Meatspace.

►: Resign. If there are no undefeated investigators remaining, proceed to (→R1).

Unmarked, unguarded, and seemingly forgotten in a corner of the Jinteki corporate HQ. This is where secrets are held that nobody else is meant to know.

0

Nisei Clone Vats

Decommissioned

4

LOCATION

Meatspace.

Investigators with their meat body here spend 2 clues, as a group: Read the set-aside Observation Data story card. (Group limit once per game.)

0

We could stop disasters before they happen, murderers before they act. Surely that's worth an android's sanity?

Mushin No Skin

The most enigmatic of the Big Four keeps its cards close to its chest. Rumors abound about the research that goes on here behind closed doors. What secrets lie within Jinteki? ► When an **Amblush** is revealed: Look at the revealed side of any location. (Group limit once per round.)

Objective – Explore Jinteki's restricted area. Add as many story cards to the victory display as you can, then get out before you are found.

Mental Health Clinic

2

LOCATION

Meatspace.

Mental Health Clinic is connected to Roots D, E, and F, and vice versa.

► Spend 1 clue: Heal 3 horror from among investigators with their meat body here and/or **Ally** assets they control.

2

LOCATION

Meatspace.

Mental Health Clinic is connected to Roots D, E, and F, and vice versa.

► Spend 1 clue: Heal 3 horror from among investigators with their meat body here and/or **Ally** assets they control.

0

0

LOCATION

Meatspace.

Mental Health Clinic is connected to Roots D, E, and F, and vice versa.

► Spend 1 clue: Heal 3 damage from among investigators with their meat body here and/or **Ally** assets they control.

Illus. Victoria Gavrilenko (Heavily Edited)

http://pumpgroupies.com

35

32

36

Illus. Drew Whitmore

http://pumpgroupies.com

3/41

30

3/41

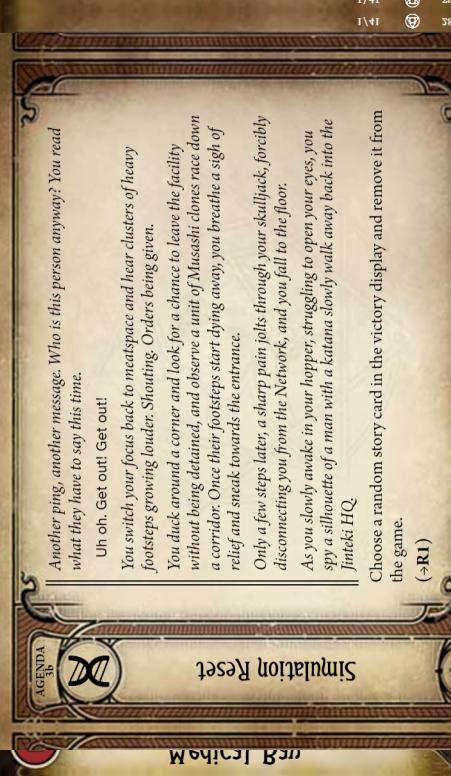
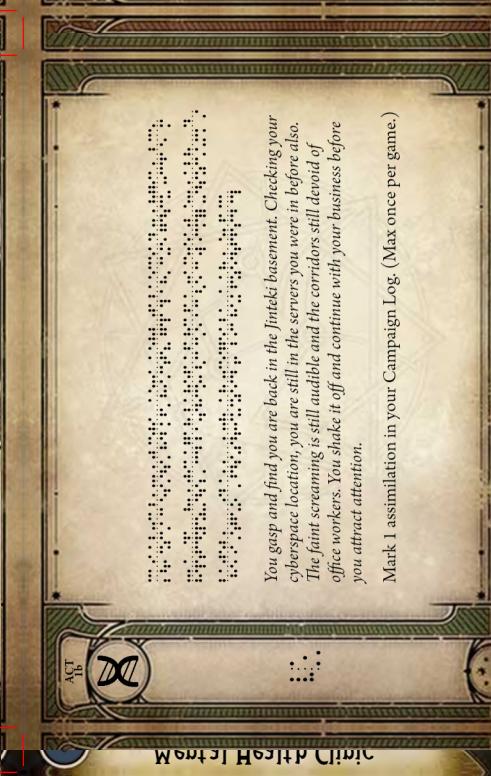
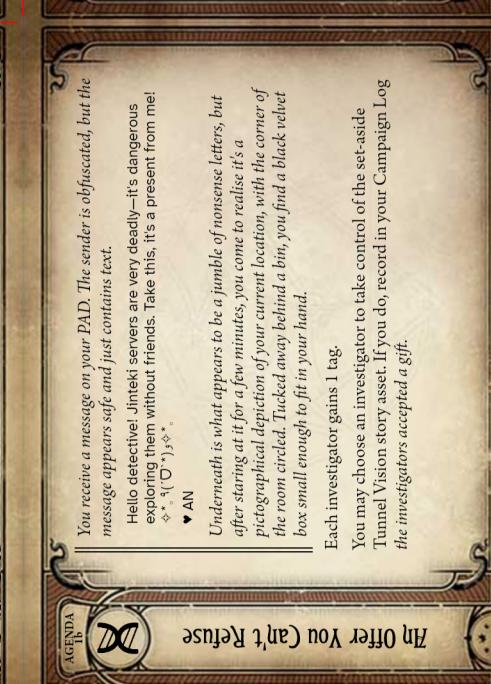
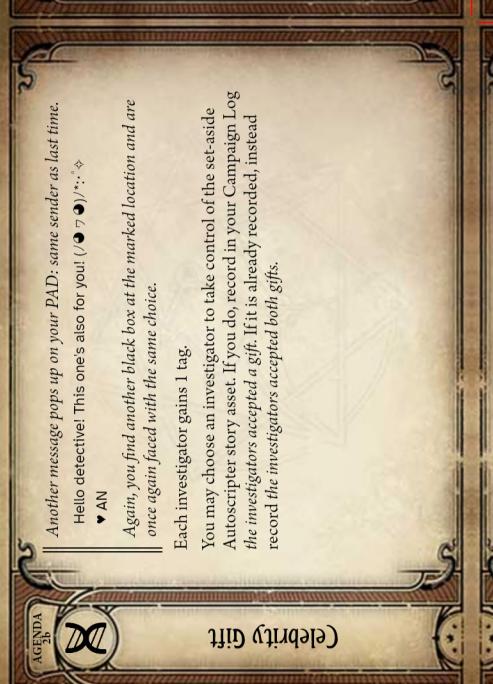
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3/41

30

3/41

30



Nisei Clone Vats

Scene of Chaos

Nisei Clone Vats

Under Review

Prediction Chamber

4

LOCATION

0

Meatspace.

Forced – Investigators with their meat body here spend 2 \clubsuit clues, as a group: Read the set-aside Experiment Notes story card. (Group limit once per game.)

We could stop disasters before they happen, murderers before they act. Surely that's worth an android's sanity?

Illus. Drew Whitmore
Illustration by Drew Whitmore

Server Room

10/41

\clubsuit

37

10/41

\heartsuit

23



2

LOCATION

1

Meatspace. Ambush.

Forced – When Server Room is revealed: Spawn the set-aside Tori Hanzō here.

"Ice is not meant to kill; just slow or cripple the Runner. Killing is my job."
—Tori Hanzō

4

LOCATION

1*

Meatspace.

Forced – When Nisei Clone Vats is revealed: Spawn the set-aside Satoshi Hiro here.
Test (4 \clubsuit): Eavesdrop on Chairman Hiro's conversation. Test (4 \clubsuit). Investigators with their meat body here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, read the set-aside Chairman's Concerns story card. (Group limit one success per game.)

Victory 1.

Illus. Drew Whitmore
Illustration by Drew Whitmore

Urtica Lab

11/41

\clubsuit

38

11/41

\heartsuit

28



2

LOCATION

1

Meatspace. Ambush.

Forced – When Urtica Lab is revealed: Each investigator must choose two:

- ❖ Exhaust your Brain-Machine Interface.
- ❖ You do not gain resources, draw cards, or ready exhausted cards during the next upkeep phase.
- ❖ Take 2 damage.
- ❖ Gain 2 tags.

Illus. Bruno Balixa (Edited)
Illustration by Bruno Balixa (Edited)

Lotus Field

12/41

\clubsuit

39

13/41

\heartsuit

38



4

LOCATION

2*

Cyberspace.

Test (2 \clubsuit): If there are no clues on locations in play: Place 2 clues here (from the token pool).

As the white light blazes around you, you feel calm and tranquil. It is too beautiful. Too perfect.

Illus. Howard Schechtman
Illustration by Howard Schechtman

13/41

\clubsuit

40

13/41

\heartsuit

40

Thimblerig

Left Behind



3

LOCATION

2*

Cyberspace.

Thimblerig is connected to Leaves A, B, and C, and vice versa.

Forced – At the end of the round, if there is a cyber avatar here: Shuffle all unrevealed Leaf locations in play, then place them at random in the positions they were in. (Cards and tokens remain at the same Leaves.)

Illus. David Lei
Illustration by David Lei

14/41

\clubsuit

41

14/41

\heartsuit

41

Thimblerig

Step Right Up



3

LOCATION

2*

Cyberspace.

Thimblerig is connected to Leaves D, E, and F, and vice versa.

Forced – At the end of the round, if there is a cyber avatar here: Shuffle all unrevealed Leaf locations in play, then place them at random in the positions they were in. (Cards and tokens remain at the same Leaves.)

15/41

\clubsuit

42

12/41

\heartsuit

43

Sunset Server

LOCATION

1

Cyberspace.

Investigators with their cyber avatar here take 4 \clubsuit total damage, divided as you wish: Read the set-aside Message Log story card. (Group limit once per game.)

Illus. Scott Uminga
Illustration by Scott Uminga

16/41

\clubsuit

43

16/41

\heartsuit

43

Illus. Scott Uminga (Edited)
Illustration by Scott Uminga (Edited)

17/41

\clubsuit

44

17/41

\heartsuit

44

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

18/41

\clubsuit

45

18/41

\heartsuit

42



Fetal AI Sandbox

House of Knives

Psychic Field



4 LOCATION
Cyberspace.
Investigators with their cyber avatar here take 4 total horror, divided as you wish: Read the set-aside Rambling Entry story card. (Group limit once per game.)

Illus. Eko Puteh (Edited)
Illustrator: Eko Puteh (Edited)
Shi.Kyū
19/41 ⚡ 46

2 LOCATION
Cyberspace. Ambush.
Forced – When Shi.Kyū is revealed: Each investigator, for each action they have performed this round (*including this one, if applicable*), must take 1 damage or discard a random non-weakness card from their hand.

Illus. Alexander Elichev (Edited)
Illustrator: Alexander Elichev (Edited)
22/41 ⚡ 49

Experiment Notes

Aisha: 68%
Akiko: [REDACTED]
Baako: 74%
Caprice: 84% (Included Hiro tweaks.)
Chloe: 81%
Dahlia: 82%
Erika: 76%
Farah: 72%
Felicity: 74% (Increased psi conditioning.)
Fiona: 78% (Further increased psi conditioning.)
Francesca: n/a
Gwendolyn: 70% (Psi conditioning relaxed.)
Hazel: 74%
Ivana: 80%
Jacqueline: 86% (Reduced social conditioning.)
Kiana: 80% (Increased social conditioning.)
Layla: 88% (Included Keeling tweaks.)
Lethicia: 96%

Spawn the set-aside Ben Musashi at the Basement Entrance, exhausted and unengaged.

Add this card to the victory display.

Victory 1.

STORY

VICTORIES



2 LOCATION
Cyberspace. Ambush.
Forced – When House of Knives is revealed: Each investigator, for each action they have remaining, must take 1 damage or lose 1 action.

The payment for entry is a mere drop of blood.

Illus. Alexandra Elichev
Illustrator: Alexandra Elichev
DNA Tracker
20/41 ⚡ 47

2 LOCATION
Cyberspace. Ambush.
Forced – When DNA Tracker is revealed: Each investigator, for each action they have performed this round (*including this one, if applicable*), must take 1 horror or discard a random non-weakness card from their hand.

Illus. Amanda Jones
Illustrator: Amanda Jones
23/41 ⚡ 50

Message Log

Hi Marcus,
First of all, congratulations on your promotion—I bet the runner never saw it coming. I hope we'll continue to work together for years to come.
This time I'm writing on behalf of the Saraswati team. I manage. One of my team reported that he's noticed unauthorized updates to the conditioning script for three clone lines (Collins, Sato, Tanaka) over the past two months. After looking into it, it seems like this might be even more wide-reaching—there are parts of the Tenma and Kimura scripts I don't recognise but take these with a grain of salt: it's been a while since I've worked on them. The problem is that searching our source control doesn't turn up who made these changes and when... Could you do me a favor and look into this? Quietly? I'll owe you one! Maybe the secret pancake recipe you love?

Thanks,
Izzy

Spawn the set-aside Senshi a7e3 at the Lotus Field, exhausted and unengaged.

Add this card to the victory display.

Victory 1.

STORY

VICTORIES



2 LOCATION
Cyberspace. Ambush.
Forced – When Psychic Field is revealed: Each investigator, for each action they have remaining, must take 1 horror or lose 1 action.

The more power a spike process can use, the harder it can hit.

Illus. Seage
Illustrator: Seage
21/41 ⚡ 48

Chairman's Concerns

Chairman Hiro is pacing up and down the tanks full of clones, his brow furrowed. "Shouldn't they be calm now? That's what happened last time when the Tsunami hit, was it not?"

A man in a white lab coat walks half a step behind Hiro, gaze fixed on his PAD, frantically tapping at it. "Well, that is what happened last time, and in every case before as well: the volcano, the war, your—" He momentarily stops walking. "The... incident. The only reasonable conclusion has to be that the 23 seconds isn't the disaster they're reacting to. There's something even bigger coming."

Hiro comes to a stop in front of one of the tanks, watching the clone scream and hammer at the glass. "And have you managed to decipher what they're saying?"

"Yes... We think so, but... Well, we think they're saying, 'A new god approaches.' I've put out the usual feelers in NBN, but nothing so far on what that could mean."

"Very well. Thank you for your hard work. I suspect I may need to make a few calls."

Add this card to the victory display.

Victory 1.

STORY

VICTORIES



Designation: Harmony Chorus
Clone line: Ibara

Gathers in a decentralized network of small groups of Ibara clones (4–6). Another of the Jinteki-as-creator movements, this time focused on Harmony Medtech and saving of human lives.

Recommendations: Deploy surveillance teams and ensure this does not expand too quickly and enter public attention. Revisit Ibara model conditioning to reduce inter-clone compliance.

Designation: Network Ascendents
Clone line: Sato

The leader, known as the "Harbinger", possesses a charismatic influence over the group, encouraging devotion to the network as the ultimate good work instead of to their owners.

Recommendations: Send offer to Vera Shuyskaya to refresh her Sato assistant. This should dissolve the clone cult.

Spawn the set-aside Bruce Musashi at the Basement Entrance, exhausted and unengaged.

Add this card to the victory display.

Victory 1.

STORY

VICTORIES

Առաջնորդված Հեղուկ Unexplored Server

LOCATION

Cyberspace.

Առաջնորդված Հեղուկ Unexplored Server

LOCATION

Cyberspace.

Առաջնորդված Հեղուկ Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

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Անձնագիր Տ. Դոյլ

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Անձնագիր Տ. Դոյլ

Առաջնորդված Հեղուկ Unexplored Server

LOCATION

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Անձնագիր Տ. Դոյլ

Առաջնորդված Հեղուկ Unexplored Server

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Անձնագիր Տ. Դոյլ

Rambling Entry

Ada is making good progress. Answers are coherent, the right node clusters are lighting up when queries are thrown her way. I think we're reaching the local optimum of this combination of brain maps.

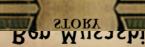
But every time, as she matures, random patches of the network start disappearing, for lack of a better way to put it. I know they used to be there but then the topology just changes and it's as if the addresses were never there. Almost like she's eating away at bits of the network. I've had to destroy and rebuild Ada multiple times. I know AIs can't break out of their containers, but... irrational, I know. I'm probably just being paranoid.

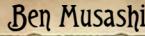
Spawn the set-aside Senshi b0e1 at the Lotus Field, exhausted and unengaged.

Add this card to the victory display.

Victory 1.

STORY

 1

 Ben Musashi

3 2* 4

Humanoid, Clone, Tracker.

Meatspace Spawn.

Retaliate. Patrol (Nisei Clone Vats (Scene of Chaos)).

→ Take 1 horror: Automatically evade Ben Musashi.

→ Take 1 horror: Deal 2 damage to Ben Musashi.

(This action provokes attacks of opportunity.)

Victory 1.

ENEMY

 1

 Tori Hanzō

4 3* 2

Humanoid, Sysop, Elite.

Meatspace Spawn – Server Room.

Hunter. Retaliate.

Forced – After you evade Tori Hanzō: Deal 2 damage to her, flip this card over, and move her to her cyberspace spawn location. (Do not remove attachments and tokens.)

Victory 0.

ENEMY

 1

 Senshi a7e3

4 2* 3

Tunnel Vision

ASSET

3



Program.

→ During your turn, if your cyber avatar is not engaged with any cyberspace enemies, exhaust Tunnel Vision: Move your cyber avatar to a connecting location.

Autoscripter

ASSET

3

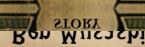


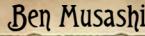
Item.

→ During your turn, if your meat body is not engaged with any meatspace enemies, exhaust Autoscripter: Move your meat body to a connecting location.

Victory 1.

STORY

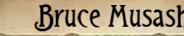
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 Bruce Musashi

Victory 1.

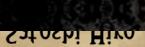
STORY

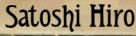
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 Satoshi Hiro

Victory 1.

STORY

 1

 Satoshi Hiro

Chairman, Jinteki

3 2* 4

3 2* 4

2* - 2*

Humanoid, Clone, Tracker.

Humanoid, Executive, Civilian, Elite.

Meatspace Spawn.

Retaliate. Patrol (Nisei Clone Vats (Scene of Chaos)).

→ Take 1 horror: Automatically evade Ben Musashi.

→ Take 1 horror: Deal 2 damage to Ben Musashi.

(This action provokes attacks of opportunity.)

Retaliate. Patrol (Nisei Clone Vats (Decommissioned)).

→ Take 1 horror: Automatically evade Bruce Musashi.

→ Take 1 horror: Deal 2 damage to Bruce Musashi.

(This action provokes attacks of opportunity.)

Meatspace Spawn.

Patrol (Nisei Clone Vats (Under Review)).

Forced – When you deal damage to Satoshi Hiro: Automatically evade him, instead.

Forced – After Satoshi Hiro attacks during the enemy phase: Each investigator gains 3 tags. Disengage him and trigger his patrol keyword.

Victory 1.

ENEMY

 1

 Senshi a7e3

4 2* 3

Victory 1.

ENEMY

 1

 Senshi b0e1

Victory 1.

ENEMY

 1

 Senshi b0e1

4 2* 3

4 2* 3

Program, Creature.

Program, Creature.

Cyberspace Spawn.

Alert. Patrol (Sunset Server).

→ Take 1 damage: Automatically evade Senshi a7e3.

→ Take 1 damage: Deal 2 damage to Senshi a7e3.

(This action provokes attacks of opportunity.)

Cyberspace Spawn.

Alert. Patrol (Fetal AI Sandbox).

→ Take 1 damage: Automatically evade Senshi b0e1.

→ Take 1 damage: Deal 2 damage to Senshi b0e1.

(This action provokes attacks of opportunity.)

Victory 0.

ENEMY

 1

 Senshi a7e3

Victory 1.

ENEMY

 1

 Senshi b0e1

Victory 1.

ENEMY

 1

 Senshi b0e1

4 2* 3

4 2* 3

Program, Creature.

Program, Creature.

Cyberspace Spawn.

Alert. Patrol (Sunset Server).

→ Take 1 damage: Automatically evade Senshi a7e3.

(This action provokes attacks of opportunity.)

Cyberspace Spawn.

Alert. Patrol (Fetal AI Sandbox).

→ Take 1 damage: Automatically evade Senshi b0e1.

(This action provokes attacks of opportunity.)



Woman in Red Dress

Humanoid. Sysop. Elite.

Cyberspace Spawn – Lotus Field.

Alert. Hunter.

Forced – After you deal damage to Woman in Red Dress, if she is not defeated: Exhaust her, disengage her from all investigators, flip this card over, and move her to her meatspace spawn location. (Do not remove attachments and tokens.)

Victory 0.



ENEMY

TREACHERY

Mirāju

Hex.

Revelation – You must either take 1 damage or move your cyber avatar to Lotus Field.

"First, blend with the attacker. Then, control the attack."

—The Playbook

TREACHERY

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Illus. Alexander Tooth

http://yandex.ru/pic

37/41

23\41



64

23\41



94

Illus. Alexander Tooth

http://yandex.ru/pic

37/41

23\41



64

23\41



94

Illus. Alexander Tooth

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64

23\41



94

TREACHERY

Cerebral Cast

Power.

Revelation – Test ♦ (4). If you fail, place each non-weakness card in your hand on the bottom of your deck in a random order. Then, draw that many cards.

There was a new texture in her cortex. It had always been there, she realized. It was everything, and nothing.

Illus. Smirtouille

http://yandex.ru/pic

40/41

40\41



65

40\41



92

Illus. Smirtouille

http://yandex.ru/pic

40/41

40\41



65

40\41



92

