

Deck Size: 40.

Secondary Class Choices: At deck creation, choose two classes.

Deckbuilding Options: Guardian cards (★) level 0–5, Neutral cards level 0–5, cards of your chosen secondary classes level 0–2.

Deckbuilding Requirements (do not count toward deck size): Another Day, Another Paycheck, Employee Strike, 1 random basic weakness.

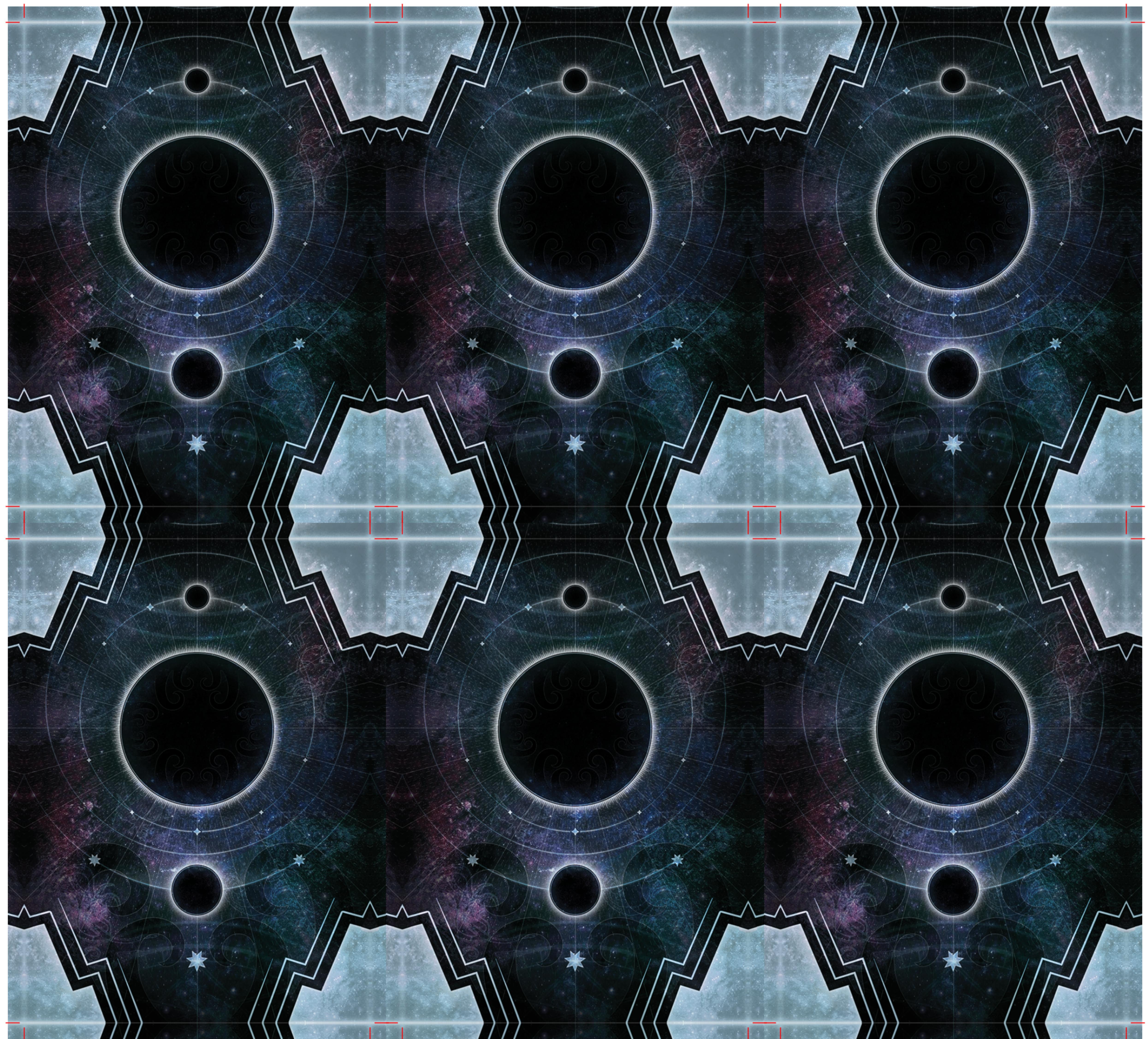
Additional Setup: Begin each game by forming a separate "Caisse deck" of Pawn, Knight, Bishop, Rook, and Queen, in that order, with each card faceup. (Pawn should be the top card of the deck.)

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 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.

***Sunny Lebeau**
The Security Specialist

***Reina Roja**
The Freedom Fighter









Deck Size: 30.

Deckbuilding Options: Seeker cards (2) 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): False Echo, Immolation Script, 1 random basic weakness.

AI 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.

Trait Choice: At deck creation, choose three *Traits*.

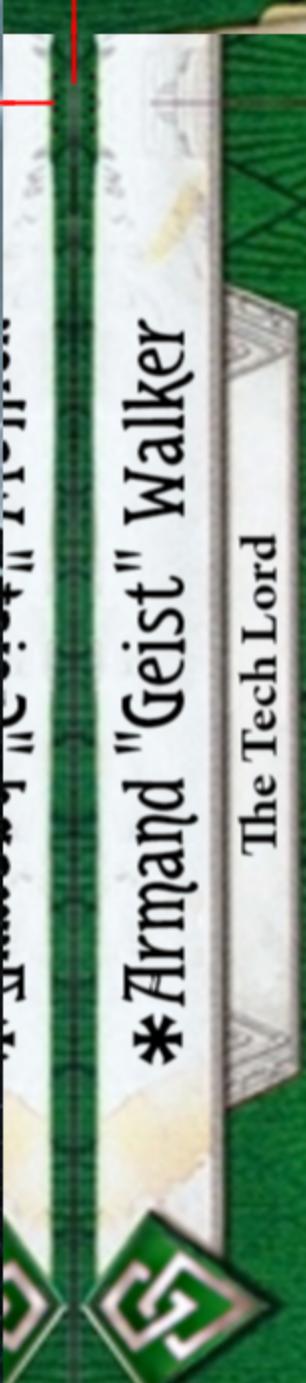
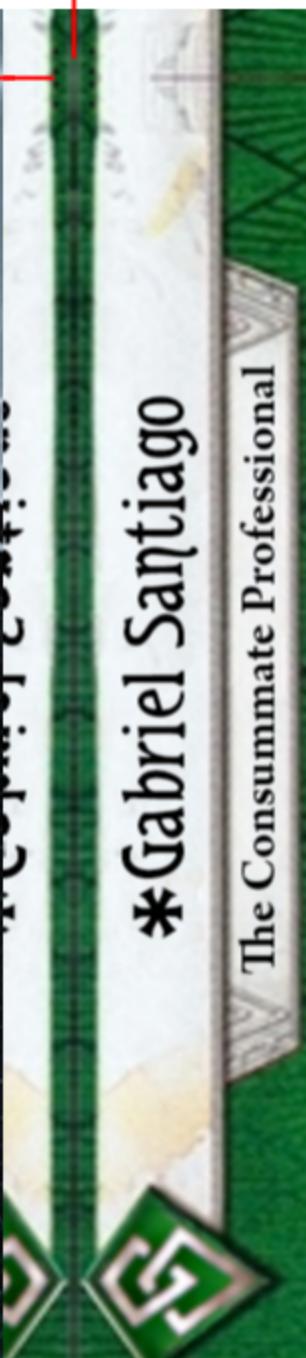
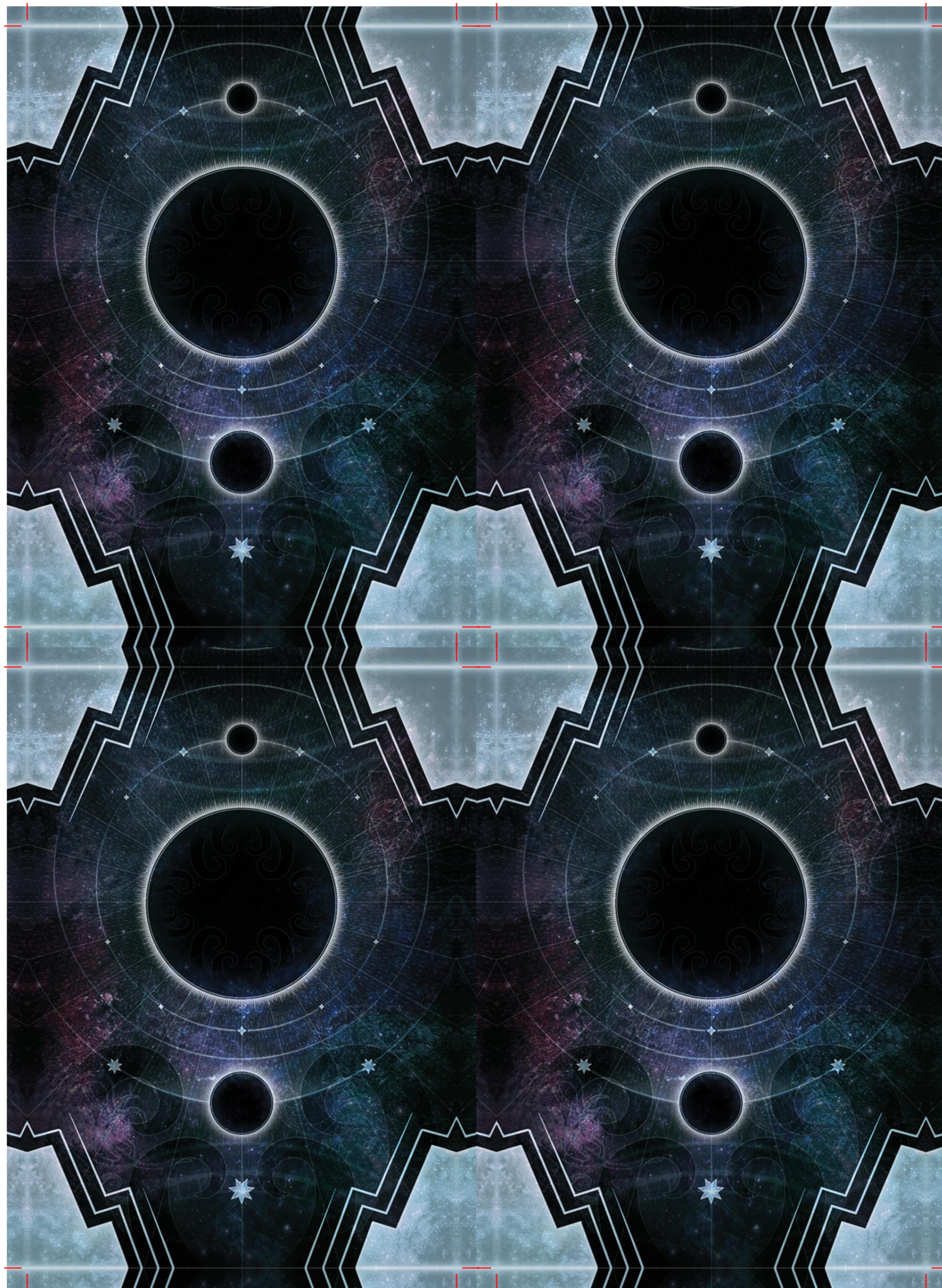
Deckbuilding Options: Seeker cards (2) level 0–5, Neutral cards level 0–5, up to 1 copy each of 2 different non-permanent assets for each of your chosen *Traits* level 0–1.

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.





Deck Size: 30.
Deckbuilding Options: Rogue cards (diamond) level 0–5, non-permanent Talent cards level 0–2, Trick cards level 0–2, Neutral cards level 0–5.

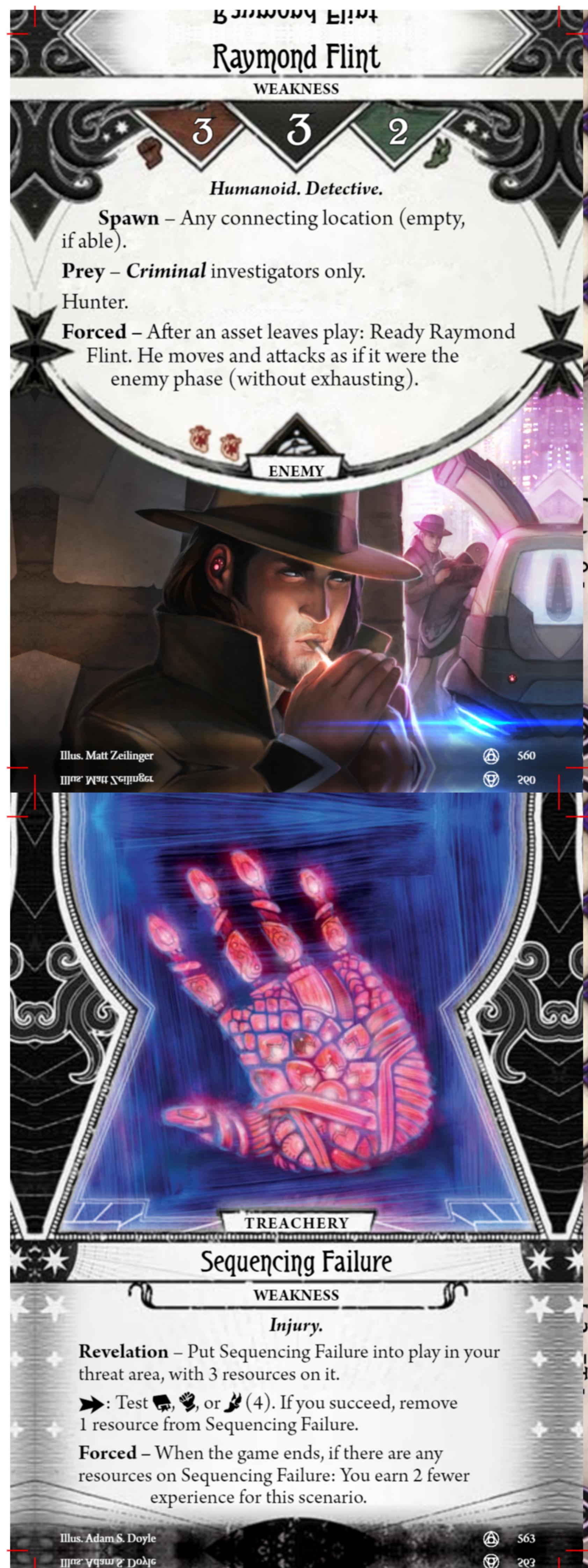
Deckbuilding Requirements (do not count toward deck size): Inside Job, Malapert Memories, 1 random basic weakness.

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

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, stim 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.



* 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 back-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 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.

* 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.

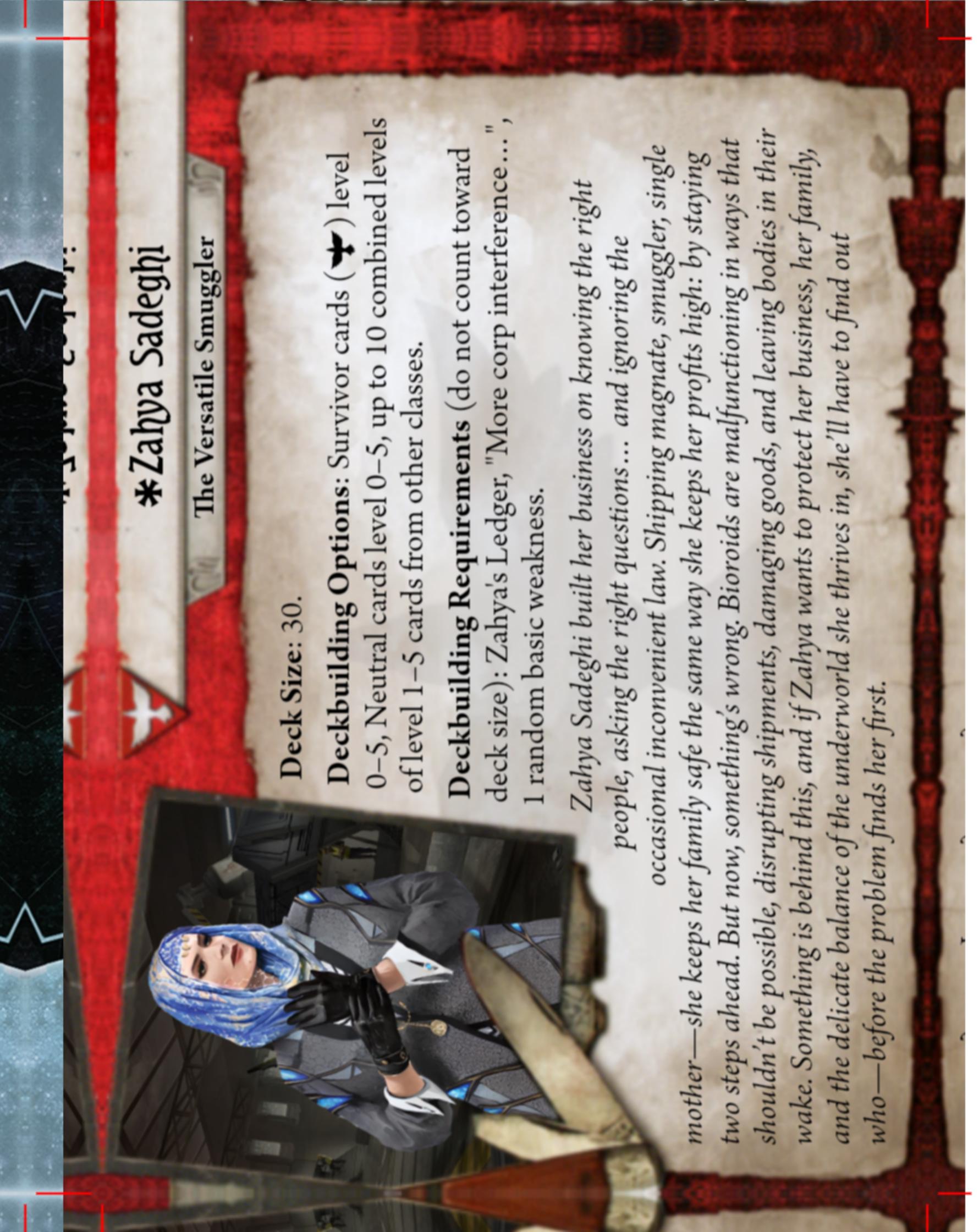
Deckbuilding Requirements (do not count toward deck size): Keiko, Fencer Fueno, Mystic Maemi, Paladin Poemu, Trickster Taka, Isolation, 1 random basic weakness.

Deckbuilding Restrictions: No *All*y assets.

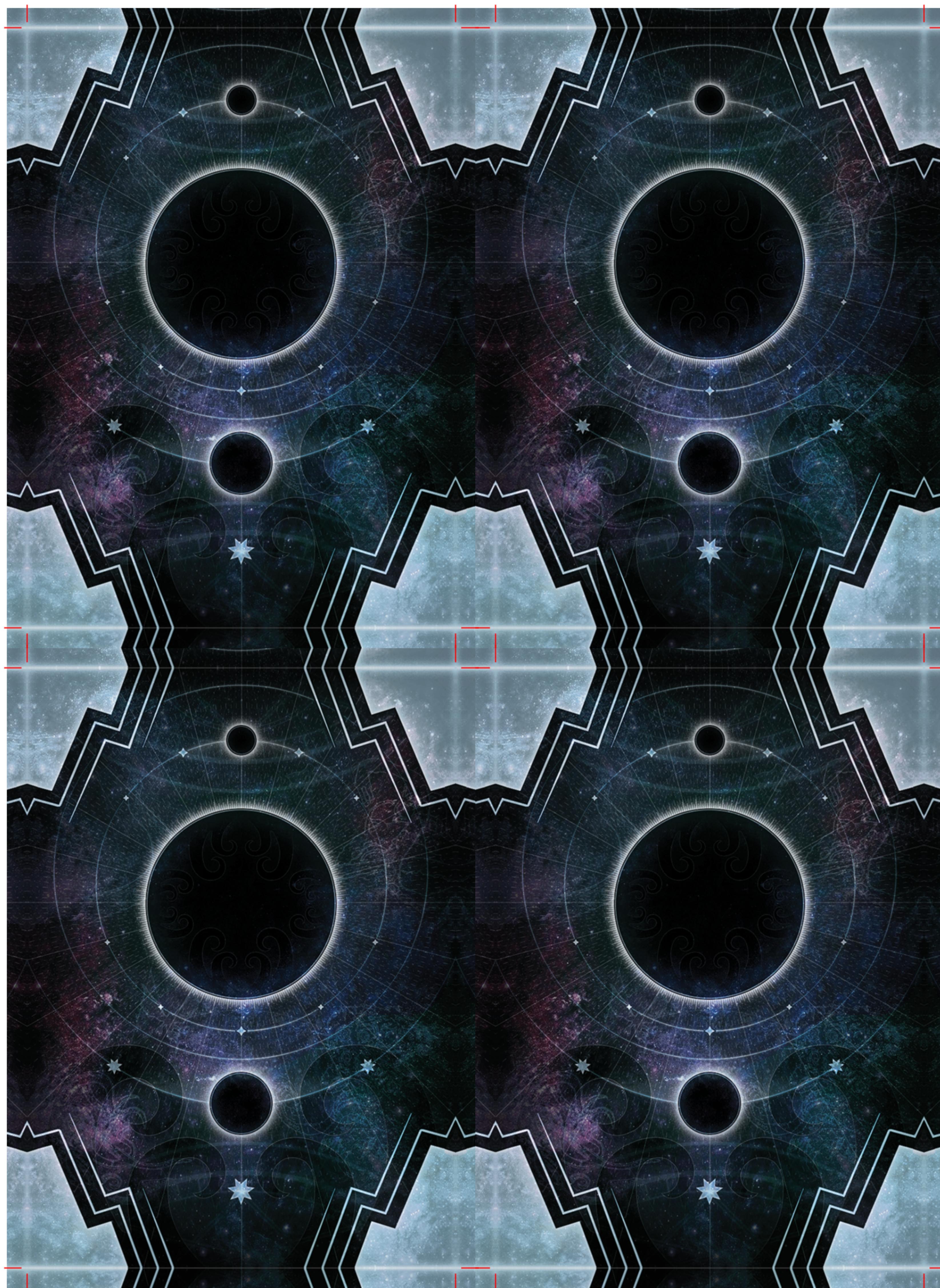
Additional Requirements: You deck must include exactly as many Spell cards as the size of your spellbook deck. During the setup of each scenario, you must shuffle each Spell card from your deck into a separate spellbook deck, then place Isolation on the bottom of the spellbook deck.

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.









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, Iretess, 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.



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-mod streetbanger who has never appeared to live up to expectations, MaxX works a long, gray, tightly 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.

