

CLASSIFIED // OPERATOR IDENTITY

ROLE // HARDWARE REVERSE-ENGINEER!

H4X0R_99

CAM-01 // REC LIVE



CLK: 4.0 GHz | BUS: 64-BIT | HW: ARMED

STACKS: 3 MAX

DEPTH: 7 / STK

BUFFER: 7 HAND

"Taxidermist by trade, grizzly bear stuffed with a server revealed a network of encrypted logs. Decoded them for years, now one of the few restoring order—learned to read terminals, not just write code."

>_ EXPLOIT OVERRIDE // IONCE PER GAME!

READY

Ⓜ Hack: once per game, Ⓜ Hack a location using another player's active **memory stack** instead of your own. They keep their physical cards, but you use their stack's suit and fragments.

NULL STATE™ // TERMINAL 01

36DA9E13-C43D-5C1D-AF3D-0C74D49D4B58

CLASSIFIED // OPERATOR IDENTITY

ROLE // ARCHIVAL CRYPTANALYST!

GREP_GREP

CAM-01 // REC LIVE



RESEX: COMPILED | L1: CACHED | STAT: OK

STACKS: 3 MAX

DEPTH: 7 / STK

BUFFER: 7 HAND

"In a fallout shelter, this paranoid librarian hoarded copper wire and retrofitted terminals. Now, they're one of the few survivors restoring the network. Their quirky sense of humor kept their sanity during pre-collapse chaos; now it helps them outsmart opponents."

>_ EXPLOIT OVERRIDE // IONCE PER GAME!

READY

⚡ Disrupt: once per game, when you ⚡ Disrupt, you may completely swap the positions (values 1-10) of any two **market tracks** on the board (no cards played).

NULL STATE™ // TERMINAL 01

3CAEC626-0E1A-5469-B43C-79A6319D50BC

CLASSIFIED // OPERATOR IDENTITY

ROLE // SIGNAL INTERCEPTOR!

STACK_SMASH

CAM-01 // REC LIVE



RF: 1420 MHz | PKT: 0xDEAD | SYNC: 99%

STACKS: 3 MAX

DEPTH: 7 / STK

BUFFER: 7 HAND

"In a pre-collapse city, they were a pigeon racer, harnessing radio telemetry for scrap parts to map fiber optic junctions. Now, as one of the few survivors tasked with restoring the network, their skill lies in piecing together fragmented data."

>_ EXPLOIT OVERRIDE // IONCE PER GAME!

READY

🔍 Scan: once per game, when you 🔍 Scan, look at the top 10 cards of the data deck. Keep 3 in your hand (ignoring **network scan** value) and place the other 7 back on top of the deck in any order you choose.

NULL STATE™ // TERMINAL 01

35A5C46F-105C-5540-9C65-4934D1979C65

CLASSIFIED // OPERATOR IDENTITY

ROLE // LOW-LEVEL KERNEL HACKER!

FRYBYTE

CAM-01 // REC LIVE



TEMP: 80°C | THREADS: 0x00 | CLOCK: 0C

STACKS: 3 MAX

DEPTH: 7 / STK

BUFFER: 7 HAND

"Born and bred in the grease-splattered streets of the old tech districts, Frybyte learned to slip through defenses with grease-stained fingers and copper mesh filters. A cook by day, terminal warrior by night—surviving on scraps and skills passed down from generations of kitchen hackers."

>_ EXPLOIT OVERRIDE // IONCE PER GAME!

READY

</>Program: once per game, you may **</>Program** up to 3 cards from your hand into 3 different **memory stacks** as a single action.

NULL STATE™ // TERMINAL 01

3F93A30B-800C-509D-A9BC-7A86DE96D9BC

CLASSIFIED // OPERATOR IDENTITY

IROLE // EXPLOIT PRODIGY

J4C0B

CAM-01 // REC

LIVE

STACKS: 3 MAX

DEPTH: 7 / STK

BUFFER: 7 HAND

"The youngest netrunner in District 01, Jacob turned lockdown security grids into childhood video games. Squeezing through ventilation shafts with a custom overclocked deck, he routinely bypasses corporate ICE and outsmarts veteran operators before bedtime."

> EXPLOIT OVERRIDE // IONCE

PER GAME!

READY

Trade

: once per game, when you

Trade

, you may claim the face-up market card from all three decks (Black, Grey, and White hat) in a single action, paying only the single highest market cost.

OVERCLOCK: MAX | SPEED: LIGHTNING | ICE: BYPASSED

NULL STATE™ // TERMINAL 01

3D99B264-71C2-52A3-BEC2-09FA475E0AA4

CLASSIFIED // OPERATOR IDENTITY

IROLE // FIRMWARE ARCHITECT

NULL_FORGERY

CAM-01 // REC

LIVE

STACKS: 3 MAX

DEPTH: 7 / STK

BUFFER: 7 HAND

"A retired arcade repairman who kept the old machines running in the blackout. They learned to bypass faulty hardware and reprogram broken circuits. Now, they keep the network running by hot-wiring terminals like they did the game consoles."

> EXPLOIT OVERRIDE // IONCE

PER GAME!

READY

Harden

: once per game, when you

Harden

 a location, you may place 1

control cube

 on every location where you currently have at least one cube, without discarding any

data cards

.

EEPROM: PATCHED | LOGIC: BYPASSED

NULL STATE™ // TERMINAL 01

3F8073BB-5627-57F8-9411-6FF7530FC711