

# HOW TO USE

---

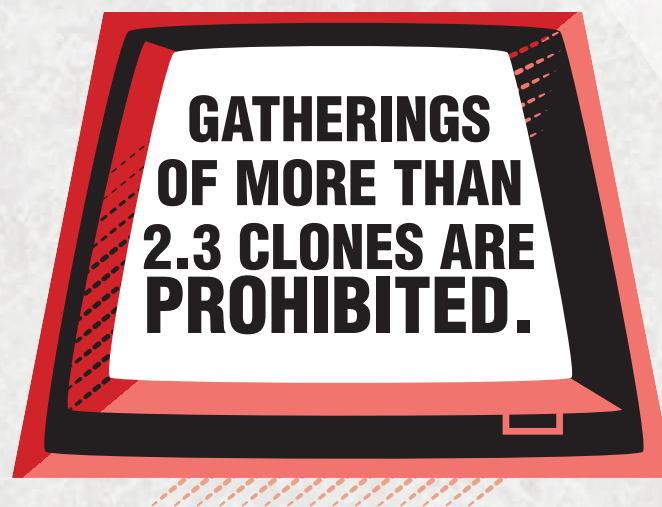
1. Print.
2. Cut along dotted lines.
3. Fold cut pieces in half.
4. Apply glue to unprinted side.
5. Press together firmly.

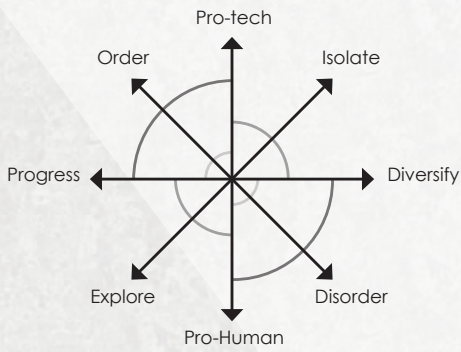
## USING THIS DECK

---

There are four types of cards here: new societies, factions, memberships and equipment.

1. Shuffle new societies and factions into your main secret society deck and draw them for PCs and NPCs as normal. 'Normal' includes stacking the deck, of course.
2. Role cards are optional. You can have each player draw one before they draw their secret society card and follow its instructions.
3. Secret society equipment is only issued to members sent on a mission or, very rarely, as a reward for good service. It cannot be bought with XP points, or delivered mid-mission. It is treasonous to own or use these items, which is why most of them are small and discreet.





**ALLIANCES AND ENMITIES**

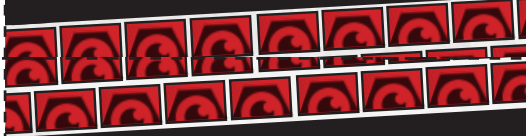
Holders of keywords that are next to each other on the star are Sympathetic: they have common ground and only a few small reasons to hate each other

Conversely holders of keywords that are directly opposite each other on the star are Antipathetic: they despise each other on principle and will do whatever they can to thwart or destroy their rival

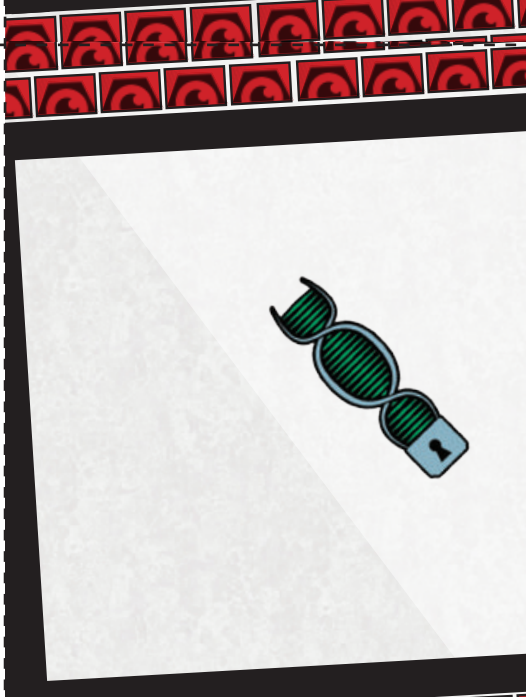
All other keyword relations are generically pathetic and that joke really wasn't worth the set-up

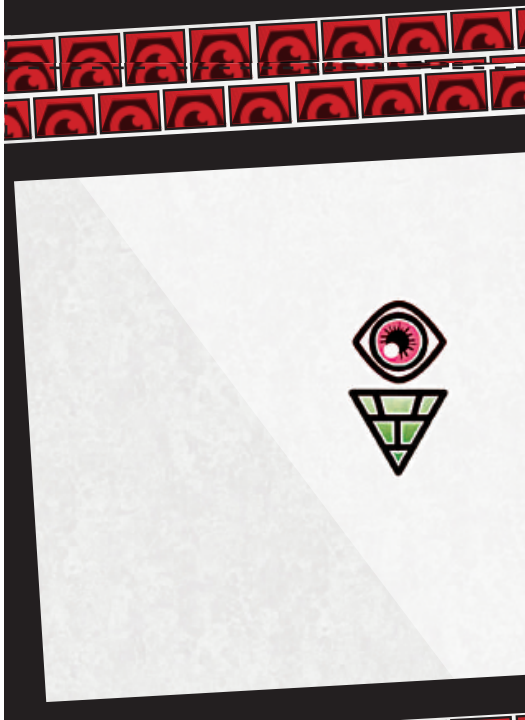
Another world lies beyond this one, and with the right rituals, chants, and secret wisdom from the Time Before you can access its power as 'magick' which is like science only better. Or it will be when you can make it work.















# SECRET SOCIETY MEMBER

## CELL LEADER

Secret societies are organised in a cell structure. You're a cell leader receiving instructions from on high and passing them on to your minions before carrying them out. (If you don't have minions then other cell leaders will laugh at you so you should get some.)

**Be leader-like!**



MEMBERSHIP NUMBER: 1000678264928674900763

SECRET SOCIETY ROLE

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



# SECRET SOCIETY MEMBER

## DEEP COVER

You work for IntSec and have infiltrated the ranks of another secret society to subvert their activities find out who their leaders are and bring them to justice. Draw a secret society card: that's them. If it's an IntSec card you may be in for an interesting game.

**Be investigative!**



MEMBERSHIP NUMBER: 100538362625374575963

SECRET SOCIETY ROLE

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



# SECRET SOCIETY MEMBER

## DIDN'T WANT TO MAKE A FUSS

You are in the same secret society as the player on your left only a slightly lower rank. Show them this card and await instructions.

**Be submissive!**



MEMBERSHIP NUMBER: 000967352796110566374

SECRET SOCIETY ROLE

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!





# SECRET SOCIETY MEMBER

## DIDN'T YOU KNOW?

You are in the same secret society as the player on your left - only you slightly outrank them. Show them this card and give them instructions.

**Be superior!**



MEMBERSHIP NUMBER: 000784783252791323663

SECRET SOCIETY ROLE

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVISOR

FUN IS MANDATORY!



# SECRET SOCIETY MEMBER

## DOUBLE AGENT

You are a member of two secret societies. What can you say? They were both really convincing. Draw two secret society cards.

**Be double-dealing!**



MEMBERSHIP NUMBER: 008534388788442568953

SECRET SOCIETY ROLE

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVISOR

FUN IS MANDATORY!



# SECRET SOCIETY MEMBER

## DOUBLE AGENT

You are a member of a secret society (draw a card) which has infiltrated another secret society (draw another card) as part of a plot. The details of the plot are hazy or classified. You will earn huge respect from B for all the information you can pass them about the secret deliberations and schemes of A.

**Be duplicitous!**



MEMBERSHIP NUMBER: 00800246422151433884

SECRET SOCIETY ROLE

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVISOR

FUN IS MANDATORY!

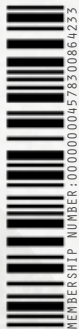


# SECRET SOCIETY MEMBER

## I'LL JOIN WHAT THEY'RE JOINING

You are in the same secret society as the player on your left or right your choice. Show them this card unless they have just shown you a similar card in which case congratulations the two of you just started a new secret society.

Be comradely!



MEMBERSHIP NUMBER: 1000000004578500864233



# SECRET SOCIETY MEMBER

## ISOLATED

Due to a purge or accident you have lost contact with the other members of your secret society. You carry on the good work as best you can but it'd be nice to be back in touch. Do what you can to re-establish contact.

Be optimistic!



MEMBERSHIP NUMBER: 100748967554245656776



# SECRET SOCIETY MEMBER

## OF COURSE YOU HAVEN'T HEARD OF US, WE'RE SECRET

Make up a secret society. You created it. You run it. You are eager to recruit new members particularly influential ones. Go for it!

Be bullish!



MEMBERSHIP NUMBER: 000067669411293245653





**SECRET SOCIETY MEMBER**

**PROPAGANDIST**

You are the propaganda officer of your cell within the secret society. Devise new and clever ways to spread the word and doctrine of your society to the world without getting caught. Make your secret society sound more interesting than other secret societies.

**Be persuasive!**



MEMBERSHIP NUMBER: 0000067665411295245653

**SECRET SOCIETY ROLE**

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



**SECRET SOCIETY MEMBER**

**RECRUITER**

Your job is to recruit new members to the secret society. Troubleshooters are particularly prized as members for their go-getting attitude and their easy access to laser weapons and explosives.

**Be convincing!**



MEMBERSHIP NUMBER: 00003422660064114448

**SECRET SOCIETY ROLE**

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



**SECRET SOCIETY MEMBER**

**SPLINTERED**

You are a part of a group that has split away from the main body of the secret society because they are wrong. You hate them for their wrongness. They must be convinced to change their ways or destroyed or replaced or any combination of the above.

**Be revengeful!**



MEMBERSHIP NUMBER: 0097963412131471073765

**SECRET SOCIETY ROLE**

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



# SECRET SOCIETY MEMBER

## SUSPICIOUS

You suspect that the person who recruited you into your secret society may not actually be a member of that secret society at all. Are they from IntSec? Are they from a different society or a faction? Who can you ask to find out?

Be careful!



# SECRET SOCIETY MEMBER

## THOUGHT IT WAS THE HOT FUN QUEUE

You have joined a secret society by mistake. You have nothing in common with its aims and objectives but you know that if you don't participate you'll be framed for treason. Maybe if you joined a different secret society they could help you...



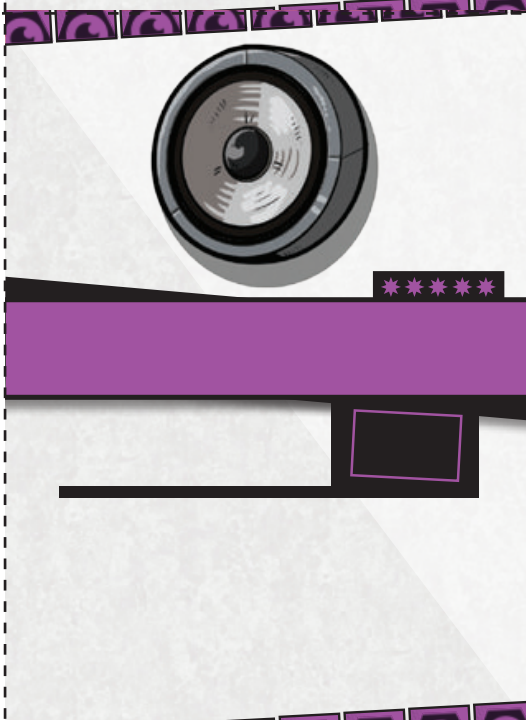
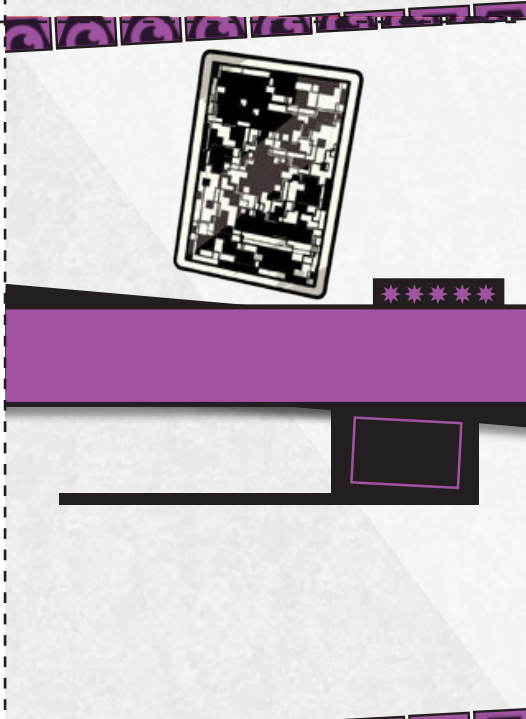
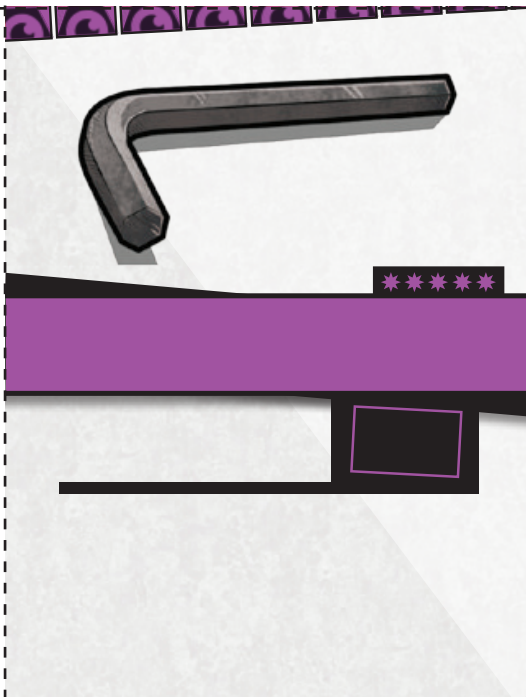
# SECRET SOCIETY MEMBER

## WANNABE

Draw a secret society card. You've heard a lot about this society and you like what you hear so you set up a chapter of your own. Current membership: you. One day perhaps you'll make contact with the main body of the society or they'll make contact with you and you can join forces. Until then you'll keep fighting the good fight on your own.

Be zealous!







Clonejack.app



**EQUIPMENT**

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



**EQUIPMENT**

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



**EQUIPMENT**

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



## GUARDIAN ANGEL

**ACTION ORDER**  
BRAINS +4

**SMALL**  
LEVEL 3

ISSUED BY: PRO-TECH; EXPLORE; ORDER; DIVERSIFY

This palm-sized dangle hooks up your visual feed to all cameras in the area (and some Cerebral Coretech units) to provide you with an edge in combat as you see your enemies before they see you. Your Defence is 2.

EQUIPMENT

WARNING! WARNING! WARNING!

DEFENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



## MASTER MICROPHONE

**ACTION ORDER**  
CHUTZPAH +2

**SMALL**  
LEVEL 1

ISSUED BY: PRO-HUMAN; ISOLATE; PROGRESS; DISORDER

Sends a signal that is broadcast through all network-connected speakers up to 120 metres from the device. Can transmit live speech or a pre-recorded message. WARNING: DO NOT COMBINE WITH THE BASS AMP unless you're Death Leopard in which case, you know, knock yourself and everyone else out. Possession of this item is treason.

EQUIPMENT

WARNING! WARNING! WARNING!

DEFENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



## MOTHER OF ALL BOMBS

**ACTION ORDER**  
BRAINS +4

**MEDIUM**  
LEVEL 5

ISSUED BY: PRO-TECH; PRO-HUMAN; DISORDER

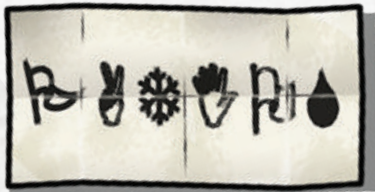
(What's a mother?) This bomb is stupidly, dangerously destructive and can easily level a decent-sized building or, if you're smart about it, a whole sector. Has a timer and several buttons but no instruction manual. Best of luck. Possession of this item is treason.

EQUIPMENT

WARNING! WARNING! WARNING!

DEFENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



\*\*\*\*\*

## PATOIS

### ACTION ORDER

N/A

**SMALL**  
LEVEL 1

ISSUED BY: ALL SECRET SOCIETIES

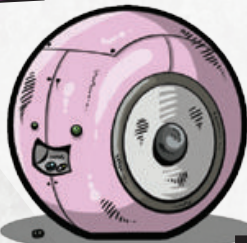
Your society has its own secret proto-language, slang, argot, code or communication system that its members use to pass messages. This language may be spoken, written, gestural or any combination. (Make some of it up and use it in-game.) Patois can be learned the hard way, or downloaded as a special skill package. Possession of unauthorised skill packages is a security risk and treason.

EQUIPMENT

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



\*\*\*\*\*

## SANITY SUITE

### ACTION ORDER

N/A

**SMALL**  
LEVEL 1

ISSUED BY: PRO-TECH; ISOLATE; ORDER; DIVERSIFY

This collection of soothing music, motivational messages and fairly serious drugs keeps the Troubleshooter in comfort no matter how stressful the situation is becoming. Every hour of play, regain 3 Moxie points. (Work out at what point on the hour you get the Moxie back.) Possession of this item is treason.

EQUIPMENT

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



\*\*\*\*\*

## TRAITOR CHIP

### ACTION ORDER

MECHANICS +2

**SMALL**  
LEVEL 3

ISSUED BY: PRO-HUMAN; EXPLORE; DISORDER; DIVERSIFY

Hardware. Insert this into a bot's circuitry to turn it against other bots; it will zealously attack them until it is destroyed or the chip is removed. Bonus fun fact: also comes with software allowing the bot to feel guilt and remorse for its actions. Possession of this item is treason.

EQUIPMENT

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!





## ARTEFACT OF THE TIME BEFORE

**ACTION ORDER**  
??????

**SIZE ?**  
LEVEL ?

**ISSUED BY: ALL SECRET SOCIETIES**

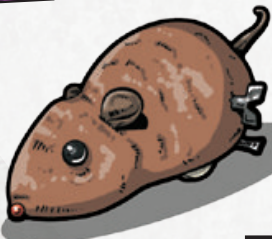
You decide what this pre-Alpha Complex object is, subject to GM approval, but crucially its existence proves that your Secret Society is correct. It is very old and incredibly important. It must not fall into enemy hands or enemy gripping appendages, or hands (or appendages) that might pass it to enemy hands (or appendages). Possession of this item is probably treason.

**EQUIPMENT**

WARNING! WARNING! WARNING!

PERFORMANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



## ARTEFACT OF THE TIME BEFORE

**ACTION ORDER**  
??????

**SIZE ?**  
LEVEL ?

**ISSUED BY: ALL SECRET SOCIETIES**

You decide what this pre-Alpha Complex object is, subject to GM approval, but crucially its existence proves that your Secret Society is correct. It is very old and incredibly important. It must not fall into enemy hands or enemy gripping appendages, or hands (or appendages) that might pass it to enemy hands (or appendages). Possession of this item is probably treason.

**EQUIPMENT**

WARNING! WARNING! WARNING!

PERFORMANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**