

UNIVERSAL SOLDIER™

A CINEMATIC SOURCEBOOK



COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

CA 1-05



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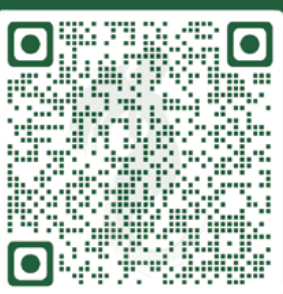
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FOREWORD

Jean-Claude Van Damme's height of popularity as an action star was a little before my time and, although I've since gone back to watch as many classics as I could, Yet, I didn't get around to watching *Universal Soldier* until I was preparing to write this book. But the prospect of including cybernetics in *Everyday Heroes* had me excited, and I'm now excited to present that and more.

I can't say that I came away from the film as a huge fan, but the themes and concepts that it presents are fascinating, and they felt like a foundation for a great RPG setting. Reanimated cyborgs, questions about ethics and the nature of human beings, and themes centered on treating soldiers as expendable automatons--all things that I've tried to build on here, while also bringing new ideas to the table by taking a look at what our current world would be like if miraculous technology had been revealed in the '90s.

I hope that, with this book, you can play all sorts of games inspired by *Universal Soldier*, by its themes, by the concept of a modern world filled with corporations that produce marvels of technology, or just by the ability to play a cool cyborg that kicks bad guys in the face. So, are we having fun yet?

Sincerely,

CHRIS "GOOBER" RAMSLEY
LEAD DESIGNER
EVIL GENIUS GAMES

PART I: INTRODUCTION

Comfort and Safety

For the comfort and safety of you as the Game Master, and of your players, we want to outline themes in *Universal Soldier* that may be uncomfortable for some people. We recommend discussing them with your group before you begin play, and asking if anyone has concerns about how these topics are presented.

- ▶ Loss of memory and identity
- ▶ Mind control and loss of free will
- ▶ Replacing body parts
- ▶ Surgery and implants
- ▶ Involuntary surgery

If any players express concern about these themes or depictions, we recommend that you take efforts to minimize the focus on the concerning theme.

Fade-to-Black Tool

As a group, determine a way for anyone in the game to signal when they would like an uncomfortable scene to resolve “off-screen” with no further description. You can then narrate a “fade-to-black.” The consequences of actions still happen, and the world still moves on, but the details of that scene are now left to the imagination.

Ideally, the signal is a gesture that is easy to observe for everyone in the game. In-person games often use a card or figure to point to. The X-card (a card or paper with an X drawn on it) is a common standard. Saying “let’s fade to black” is an option as well.

Universal Soldiers are the ultimate warriors—indestructible, brutally lethal, and perfectly loyal. At least theoretically. When the secret government project to reanimate deceased soldiers with cybernetics and strange chemicals was finally ready for field testing, however, things went south fast. The soldiers began to remember their lives, and two went rogue. To make matters worse, the debacle was exposed to the public, and the project was shut down. But with the cat out of the bag and the technology leaked, governments and corporations across the world scrambled to create their own cybernetic super soldiers.

Thirty years after the Universal Soldier program was shut down, shadowy organizations and secret government agencies are creating their own Universal Soldiers with varying degrees of success. And the miraculous cybernetic technology developed for the original program has proliferated, making cybernetic prosthetics and enhancements widely available to the general public.

In *Universal Soldier*, players take the roles of free-willed UniSols, along with a variety of other cybernetically-enhanced warriors and heroes who are working to expose the corrupt organizations that want nothing more than total dominion over their obedient soldiers.

The Movie

Released in 1992, *Universal Soldier* stars the legendary action movie veterans Jean-Claude Van Damme and Dolph Lundgren as soldiers Luc Deveraux and Andrew Scott, respectively, who, after killing one another during the Vietnam War, are reanimated by a secret military program that seeks to create the ultimate soldier. Meant to be robotically obedient, Deveraux and Scott break from their conditioning as memories of their lives come flooding back. While Scott continues his maniacal killing spree, believing that he is still in Vietnam, Deveraux escapes with a journalist investigating the program, and begins to regain both his memories and his humanity. Scott eventually comes after Deveraux, but the latter is able to defeat him, and details of the incident are released to the public.

Universal Soldier is a high-concept, sci-fi, action blockbuster with a fascinating premise that pits two action legends against each other. The film grossed \$95 million worldwide, with \$36 million in the US and Canada, and \$59 million internationally.

The World of Universal Soldier

In the world of *Universal Soldier*, miraculous technology was developed by a secret government project known as Black Tower. By using a combination of surgeries, chemicals, and cybernetic enhancements, the Black Tower team reanimated the frozen bodies of deceased soldiers in order to create Universal Soldiers, or UniSols,

The technology necessary to create UniSols was exposed to the public in 1992. The reanimation of humans through these terrifying means was immediately outlawed. Nonetheless, many of the medical and cybernetic secrets were adopted by government contractors, and the fields of cybernetics and robotics jumped ahead by decades. Over time, other secrets to creating UniSols were leaked, stolen, or used secretly by a variety of government agencies, which ensured the continuation of Black Tower's research.

Otherwise, in the modern world of *Universal Soldier*, most things remain the same as they are in our world. However, cybernetic prosthetics and enhancements have become commonplace, as have autonomous--though not self-aware--robots.

History

The timeline of *Universal Soldier* first diverges from our own in 1968, during the Vietnam War, but everything else appears similar to our timeline until 1992, when the Universal Soldier program is first exposed.

Black Tower and the UniSol Program

In 1968, Black Tower was founded. Conceived by a man named Dr. Christopher Gregor, Black Tower was an organization officially under the authority of the United States Army. In reality, however, it operated autonomously with no real oversight. Only the top brass knew anything about it, and they were happy to look the other way to avoid being blamed should the project fail.

Black Tower's mission was to create the perfect soldier: stronger, faster, and more loyal than any other. To accomplish this task, Black Tower began to gather and freeze the bodies of deceased soldiers. While these bodies were being kept fresh in a deep freeze, they were also being modified through a process known as "Hyper-Acceleration": a combination of mechanical implants and chemical serums that greatly accelerated a subject's metabolism at a cellular level.

Once a body was properly prepared, thyroid and pituitary augments were used to reanimate it. With cybernetics to aid in locomotion, computers implanted



in the brain to operate the body, and a combination of coolants and enzymes to both cool the body and maintain the incredible energy required, a soldier was brought back to a semblance of life. None of the subject's personality or memories remained, but this was expected. Soldiers were not favored for their personalities and memories, but instead for their potential to retain muscle memory, .

The UniSol program saw numerous failures before finally honing its process enough to produce functional UniSols. But in 1992, the program was ready to test its new cybernetic warriors in the field and, thereby, to demonstrate their effectiveness to the military, which had not been told how these perfect soldiers were created.

The UniSols functioned perfectly at first, showing incredible strength and stamina, exceptional combat skill, and absolute loyalty. Unfortunately for Black Tower, however, things went wrong rather quickly. One of its soldiers, GR13, created from the body of Vietnam soldier Sgt. Andrew Scott, began to show signs of emotion, enjoying the fight and delighting in the violence. Soon after, GR44, made from the body of one of Scott's subordinates named Luc Deveraux, abandoned the mission. Dr. Gregor ordered the other soldiers to pursue, but GR13 soon went rogue as well.

Black Tower was unable to recover either lost agent. Deveraux escaped with a television reporter named Veronica Roberts. Both rogue UniSols regained their memories and personalities, and Roberts used the information gathered to expose Black Tower and their secret experiments.

Cybernetic Progress

Following the failure of Black Tower, the United States Army seized the organization's assets. Most records were sealed, but the remarkable advances in integrating mechanical parts into human biology was deemed worth pursuing, so long as unwilling subjects and deceased soldiers were no longer used.

The actual research into these new technologies was outsourced to a number of military contractors to be developed first for military purposes, then for civilian use. Over the course of the '90s, use of cybernetics by the US military slowly increased, and by the turn of the century, the first commercially available cybernetic prosthetic became available.

The early 2000s saw an enormous boom in cybernetic research. A wide variety of companies joined the lucrative industry, able to negotiate for, steal, reverse engineer, or recreate existing research to jumpstart their own programs all around the world. Prosthetics became increasingly advanced, but this speed left the field chaotic. Companies rose and fell in rapid succession as new technologies were created, monetized, and then eventually regulated.

The 2010s saw a stabilization of cybernetics as a business, and a handful of large corporations and conglomerates emerged as leaders in the field. The most noteworthy of these include Aegis Robotics, BioCyber, Helix, Nexus Cyber Solutions, Maxim Neuronetics, and Synthetix.

Black Tower's Legacy

Research in reanimated soldiers did not end with Black Tower. Other government agencies made attempts over the decades, with varying degrees of success. While officially illegal, UniSols have been used sporadically by the United States military over the years, but they have never been considered stable enough for widespread use.

Meanwhile, many others have tried their hand at creating UniSols. Some simply tried to recreate the program from scratch, and over time more bits and pieces of Gregor's research were declassified, leaked, or stolen, allowing militaries and private organizations around the globe to begin their own UniSol programs, with varying levels of success.

Others went straight to the source: Dr. Gregor himself. A new organization claiming the name Black Tower was soon created with the goal of perfecting UniSol technology. While Gregor remained in prison, his insights were instrumental, and the new Black Tower produced functional UniSols as early as 1997, selling their "perfect soldiers" to the highest bidder. Despite efforts by world governments to crack down on UniSols, the resurrected Black Tower has remained the most prolific and advanced creators of reanimated super soldiers into the modern day.

Modern Day

In the modern world, cybernetic prosthetics are widely available, safe to use, and highly sophisticated. Machines integrate into the body, connecting to nerves and providing sensory feedback. And computers implanted in the brain allow humans to remotely access and control not only cybernetics, but a variety of devices simply through thought.

UniSols remain illegal to produce, though militaries still use them occasionally on an unofficial basis. Black Tower has improved the production process significantly, producing more loyal soldiers through brainwashing and chemical suppression of personalities, but even these UniSols have been known to become erratic over time, and UniSols created by other organizations remain far less stable.

With public recognition of the existence of UniSols, reintegration programs can be found all around the world for anyone illegally reanimated by this technology. UniSols can safely return to their old lives, so long as they consent to strict monitoring and government-mandated therapy.

Corporations

The six largest corporations in the fields of cybernetics and robotics control the vast majority of the market. Though each has its own specialties and products it is known for, all of these corporations produce a wide variety of prosthetics available to the public and carry out numerous military contracts.



Aegis Robotics

Headquarters: Silicon Valley, California, United States

Specialization: Artificial intelligence, robotics, weapons

Founded in 2002 during the boom in cybernetic and robotic tech companies, Aegis Robotics focused on military contracts, promising to provide autonomous defense robots to the world. Through shrewd business practices, the acquisition of many rival companies, and a great deal of venture capital, Aegis has been able to secure its position as the top cybernetic weapons manufacturer in the world, and their longtime goal of producing purely robotic soldiers and police officers to the world is finally underway.



BioCyber

Headquarters: Cambridge, Massachusetts, United States

Specialization: Cybernetic organs, surgical tools

A relative newcomer to the global scene, BioCyber had its start in 2017 as a manufacturer of surgical tools designed specifically for cybernetic implant and repair surgeries, but soon expanded into producing their own line of synthetic organs. They are now known as the leading experts in internal cybernetics, much to the chagrin of their competitors.



Helix

Headquarters: Florida Keys, Florida, United States

Specialization: Cryogenics

Originally a small company dedicated to cryogenics research in the '80s, Helix was catapulted into international success when they acquired one of the scientists who worked on the original Black Tower Universal Soldier program. With this scientist's insights into restoring frozen tissue, Helix was able to perfect the technique of cryogenics: freezing and unfreezing living bodies without causing lasting damage.



Nexus Solutions

Headquarters: Tokyo, Japan

Specialization: Nanites

A prolific cybernetics research and development conglomerate that emerged in the late '00s, Nexus Solutions offers a wide variety of prosthetics and enhancements for civilian and military use, but as the field has grown more competitive, they have begun to be known primarily as the leaders in nanite technology. While they still produce just about any kind of cybernetics imaginable, their medical nanites are second to none.



Maxim Neuro

Headquarters: Seoul, South Korea

Specialization: Mental implants, software

Formed just after Black Tower was shut down with the goal of recreating mental augmentations, Maxim Neuro was first known for their research in the area of controlling machines and software through thought alone, but as computer technology became miniaturized in the 2000s, they achieved their goal of implanting computers into the minds of patients. Though not the last to produce such technology, Maxim remains a leader in mental implants.



Synthetix

Headquarters: Ottawa, Ontario, Canada

Specialization: Lifelike prosthetics

Beginning as a biotech startup in 2005, Synthetix produced synthetic skin grafts, but soon moved into the field of cybernetics, becoming known for their lifelike prosthetics and complex sensory feedback. They have since become the top manufacturer in civilian prosthetics, producing mechanical replacements that look, feel, and function as close to their biological counterparts as possible.



PART II: HERO OPTIONS

Origin

Origin is a new mechanic for creating heroes who are substantially different from modern humans such that their intrinsic nature requires special rules to simulate. Humans are the default origin in *Everyday Heroes*.

Origin Mechanics

Origin is specified when determining your ability scores. The ability score rules in the *Everyday Heroes Core Rulebook* are for heroes of human origin. Some origins use the human default, while others specify their own method for ability scores. These modifications help ensure that different origins are roughly balanced with the human baseline.

Origins can also include any number of other special traits or rules that pertain to that origin. While they can be nearly anything, they should always represent intrinsic qualities that stem from the origin, and not talents learned through lived experience. Thus, you won't typically see proficiencies as part of an origin.

Cyborg

You have one or more powerful cybernetic enhancements that you are trained to use. Select this origin if you want to begin the game as a level 1 hero with cybernetics with a Strain value above 0. You need not choose this origin to begin with Strain 0 cybernetics, nor to take the Cybernetic Tolerance feat at later levels.

Cybernetics. Your Maximum Strain is increased, which allows you to operate additional cybernetic implants without penalty. Choose one of the following:

- ▶ Minor enhancements. Your Maximum Strain is increased by 2.
- ▶ Major enhancements. Your Maximum Strain is increased by 4.
- ▶ Extreme enhancements. Your Maximum Strain is increased by 6.

You can begin the game with up to your Maximum Strain worth of cybernetics with a Price of 5 or lower already implanted, and fully recovered from any surgery required to implant them.

Strain

Strain is a new mechanic explained in full in the Cybernetics section below, but in short, it is a limit to how many powerful cybernetic implants a hero can have. Each implant comes with its own Strain value, and exceeding your Maximum Strain causes you to take increasing penalties. Cybernetics that provide no special bonuses, such as prosthetics, always have a Strain value of 0.

Cyborg Ability Scores

A cyborg's ability scores depend on what level of enhancements they choose: minor, major, or extreme. A cyborg's Ability Score Limit is always the same as a human's: 20 for all ability scores, though some cybernetic enhancements may change this.

Minor Enhancements

Starting Array: 15,13,13,12,10, 8

Point Buy: 25 points (15 maximum)

Rolling: 4d6 (drop the lowest) on five rolls and 3d6 on one roll

Major Enhancements

Starting Array: 14,14,12,12,10, 8

Point Buy: 24 points (14 maximum)

Rolling: 4d6 (drop the lowest) on four rolls and 3d6 on two rolls

Extreme Enhancements

Starting Array: 14,13,12,12,10, 8

Point Buy: 22 points (14 maximum)

Rolling: 4d6 (drop the lowest) on three rolls and 3d6 on three rolls

Synthetic

Advances in robotics have resulted in the production of fully autonomous machines, capable of performing complex tasks. These robots are not self-aware and are not truly people—but you are. Whether created by accident or intention, you are a synthetic person, complete with your own thoughts, feelings, and goals. Who created you, and why? Do you even know?

Your mind is unique, housed in a digital brain. You cannot download yourself into another body or back yourself up on a server, but so long as your brain remains undamaged, your body can always be repaired or replaced.

Current laws and regulations do not recognize machines as people with legal rights, but humans with entirely cybernetic bodies exist, and you can pass as one of them. Unless you have a profession such as Indentured Warrior or Off the Grid that says otherwise, you have documents proving your humanity and are a legal citizen, though close inspection of your brain shows that you are entirely synthetic.

Cyber Augments. You are not biological in nature, but you can still replace some of your body parts with cybernetics. You can “implant” cybernetic enhancements during a long rest without the need for surgery. As you have no organs, you cannot benefit from internal cybernetics. You take the normal penalties for exceeding your Maximum Strain.

Cyber Intelligence. Your mind exists within a computer. You gain the benefits (and drawbacks) of the Cyberbrain, Brain Port, and Memory Booster cybernetic enhancements. These enhancements do not count toward your Maximum Strain.



Mechanical Nature. You are a machine. You count as a robot (autonomous), instead of a person (human). You do not age, and are immune to all illnesses and poisons. In addition, you do not need to eat or breathe, and you cannot gain levels of Intoxication or become Sickened, except by effects that specifically target robots.

Instead of sleeping, you must remain in an inactive but alert state in order to benefit from a long rest, and you must spend at least 4 hours of the long rest plugged into a power source; a standard electrical socket is enough to count.

In addition, whenever anyone takes the First Aid action to aid you, they make an Intelligence (Mechanics) check, instead of an Intelligence (Medicine) check.

Metal Frame. Your body has many delicate components, but they are protected by durable metal. You gain the benefits of the Dermal Plating cybernetic enhancement, which does not count toward your Maximum Strain.

Short Circuit. Your body is controlled by delicate electrical circuits. Whenever you take at least five times your proficiency bonus in electrical damage from one source, you suffer disadvantage on attack rolls and ability checks until the end of your next turn.

Shut Down. As a machine, damage to most of your body cannot actually kill you, but merely renders you unable to move. When you are reduced to 0 hit points, you do not make death saving throws and you automatically stabilize. Further damage cannot kill you, but if your head is destroyed, you die.

Synthetic Ability Scores

Starting Array: 14,13,12,12,10, 8

Point Buy: 22 points (14 maximum)

Rolling: 4d6 (drop the lowest) on three rolls and 3d6 on three rolls

Ability Score Limit: 22 Strength, 22 Intelligence, 20 for all other ability scores.

UniSol

Universal Soldiers, or UniSols, are medical marvels created from preserved corpses through a combination of chemical therapies and cybernetics that allow the body to be reanimated. Originally designed to be perfectly loyal operatives with no will of their own, the procedure turned out to be even more miraculous—though less tactically useful—than was intended, allowing many UniSols to regain their memories and become full-fledged human beings once more.

You are one of these Universal Soldiers. Whether created by the original Universal Soldier program in the '90s or one of the many copycat programs since, your creation

was most certainly illegal. But most modern governments accept that this is not your fault. If you are not still working for your creators or someone they sold you to, you might be lost and confused, seeking your identity, or you could be fully reintegrated into society, with your documents updated to show that you are alive.

Computerized. Your brain has been augmented with digital technology. You automatically have the Cyberbrain, Mind Port, Auto Targeting, Emotional Regulator, and Reflex Enhancer cybernetic enhancements, which do not count toward your Maximum Strain.

Enzyme Serums. These special serums are designed to keep a UniSol's body cooled and energized, allowing them to push their bodies beyond what humans are normally capable. When you take an enzyme serum, you gain the following benefits until you finish a short rest:

- ▶ You have advantage on Strength ability checks and saving throws.
- ▶ You can ignore your Overclocked feature (below).
- ▶ Remove any levels of exhaustion already taken from suffering fire damage, and up to one level of exhaustion due to missing sleep.

Unfortunately, enzyme serums also suppress the memory and personality of any UniSol that takes it. When you take an enzyme serum, you lose any proficiencies and special features that were granted to you by your background until you finish a long rest.

You can roleplay this loss of personality however you choose. Your hero might become more robotic in voice and action, forget their attachments, or become easily suggestible. Ultimately, you decide how this affects your hero, though, and it does not need to have any outward effect if you don't want it to.

Overclocked. You are prone to overheating. In order to benefit from a long rest, you must rest in below-freezing temperatures. An ice bath or freezer works just as well as a winter night. In addition, the first time that you take fire damage during each round, you suffer one level of exhaustion. This exhaustion is removed if you spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. Your body has been reanimated with a variety of technological marvels. You do not age, you are immune to all illnesses, and you cannot gain levels of Intoxication. You have damage reduction 5 against poison damage, and you have advantage on saving throws against the effects of poison.

Self-Repair. It is extremely difficult to actually kill you. You have advantage on death saving throws, and if you would die, you instead shut down and appear dead to anyone not familiar with UniSol biology. Until you finish a long rest or an enzyme solution is administered to you, you cannot regain hit points or become conscious. If your body is completely destroyed, you die as normal.

UniSol Ability Scores

Starting Array: 14,13,12,12,10, 8

Point Buy: 22 points (14 maximum)

Rolling: 4d6 (drop the lowest) on three rolls and 3d6 on three rolls

Ability Score Limit: 22 Strength, 22 Constitution, 22 Dexterity, 20 for all other ability scores.

Backgrounds

These backgrounds are available to heroes in *Universal Soldier* in addition to those found in the *Everyday Heroes Core Rulebook*. You can also use them in any other setting where they fit the genre.

Corporate Legacy

One or both of your parents are CEOs or prominent board members of a major corporation. You were groomed from birth to assume a leadership position in this company, and you now await your destined promotion. You might be eager to finally inherit what was promised to you, or you might not want it at all, but either way, your current position comes with some benefits.

Ability Adjustment. Increase your Intelligence by 1, to a maximum of 20.

Skill Proficiencies: Social Sciences

Iconic Equipment: Corporate ID, perfectly fitted business suit

Special Feature: Corporate Heir. Though your actual authority is limited by your current position, people in your family's company fear or respect you. Once during each adventure, you can call on someone in your company as if they were a contact with level 2 in any category of your choice. See Part 3 of this book for more on contacts.

Early Cybernetics

As a result of missing or lost body parts, or perhaps simply your parents' obsession with cybernetics, you grew up with cybernetic prosthetics. Cybernetics are as natural to you as any other part of your body.

Ability Adjustment. Increase your Constitution by 1, to a maximum of 20.

Skill Proficiencies: Mechanics

Iconic Equipment: Ornate and personalized prosthetics

Special Feature: Cybernetic Natural. You've lived with cybernetics for long enough that your body is especially adapted to them. Your Maximum Strain is increased by 1.



Grizzled Veteran

You are a veteran of a terrible war, where you experienced some of the worst horrors imaginable. Whether still on active duty or long retired, your experiences have left you a force to be reckoned with.

Ability Adjustment. Increase your Wisdom by 1, to a maximum of 20.

Skill Proficiencies: Intimidation

Equipment Proficiencies: Basic Equipment, Advanced Equipment

Iconic Equipment: A picture of your unit, medals of honor

Professions

In *Universal Soldier*, heroes might work in the field of cybernetics, which you will find below along with additional professions that are suitable for UniSols, as well as many other types of hero. The following professions are available to heroes in *Universal Soldier* in addition to those found in the *Everyday Heroes Core Rulebook*. You can also use them in other settings, though the cybernetic-focused ones will work only in a game with cybernetics.

Cybernetics Engineer

You design, build, and/or repair advanced cybernetics. You most likely work for one of the major cybernetics corporations, but you might also operate a repair shop or otherwise function as a freelancer.

Ability Adjustments. +1 Intelligence and +1 to two other ability scores of your choice (maximum 20)

Skill Proficiencies: Computers and Mechanics

Iconic Equipment: Electrician's kit, spare cybernetics parts

Wealth Level. 4

Special Feature: Fine Tuning. You are an expert at finely adjusting cybernetics. During a short rest, you can choose one cybernetic implant that either you have or an ally has. Reduce the Strain of that implant by 1 until you finish another short rest.

Cybernetics Surgeon

You work as a surgeon that specializes in implanting cybernetic enhancements. You might work at a hospital or for a cybernetics corporation, or provide private care for high-paying patients.

Ability Adjustments. +1 Dexterity and +1 Intelligence (maximum 20)

Skill Proficiencies: Medicine and Sleight of Hand

Iconic Equipment: First aid kit and electrician's kit, mixed together

Wealth Level. 4

Special Feature: Cyber Surgery. Reduce the complexity of any surgery you perform to implant cybernetics by one step, to a minimum of Trivial.

Indentured Warrior

You are a UniSol under the command of the organization that created you, serving as a captive gladiator or a soldier forced to fight by your superiors.

Ability Adjustments. +1 Constitution and +1 to two other ability scores of your choice (maximum 20)

Skill Proficiencies: Endurance, Perception, and Stealth

Equipment Proficiencies: Basic Equipment, Advanced Equipment, Military Equipment

Iconic Equipment: Tiny memento of your childhood or past life, assault rifle

Wealth Level. 0

Special Feature: Servant. You have limited freedom and no money of your own, but the equipment to do your job is provided to you by your "employer," as is food and housing.

Mercenary

You are a soldier for hire. You aren't officially part of any nation's military, but, instead, you carry out military operations for any government or shady organization willing to pay your fee. You might work for a larger mercenary company, or operate as a free agent.

Ability Adjustments. +1 Dexterity and +1 to one other ability score of your choice (Maximum 20)

Skill Proficiencies: Athletics and Streetwise

Equipment Proficiencies: Basic Equipment, Advanced Equipment, Military Equipment

Iconic Equipment: Camo outfit, medium ballistic vest, lots of guns, Humvee

Wealth Level. 3

Special Feature: Licensed. You are allowed to purchase and carry military equipment for use in official missions.

Off the Grid

Whether your records declare that you are dead, your existence has been scrubbed from all databases, or you never had any documentation to begin with, you have no official ID, address, credit cards, or other papers that prove you exist. Any work that you do is purely under the table.

Ability Adjustments. +1 to three different ability scores of your choice (Maximum 20)

Skill Proficiencies: Security, Streetwise, and Survival

Equipment Proficiencies: Basic Equipment, Advanced Equipment

Iconic Equipment: Swiss army knife, jerky, mended clothing

Wealth Level. 1

Special Feature: Legally Dead. You are impossible to track through legal means, but you also cannot provide any documentation of your existence when requested.

Classes

This book includes a number of new classes that you can use in a Universal Soldier adventure or any *Everyday Heroes* game.

Billionaire [Smart Hero]

"Are we having fun yet?"

— SCOTT (UNIVERSAL SOLDIER)

You must have a Wealth of 5 and the GM's explicit permission to choose this class. You're filthy rich! Maybe money can't buy happiness, but it can buy a lot of other things. Using your incredible wealth, you can hire, bribe, or purchase your way out of almost any bind.



The Billionaire is a hero that supports their team with expensive equipment, hired help, and bribery. Their plans allow them to already own just about anything they like, have already bribed the right people, or call in backup. They don't do a lot in a fight on their own, but if money is power, they're some of the most powerful heroes around.

PROFICIENCIES

- ▶ **Saving Throws:** Intelligence, Charisma
- ▶ **Skills:** Choose three from Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Social Sciences, and Vehicles
- ▶ **Equipment:** Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Executive Pack
- ▶ **Weapons:** Pepper spray, stun gun

Level	Talents
1	Employees, Filthy Rich
3	Plans Improve
5	Plans Improve
7	Plans Improve
9	Plans Improve

Billionaire Talents

Employees (Level 1). You have dozens of employees whom you can call on to do mundane tasks for you. These employees won't put themselves in harm's way for you, but they can fetch things, drive you places, wait in line for you, deliver messages, etc.

Filthy Rich (Level 1). You are one of the richest people in the world. Your Wealth level increases to 6, allowing you to purchase almost anything for you and your team.

Billionaire Plans

The Best Money Can Buy

You can enact this plan as a bonus action, or as a reaction to an ally making an attack, to have had your teammate's weapon loaded with superior ammunition, sharpened to a perfect edge, or otherwise temporarily improved. Choose a weapon that one ally you are aware of is carrying. Attacks with that weapon deal an additional 1d4 damage for the next minute. The effect ends if you enact this plan again.

Plan Enhancements:

- ▶ 3rd: The additional damage becomes 1d6.
- ▶ 5th: You can choose up to two weapons.
- ▶ 7th: The additional damage becomes 1d8.
- ▶ 9th: You can choose up to three weapons.

Bonuses All Around

As a bonus action, or a reaction to one of your allies making a roll, you can enact this plan to use your incredible wealth as motivation for your team. Choose up to six allies of which you are aware. You paid them a little extra as encouragement, and you feel good about it. You and each of those allies have advantage on any one ability check, attack roll, or saving throw made before finishing a short or long rest.

Plan Enhancements:

- ▶ 5th: Each target gets advantage on up to two rolls of their choice.
- ▶ 9th: Each target gets advantage on up to three rolls of their choice.

Called Shot

As an action, you can enact this plan to call in an attack, which comes in the form of a drive-by of hired goons, a drone strike, or similar sudden arrival and departure. Make two attacks with the following weapon, using your Intelligence modifier instead of Dexterity for the attack and damage.

Weapon	Called Shot
Damage	1d12 ballistic
Range	900/1800
PV	3
Properties	Burst 3, Loud

Plan Enhancements:

- ▶ 3rd: Your strike comes from an ideal angle. These attacks ignore cover.
- ▶ 5th: You can make three attacks instead.
- ▶ 7th: You can make four attacks instead.
- ▶ 9th: You do not suffer disadvantage for using burst fire during these attacks.



Check Your Account

When you enact this plan as an action, choose one person you are aware of that can hear and understand you. You transfer a large sum of money into their account, hand them a wad of cash, or otherwise promise them incredible wealth to do what you want. The target must make a Wisdom saving throw against your plan DC. If the target fails and their CR is 1/4 or lower, they are successfully bribed. If they are not hostile, they do what you want for the next hour, but won't put themselves in direct harm's way for you or fight for you. If they are hostile, they surrender, flee, or otherwise attempt to leave, but if they are attacked, they rejoin combat. If the target fails the saving throw and their CR is higher than 1/4, they are instead Distracted by you until the end of your next turn.

A target with a Wealth level of 2 or lower has disadvantage on saving throws against this plan. A target with a Wealth level of 4 or higher has advantage on saving throws against this plan.

Plan Enhancements:

- ▶ 3rd: You can bribe targets with a CR of up to 1.
- ▶ 5th: You can bribe targets with a CR of up to 2. If the target fails the save and is hostile, they follow your orders for one round before surrendering or leaving. If they are not hostile, they fight on your behalf, so long as you are present. They still won't perform suicidal actions either way.
- ▶ 7th: You can bribe targets with a CR of up to 3.
- ▶ 9th: You can bribe targets with a CR of up to 4. If the target fails the save, they do what you want and fight for you for the next 8 hours, whether they were hostile or not, though they still won't perform suicidal actions.

Hostile Takeover

When you enact this plan, which takes no action, choose a single apartment, office space, or building with a Price of 4 or lower. You have already purchased it, are the landlord, and have already provided any necessary notice to enter any premises that are not top secret. This does not mean that anyone there is happy about it, or that they do not act in a hostile manner, but that you have the legal authority.

Plan Enhancements:

- ▶ 3rd: You can choose to have already become the majority shareholder of a publicly traded company, rather than own a location, as long as the company's current owners each have a Wealth of 4 or lower. The company's employees are under no obligation to continue working for you, but you run the company now.
- ▶ 5th: You can choose a location with a Price of up to 5, or a company whose owners have a Wealth of up to 5.
- ▶ 7th: You can become the owner of a company that is not publicly traded.

- ▶ 9th: You can choose a location with a Price of up to 6, or a company whose owners have a Wealth of up to 6.

I Hired Help

When you enact this plan, which takes no action, invent a contact with level 3 in one category, or level 2 in two categories (see Contacts in Part 3 of this book). You have already requested help from that contact, who is available, nearby, and ready to aid you. The GM has discretion on who exactly the contact is.

Plan Enhancements:

- ▶ 3rd: The contact has level 4 in one category, or level 3 in two categories.
- ▶ 5th: Invent two contacts instead of one, or your contact can provide two favors.
- ▶ 7th: The contact has level 5 in one category, level 4 in two categories, or level 3 in three categories.
- ▶ 9th: Invent three contacts instead of one, or your contact can provide three favors.

My Satellite Is In Position

You have access to a variety of expensive satellites in orbit. When you enact this plan as an action, you already have one looking just where you need. Choose a 1-mile radius area anywhere on the planet. You have real-time access to footage of that area from a satellite directly above it for the next 10 minutes, or until you enact this plan again, as long as you have a cellphone or other device capable of viewing the video. The satellite is powerful enough to clearly see any object as small as a baseball.

If you are in the area that your satellite can see, and you are not indoors or under heavy tree cover, your view of the area gives you advantage on ability checks and saving throws during a chase based on navigation, avoiding surprises, or keeping track of an enemy.

Plan Enhancements:

- ▶ 3rd: The satellite can clearly see any object as small as an ant. It can read text on a phone screen that is held with its screen tilted upward.
- ▶ 5th: The area covered can be up to 10 miles. As an action, you can have the satellite search the area it can see for people, places, or things. You can be as specific or as vague as you like, searching for everything that fits a description, or a specific individual. If what you are searching for can be clearly identified from above--the GM has discretion--and it is in the area, the satellite locates it for you.
- ▶ 7th: You have access to the satellite for up to an hour.
- ▶ 9th: You gain access to an array of satellites that can scan an area from a variety of angles, providing a three-dimensional view. They still cannot see through objects, nor can they see underneath an object less than 100 feet in the air.

Cybermodder [Tough Hero]

"If you jailbreak the firmware on your cyberarm, you can get at least 6 percent more output."

— F33DB4CK, CYBERMODDER

The flesh is weak, but you've got upgrades. You constantly modify, tune, and upgrade your cybernetics, and you train yourself to handle ever more implants in order to build yourself into your ideal self. With the power of your mechanical upgrades, you are a force to be reckoned with.

Cybermodders vary greatly in their capabilities, as each is customized with their own suite of cybernetic enhancements. Their talents allow them to install more cybernetics, swap their parts quickly and easily, and tune their bodies to peak performance. And as Tough Heroes, they are, of course, remarkably durable.

PROFICIENCIES

- ▶ Saving Throws: Strength, Constitution
- ▶ Skills: Mechanics and choose two from Acrobatics, Arts and Crafts, Athletics, Computers, Endurance, Intimidation, Medicine, Natural Sciences, Security, Sleight of Hand, Stealth, Streetwise, and Vehicles
- ▶ Equipment: Basic Equipment, Advanced Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Cybersmith Pack
- ▶ Weapons: Sledgehammer, two concealed carry pistols or one tactical rifle

Level	Talents	Kitted Strain
1	Hot Swap, Kitted Out	2
3	Calibrated	3
5	Advanced Combat Training	4
7	Hotter Swap	6
9	Fully Loaded	8



Modder Talents

Hot Swap (Level 1). You can change your implanted cybernetics quickly and without the need for surgery. When you finish a short rest, you can replace any one of your cybernetic implants with any other implant you have available to you that can be installed in the same system.

Kitted Out (Level 1). You spend a great deal of your time modifying your own body and, for this reason, it can handle an immense amount of strain from cybernetic enhancements. Your Maximum Strain is increased by 2. This amount increases as you gain levels, as shown in the Kitted Strain column of the Cybermodder table.

You can begin the game with up to your Maximum Strain worth of cybernetics with a Price of 5 or lower already implanted, and fully recovered from any surgery required to implant them.

When your Maximum Strain increases, you can have that much Strain worth of cybernetics with a Price of 5 or lower implanted for free, and the complexity of the surgery is reduced to Trivial.

Calibrated (Level 3). Your cybernetics are calibrated to your exact specifications, allowing your body to operate at peak efficiency. You gain expertise in your choice of Acrobatics, Athletics, Endurance, Sleight of Hand, Stealth, or Vehicles. You must be proficient in a skill to gain expertise in that skill.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Hotter Swap (Level 7). You can use your Hot Swap talent by spending 1 minute, instead of when you finish a short rest.

Fully Loaded (Level 9). You have built your body into a perfect machine. If you are not already a robot, you count as a robot (autonomous), instead of a person. You do not age, you are immune to all illnesses and poisons, and you cannot gain levels of Intoxication. You cannot become Sickened, except by effects that specifically target robots.

If you were already a robot, you instead have advantage on all Strength, Dexterity, and Constitution ability checks and saving throws.



Networker [Charming Hero]

“I give the orders around here, and you’re gonna have to learn that!”

— SCOTT (UNIVERSAL SOLDIER)

You know everyone. Wherever you go, there is always someone you can ask for help. Whether they’re family, a friend, an associate, or someone who has just put in a good word on your behalf, you can rely on assistance wherever you go.

Networkers rely on other people to accomplish their goals, but they always have those people available. They can call on a variety of extra contacts to help the team, and their tricks can leverage their connections or bolster their allies. And they always have their loyal assistant to aid them in combat.

PROFICIENCIES

- ▶ Saving Throws: Wisdom, Charisma
- ▶ Skills: Choose two from Arts and Crafts, Computers, Deception, Insight, Intimidation, Perception, Performance, Persuasion, Social Sciences, and Streetwise
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Socialite Pack
- ▶ Weapons: None

Level	Talents	Contact Level
1	Loyal Assistant, Phone a Friend	2
3	Capable Assistant	3
5	Advanced Assistance	3
7	Over Your Head	4
9	I Know Everyone	4

Networker Talents

Loyal Assistant (Level 1). You have a loyal assistant who aids you in everything that you do and follows your orders. You can choose from among the companion types listed for the Networker. (See Companion rules in the

Everyday Heroes Core Rulebook for the full details on how companions can be commanded in combat.)

Your assistant can count any cybernetics they have toward your Maximum Strain instead of their own.

Phone a Friend (Level 1). You know people all over the world in a variety of fields who are willing to do you a favor. You can always call on assistance as if you had a contact with level 2 in any one category (see Contacts in Part 3 of this book), so long as what that contact provides is normally available in your current location or able to be done remotely. What is available is up to the GM's discretion. You can do this a number of times equal to your Charisma modifier before you finish a long rest.

The level of the contact increases as you gain levels, as shown in the Contact Level column of the Networker table.

Capable Assistant (Level 3). Your companion gains an additional benefit, as described in their stat block.

Advanced Assistance (Level 5). Once during your turn, when your companion takes the Attack action, they can make two attacks as part of that action.

Over Your Head (Level 7). You can threaten to call someone's superior, whether you actually know them or not. You have advantage on Charisma (Intimidation) checks against any person that has a boss, superior officer, or other authority figure.

I Know Everyone (Level 9). Everyone has heard of you, or at least instinctively knows you are a big deal. You always treat a roll of 4 or lower as a 5 on any influence die you roll.

Expert

Medium person (human)

Defense 13 + your proficiency bonus (treat your proficiency bonus as their Defense bonus)

Hit Points 4 + four times your level (d6 Hit Dice equal to your level)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	10 (+0)

Skills Choose any four skill proficiencies

Senses passive Perception 13 (or 10 + Perception bonus, whichever is higher)

Expertise. The assistant has expertise in your choice of one of their skill proficiencies. When you reach 3rd level, they gain expertise in a second of their skill proficiencies.

Actions

Unarmed. Melee Attack: your Charisma modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

Other Weapons. The assistant can use any other weapon you give them, using your Charisma modifier instead of the normal ability score for attack rolls, plus your proficiency bonus if the assistant is proficient. They use their own ability modifier for damage. They are proficient in Basic Equipment.

Muscle

Medium person (human)

Defense 13 + your proficiency bonus (treat your proficiency bonus as their Defense bonus)

Hit Points 5 + five times your level (d8 Hit Dice equal to your level)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Skills Choose any two skill proficiencies

Senses passive Perception 12 (or 10 + Perception bonus, whichever is higher)

Protector. After you reach 3rd level, the assistant can make opportunity attacks using their reaction.

Actions

Unarmed. Melee Attack: your Charisma modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. Hit: 1d6 + 3 bludgeoning damage.

Other Weapons. The assistant can use any other weapon you give them, using your Charisma modifier instead of the normal ability score for attack rolls, plus your proficiency bonus if the assistant is proficient. They use their own ability modifier for damage. They are proficient in Basic and Advanced weapons.

Networker Tricks

Chop Chop. When you call on a contact for aid, after you roll to see how long it takes for them to be available, you can roll an influence die to get them to hurry. Reduce the time before they are available by 15 minutes times the influence die's result, to a minimum of 0.

Get 'Em. You can roll an influence die to command your companion to Kill as a bonus action. Your companion adds the result of the influence die roll to their first attack roll

during this command. You cannot use this trick if you have already given your companion a Kill command this turn, and you cannot issue another Kill command this turn after using this trick.

Don't I Know You? You are great at pretending to know people. By spending 1 minute talking to someone, you can spend an influence die to convince them they know you. The target must make a Wisdom saving throw against your trick DC. On a failed save, they believe that they have met you before and forgotten you. Whether they fail or not, you can roll the influence die and add it to the next Charisma (Deception or Persuasion) check you make against the target, but you also have advantage on that check if they failed.

Rumor Mill. You talk to a lot of people, and people love to gossip. You can roll an influence die without taking any action to recall information about specific people. You can ask the GM a number of the following questions about one specific individual equal to the influence die's result, which they answer truthfully so long as that information could conceivably be known. If it cannot be known, you can ask a different question instead. If no information could be known about that individual, you do not expend your influence die.

- ▶ What are they motivated by?
- ▶ What is their daily schedule?
- ▶ What scandal were they part of?
- ▶ What addiction do they have?
- ▶ What medications are they on?
- ▶ Who do they work for?
- ▶ Who are they dating or sleeping with?
- ▶ Who do they owe?
- ▶ Who are they trying to win over?
- ▶ Who hates them?

Told You They Were Good. Your people are the best of the best. Whenever your companion or one of your contacts makes an ability check, attack roll, or saving throw, after you see the roll but before you determine success, you can roll an influence die and add it to the result.

You'd Better Not. When an enemy that can hear you would hit you with an attack, you can spend an influence die to threaten them with retribution from your contacts. Roll the influence die and reduce their attack roll's result by your result, potentially turning the hit into a miss.



Feats

These new feats are available to heroes in Universal Soldier, as well as any other heroes at the GM's discretion. Many of these feats relate to new rules presented in this book, so you should select them only if you are using the corresponding rules.

Connections (Minor Feat)

You have a useful contact who can help you out in your adventures. Choose one:

- ▶ Create a contact with level 3 in the category of your choice.
- ▶ Choose a contact you already have and give them level 3 in the category of your choice.
- ▶ Create two contacts, each with level 2 in one category, or one contact with level 2 in two different categories.
- ▶ Increase the level of one category of a contact you already have by 1, to a maximum of 4.
- ▶ Increase the level of one category of up to two contacts you already have by 1, to a maximum of 3.

You can select this feat multiple times, choosing the same or different options each time. See *Contacts* in Part 3 of this book for more on creating and calling in contacts.

Cybernetic Tolerance (Minor Feat)

You are trained in the proper use of cybernetic implants. Your Maximum Strain is increased by 2, allowing you to operate additional cybernetic enhancements without penalty. In addition, once after taking this feat, you can have 2 Strain worth of cybernetics with a Price of 5 or lower implanted for free, and the complexity of the surgery is reduced to Trivial.

You can take this feat multiple times. If you take this feat during character creation, you can begin the game with 2 Strain worth of cybernetics with a Price of 5 or lower already implanted, and fully recovered from any surgery required to implant them.

Heavy Kicks (Minor Feat)

You are an expert at landing exceptionally powerful kicks. When you make an unarmed strike with your feet, you can increase the damage by two die steps—from 1d4 to 1d8 normally—but the attack loses the finesse and light properties. On a hit, the target of such a kick must succeed on a Strength saving throw with a DC of 8 + your Strength modifier + your proficiency bonus or fall Prone.

Multiclass Feats

Billionaire Training (Major Feat)

Prerequisite: Wealth 4+, Smart Hero archetype OR Smart Hero Training feat, not a Billionaire (class), level 4+

You have learned to spend your money in ways that benefit your action-packed lifestyle.

- ▶ Your Wealth level increases by 1, to a maximum of 5.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 1 additional plan from the Billionaire plan list.
- ▶ You can use Billionaire plan enhancements only up to level 3.

If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to level 3.

Advanced Billionaire Training (Major Feat)

Prerequisite: Billionaire Training feat, level 8+

You can throw your money around like the best of them.

- ▶ Your Wealth level increases to 6.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 2 additional plans from the Billionaire or shared plan list.
- ▶ You can use Billionaire plan enhancements only up to level 5.

If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to level 5.

Cybermodder Training (Major Feat)

Prerequisite: Maximum Strain 2 or higher, Tough Hero archetype OR Tough Hero Training feat, not a Cybermodder (class), level 4+

You spend a lot of time tweaking and adjusting your cybernetic enhancements.

- ▶ You can change your implanted cybernetics quickly and without the need for surgery. When you finish a short rest, you can replace any one of your cybernetic implants with any other implant you have available to you that can be installed in the same system.
- ▶ Your Maximum Strain is increased by 2.

- ▶ When your Maximum Strain increases, you can have that much Strain worth of cybernetics with a Price of 5 or lower implanted for free, and the complexity of the surgery is reduced to Trivial.

Advanced Cybermodder Training (Major Feat)

Prerequisite: Cybermodder Training feat, level 8+

You have become a master of fine tuning your cybernetics, pushing them to their absolute limit.

- ▶ Your cybernetics are tuned to your exact specifications, allowing your body to operate at peak efficiency. You gain expertise in your choice of Acrobatics, Athletics, Endurance, Sleight of Hand, or Vehicles. You must be proficient in a skill to gain expertise in that skill.
- ▶ Your Maximum Strain is increased by another 2.
- ▶ You can use your Modder Training feat to replace one of your cybernetic implants by spending 1 minute instead of when you finish a short rest.

Networker Training (Major Feat)

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not a Networker (class), level 4+

You have learned to make contacts quickly and easily, all around the world.

- ▶ You gain 1 additional influence die.
- ▶ You learn two tricks, chosen from the list of Networker tricks.
- ▶ You can always call on assistance as if you had a contact with level 3 in any one category (see Contacts in Part 3 of this book), so long as what that contact provides is normally available in your current location or able to be done remotely. What is available is up to the GM's discretion. You can do this only once before you finish a long rest.

Advanced Networker Training (Major Feat)

Prerequisite: Networker Training feat, level 8+

Networking with important people is now like second nature to you.

- ▶ You gain proficiency in one skill, chosen from Deception, Performance, Persuasion, or Intimidation.
- ▶ You gain 1 additional influence die.

- ▶ Your influence dice are now d8 instead of d6 (ignore this if your archetype is Charming Hero).
- ▶ You learn one additional trick chosen from the list of Networker tricks.
- ▶ When you use your Networker Training feat to call on a contact, the contact can have level 4 in any one category, and you can call on two contacts in this way before you finish a long rest.

Cybernetics

Cybernetics are technological enhancements to a hero's body. They connect to the body's nervous system, allowing you to control them just like any other body part. Advanced sensors even allow cybernetics to provide some tactile feedback, making them at least as effective as their biological equivalent. Many provide additional benefits as well, allowing the cybernetically-enhanced individual to become stronger, faster, and even smarter!

Location. This column describes where the enhancement is implanted, and whether or not it replaces that body part. A body part can only be replaced once, but implants that do not replace a body part can coexist in the same part of the body.

An enhancement that is noted as "Combinable" can be included as part of another enhancement that replaces the same body part, even one that does not itself have Combinable. Use the higher price and most difficult surgery between the combined enhancements. Combine their Strain values.

- ▶ Note that while a cybernetic arm or leg comes with a hand or foot respectively by default. If it does not explicitly replace the hand or foot; a different enhancement still can.

Surgery Complexity. In order to implant a piece of cybernetics, a hero must undergo surgery. This column is the complexity of the surgery required to implant the enhancement. This determines the time, difficulty, and recovery period of the surgery. See Part 3 of this book for more on surgery.

Price. This is the Price level of the enhancement, including the surgery required to implant it. If an enhancement has two numbers listed for its Price, the number on the left of the slash is the Price normally, while the number after the slash is the Price if the enhancement is replacing a missing or damaged body part, curing an illness, or otherwise repairing the body.

Strain. Each enhancement has a Strain value that represents how difficult it is for your body to integrate it. Many simple cybernetics such as replacement limbs or organs have a Strain value of 0 and can be implanted with no drawbacks, but those with more potent effects take a toll on heroes that aren't specially trained to use them.

Each hero has a Maximum Strain value, which determines how much Strain their body can handle before taking penalties. The default Maximum Strain is 0, but it can be increased by taking the Cybernetics Tolerance feat or the Cyborg origin, as well as by some profession or background features and class talents.

If a hero exceeds their Maximum Strain, they suffer cumulative penalties based on the amount they exceed it:

- ▶ 1 to 2 over: Disadvantage on Dexterity and Constitution ability checks and saving throws.
- ▶ 3 to 4 over: Reduce movement speed by 10 feet; disadvantage on attack rolls.
- ▶ 5+ over: Can barely move; always considered Restrained.

Arm and Hand Enhancements

Name	Replaces	Surgery Complexity	Price	Strain
Concealed Weapon Arm	Replaces Arm and Hand	Major	5	2
Concealed Weapon Hand	Replaces Hand	Major	5	1
Cybernetic Arm	Replaces Arm	Major	5/1	0
Cybernetic Finger	Replaces Finger	Minor	4/1	0
Cybernetic Hand	Replaces Hand	Major	5/1	0
Elastic Elbow	Replaces Elbow (Combinable)	Major	5	1
Extension Arm	Replaces Arm	Major	5	2
Extension Fingers	Replaces Fingers	Major	5	1
Extra Arm	Torso	Major	4	2
Manipulator Array	Torso	Major	5	4
Multitool Hand	Replaces Hand	Major	5	1
Power Arm	Replaces Arm (Combinable)	Major	5	2
Power Hand	Replaces Hand (Combinable)	Major	5	1
Stabilized Arm	Replaces Arm (Combinable)	Major	5	1
Weapon Arm	Replaces Arm and Hand	Major	5	1
Weapon Hand(s)	Replaces Hand(s)	Major	5	1
Weaponlink	Arm and Hand	Trivial	4	1

Concealed Weapon Arm. This cybernetic arm has the weapon of your choice built into it. That weapon cannot have the two-handed property. You can make attacks with the weapon as if you were holding it in this arm. When you are not attacking with the weapon, you can cause the arm to appear to be a normal cybernetic prosthetic with no visible weapon. A detailed security scan can determine that your arm conceals a weapon, but it cannot otherwise be detected.

Concealed Weapon Hand. This cybernetic hand functions in the same manner as a concealed weapon arm, but can conceal only a weapon with the light property.

Cybernetic Arm. This mechanical arm—hand included—functions in the same manner as a biological arm.

Cybernetic Finger. Cybernetic fingers are prosthetics that allow for fine motor control in lost or missing fingers.

Cybernetic Hand. This mechanical hand functions as well as any human hand, including sensory feedback.

Elastic Elbow. This cybernetically-enhanced elbow allows you to throw objects further than would otherwise be possible. The range of any weapon you throw with this arm is doubled.

Extension Arm. This cybernetic arm uses telescoping components to lengthen and shorten. As a bonus action, you can change the length of your arms to any of the following:

- ▶ **Normal:** No effect.
- ▶ **Long:** Your melee reach increases by 5 feet.
- ▶ **Very Long:** Your melee reach increases by 10 feet, but you cannot wield weapons or make effective attacks with your arms. You can still grapple, shove, or trip opponents with your arms, and you can reach distant objects, pull yourself up to great heights, etc.

Extension Fingers. These cybernetic fingers can lengthen into a multitude of precise, tiny manipulators. After a week of practice—or a few minutes if you have a Cyberbrain enhancement—you can use these manipulators to gain advantage on Dexterity (Sleight of Hand) checks made using a hand with your extension fingers, as well as any other ability check that requires extremely fine motor control with that hand at the GM's discretion.

Extra Arm. This cybernetic arm is attached to your torso in addition to your regular arms. After a week of practice—or a few minutes if you have a Cyberbrain enhancement—you can use it as if it were a natural limb. You can carry an additional object or weapon in the arm, though this does not grant you the ability to make extra attacks.

Manipulator Array. This back-mounted device contains four extendable cybernetic appendages in the form of tentacles, multi-jointed mechanical graspers, or other long, highly flexible limbs. After a month of practice—or a few hours if you have a Cyberbrain enhancement—you gain the following benefits:

- ▶ Each of these appendages can hold an object as if it were a hand, though they cannot be used to make attacks with weapons they are holding.
- ▶ Climbing and crawling are not difficult movement for you.
- ▶ You can use your many appendages to brace yourself, granting you advantage on ability checks and saving throws made to keep your balance, avoid falling Prone, or cling to a surface.
- ▶ You can hold many tools, granting you advantage on Intelligence (Mechanics) and Wisdom (Arts & Crafts) checks made to build, repair, or take something apart quickly, as well as on Dexterity (Sleight of Hand) checks that require many tools, such as surgery.
- ▶ Each appendage can be used to grapple a different enemy. You have advantage on Strength (Athletics) checks made against someone who is attempting to break your grapple.

Multitool Hand. This cybernetic hand includes a variety of tools built into its fingers, granting you access to these tools any time you need them. These tools include electrician's tools, lock picks, and any tool one

might find in a Swiss army knife. While not in use, the tools are hidden and the hand appears to be a normal cybernetic hand.

Power Arm. This cybernetic arm is immensely strong. You have advantage on ability checks made to lift or break objects with this arm, and you have a +1 bonus to damage rolls when using it to make a melee attack. This bonus increases to +2 if you use two or more power arms to make the attack. In addition, you gain access to the following weapon:

Weapon	Power
Damage	1d10
Range	Melee
Rounds	–
Reload	–
PV	2
Properties	–
Bulk	N/A

- ▶ Note that while this weapon is thematically similar to an unarmed strike, it does not count as an unarmed strike for the purpose of talents, feats, etc. You can still make unarmed strikes as normal using your arm if you like, including the power arm's normal damage bonus. If you have two or more power arms, you can make this attack with both arms to gain the higher damage bonus, but the attack is otherwise identical.

Power Hand. This cybernetic hand is incredibly strong. You have advantage on Strength checks made to break objects or hold onto something with this hand, including keeping an enemy from escaping your grapple, and unarmed attacks with it have their PV increased by 1.

Stabilized Arm. This cybernetic arm automatically stabilizes itself while in motion. You ignore disadvantage on attack rolls due to motion or position, such as being in a moving vehicle, being held upside down, or while tumbling down a steep hill.

Weapon Arm. This cybernetic arm has the weapon of your choice built into it. You can make attacks with the weapon as if you were holding it with this arm. If it has the two-handed property, you must stabilize it with your other arm to use it properly.

Weapon Hand. This cybernetic hand has a built-in weapon, as with the weapon arm enhancement above. This weapon must have the light property, however. You can replace both hands with weapon hands for the same Strain as only one.

Weaponlink. This piece of cyberware requires that the user have at least one cybereye. The weaponlink runs

fiber optic cable from contact patches in the fingers and thumb of one hand, up the arm, neck, and head to the eye. It allows a user to hold a properly equipped firearm

out from cover and gain line of sight to targets that would otherwise have full concealment.

Internal Enhancements

Name	Location	Surgery Complexity	Price	Strain
Adrenal Booster	Adrenal Gland	Minor	4	4
Anesthetic Organ	Chest Cavity	Major	5	2
Blood Store	Chest Cavity	Minor	4	2
Cybernetic Organ	Replaces Specific Organ	Major	4/1	0
Detox Liver	Replaces Liver	Major	5	1
Enhanced Lungs	Replaces Lungs	Major	4	2
Enhanced Stomach	Replaces Stomach	Major	4	1
Extra Heart	Chest Cavity	Major	5	2
Protected Respiration	Replaces Lungs and Esophagus (Combinable)	Major	5	1

Adrenal Booster. This enhancement allows you to produce immense bursts of adrenaline when needed. As a bonus action, you can flood your system with adrenaline to temporarily increase your combat capabilities. For the next minute, you gain the following benefits:

- ▶ Your base speed increases by 10 feet.
- ▶ You have advantage on Strength and Constitution ability checks and saving throws.
- ▶ You gain a +2 bonus to your Defense.
- ▶ If you drop to 0 hit points, you do not fall unconscious, though you continue to make death saving throws and you can still die.

Once you use this enhancement, you cannot use it again until you finish a short or long rest.

Anesthetic Organ. This special cybernetic organ releases pain-reducing drugs into your system whenever you are injured. You have damage reduction 1 against all damage.

Blood Store. This cybernetic organ stores extra blood to be released into your body as needed. You have 2d12 additional hit dice. Note that this does not increase your maximum hit points, and is used only to regain hit points, but this does increase your maximum number of hit dice, and thus the number you recover when you finish a long rest. You can choose to regain these hit dice first.

Cybernetic Organ. This mechanical organ replaces a damaged or missing organ in your body, providing all of the same functions as that organ.

Detox Liver. This enhanced liver detoxifies your bloodstream rapidly and efficiently. You have advantage on saving throws against the effects of poison.

Enhanced Lungs. These cybernetic lungs have incredible capacity. You can hold your breath for 10 minutes longer than normal.

Enhanced Stomach. This cybernetic stomach can digest a wide variety of organic materials. You are immune to ingested poisons, and you can subsist on spoiled or rotten food.

Extra Heart. This additional cybernetic heart improves your circulation and provides redundancy in case of injury. You have advantage on Constitution (Endurance) checks and on death saving throws.

Protected Respiration. These cybernetic lungs, connected to filters in the esophagus, are protected from breathable hazards. You have advantage on saving throws against any effect that is inhaled.



Leg and Foot Enhancements

Name	Location	Surgery Complexity	Price	Strain
Anchored Feet	Replaces Feet	Major	4	1
Aquajet Feet	Replaces Feet	Major	4	1
Concealed Weapon Leg	Replaced Leg and Foot	Major	5	2
Cybernetic Foot	Replaces Foot	Major	4/1	0
Cybernetic Leg	Replaces Leg	Major	4/1	0
Extension Legs	Replaces Legs	Major	5	1
Jet Boost Feet	Replaces Feet	Major	4	2
Power Legs	Replaces Legs (Combinable)	Major	4	2
Quadruped Enhancement	Replaces Lower Torso	Extreme	5	2
Shock Knees	Replaces Knees (Combinable)	Major	5	1
Weapon Leg	Replaced Leg and Foot	Major	5	1
Wheeled Feed	Replaces Feet	Major	4	2

Anchored Feet. These cybernetic feet include reactive grips that keep you from losing your footing. You have advantage on ability checks and saving throws made to avoid being forcibly moved or being knocked Prone. Using this feature destroys any footwear you are wearing.

Aquajet Feet. These cybernetic feet feature special jets that push and pull water, allowing you to swim at high speeds. So long as you do not have shoes or other footwear on, swimming is not difficult movement for you, and you have a swimming speed of 60 feet.

Cybernetic Foot. This mechanical foot not only allows the user to walk on it, but also provides limited sensory feedback like a biological foot.

Cybernetic Leg. This mechanical leg provides all of the benefits of a biological leg.

Extension Legs. These cybernetic legs utilize telescoping cylinders to change their length. As a bonus action, you can extend or retract your legs to any of the following lengths:

- ▶ **Short:** Your movement speed is reduced by 10 feet, but your stability grants you advantage on ability checks and saving throws made to keep your balance or avoid being forcibly moved or being knocked Prone.
- ▶ **Normal:** No effect.
- ▶ **Long:** Your long legs improve your movement speed by 10 feet, but have trouble balancing. You have disadvantage on ability checks and saving throws made to keep your balance or avoid falling Prone.

During a foot chase, you have advantage on Strength (Athletics) checks.

- ▶ **Very Long:** You can extend your legs up to 15 feet, allowing you to reach high places. You can only walk slowly while doing this, reducing your movement speed by 20 feet; in addition, your balance is poor, and you have disadvantage on ability checks and saving throws made to keep your balance or to avoid falling Prone.

Jet Boost Feet. These cybernetic feet have built-in jet boosters, allowing you to leap incredible distances. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start. Using this feature destroys any footwear you are wearing.



Power Legs. These extremely strong legs grant you amazing sprinting speed. Your movement speed is increased by 10 feet, and your maximum Bulk increases by 2. During a foot chase, you have advantage on Strength (Athletics) checks. In addition, you gain access to the following weapon:

Weapon	Power Leg
Damage	1d12
Range	Melee
Rounds	–
Reload	–
PV	2
Properties	–
Bulk	N/A

- Note that while this weapon is thematically similar to an unarmed strike, it does not count as an unarmed strike for the purpose of talents, feats, etc. You can still make unarmed strikes as normal using your legs if you like.

Quadruped Enhancement. Your lower torso is replaced with a set of four heavy, spider-like legs that radiate from your body, making you extremely fast and stable. Your movement speed is increased by 10 feet, and you have advantage on ability checks and saving throws made to keep your balance, avoid being forcibly moved, or avoid being knocked Prone. During a foot chase, you have advantage on Strength (Athletics) checks.

Shock Knees. These cybernetic knee replacements absorb impact remarkably well. If you are not incapacitated, you have damage reduction 15 against falling damage.

Weapon Leg. This cybernetic leg has a weapon of your choice built into it. You can make attacks with the weapon as if you were wielding it, but if it is a ranged weapon, you cannot move during the same turn you make an attack with it. At the GM's discretion, using this weapon destroys any footwear you are wearing.

Wheeled Feet. These cybernetic feet include retractable wheels, allowing you to travel at high speed. While you are not on difficult terrain and not wearing any footwear, your movement speed is increased by 20 feet. During a foot chase over smooth terrain, you have advantage on Strength (Athletics) and Constitution (Endurance) checks.



Mental Enhancements

Name	Location	Surgery Complexity	Price	Strain
Auto Balance	Software	None	5	2
Auto Targeting	Software	None	5	2
Cyberbrain	Brain	Major	5	1
Euphoria Gland	Brain	Major	5	2
Emotional Regulator	Software	None	5	2
Memory Booster	Software	None	4	2
Mind Port	Skull	Minor	4	0
Muscle Automator	Software	None	5	2
Reflex Enhancer	Software	None	4	2

Auto Balance. You must have a cyberbrain and cybernetic legs to use this implant. This software allows your cyberbrain to automate some of your body's movements, allowing you to keep your balance effortlessly. Moving over difficult terrain is not difficult movement for you, you automatically pass any ability check or saving throw made to keep your balance on precarious or uneven terrain, and you have advantage on ability checks and saving throws to avoid being forcibly moved or knocked Prone.

Auto Targeting. You must have a cyberbrain and at least one cybernetic eye to use this implant. This advanced targeting software assists you in combat, allowing you to keep steady aim in adverse conditions. You ignore disadvantage on attack rolls due to long range, poor visibility, or being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So, three-quarters cover is treated as half cover, and half cover is treated as no cover.

Cyberbrain. This miniature computer implanted inside your brain, functioning as an extension of it, allowing you to communicate with it via thought alone, and allowing it to automate portions of your body, both cybernetic and biological.

The computer is capable of performing any function a typical smartphone could, operated mentally rather than by touch, with the exception of physical traits, such as a light or camera, though if you have similar enhancements, or remotely connect to devices, your cyberbrain can operate them.

Optionally, your cyberbrain can be fitted with a wireless Internet adapter, Bluetooth, radio, or any other standard form of wireless connection. This allows you to connect to the Internet, make phone calls (if you have a connected microphone), or operate wireless devices,

but it also makes you vulnerable to hacking while these features are in use.

If anyone attempts to hack your cyberbrain, you make an Intelligence saving throw in place of an Intelligence (Computers) check to resist. You have advantage on this saving throw, and you can attempt it again at the end of each of your turns. Anyone that gains access to your cyberbrain can control your physical actions.

Euphoria Gland. This special cybernetic gland produces euphoric chemicals in emergencies, allowing you to shrug off fear and doubt. You have advantage on Wisdom saving throws. In addition, should it ever come up, you have advantage on any Charisma (Deception or Performance) check you make to pretend to be happy.

Emotional Regulator. You must have a cyberbrain to use this implant. This software allows your cyberbrain to keep your emotions in check. You can activate or deactivate this software as a bonus action. While the regulator software is active, you cannot be Distracted or Frightened, and you are immune to any effect that affects your emotions, including beneficial ones.

Memory Booster. You must have a cyberbrain to use this implant. This software allows you to backup your memories in your cyberbrain. You can perfectly recall anything you have experienced, including all sensory information. You have advantage on Intelligence checks made to recall information that you did not learn during the course of an adventure.

Mind Port. You must have a cyberbrain to use this implant. This external port is connected to your cyberbrain, allowing for wired connection between your cyberbrain and external devices. This is much safer than a wireless connection under most circumstances, but you cannot turn the port off. Anyone with access to the port and a compatible device can attempt to hack your cyberbrain.

Muscle Stabilizer. You must have a cyberbrain to use this implant. This software allows your cyberbrain to keep your muscles stable in case of intense disruption, cutting through electrical interference with more powerful signals and keeping control through head trauma. You cannot be Stunned.

Reflex Enhancer. You must have a cyberbrain to use this implant. This software allows your cyberbrain to take control of your reflexes, keeping you alert and ready at all times. You cannot be surprised and you have advantage on Dexterity saving throws.

Nanite Enhancements

Name	Location	Surgery Complexity	Price	Strain
Clotting Nanites	Blood	Trivial	5	1
Immuno Nanites	Blood	Trivial	5/1	0
Resto Nanites	Blood	Trivial	5	2

Clotting Nanites. These nanites provide a rapid clot response to bleeding. You have advantage on death saving throws, and you are immune to any effect that causes you to bleed.

Immuno Nanites. These nanites replace weakened or missing white blood cells, providing all the benefits of a healthy immune system.

Resto Nanites. These advanced nanites provide an improved immune response and help in rebuilding damaged tissue. You have advantage on saving throws against illness, you have advantage on death saving throws, and you are immune to any effect that causes you to bleed. In addition, you recover all of your hit dice, rather than half, whenever you finish a long rest.

Sensory Enhancements

Name	Location	Surgery Complexity	Price	Strain
Aural Enhancement	Replaces Ears	Major	4	1
Cybernetic Ear	Replaces Ear	Major	4/1	0
Cybernetic Eye	Replaces Eye	Major	4/1	0
Multispectral Eyes	Replaces Eyes	Major	5	4
Optical Enhancement	Replaces Eyes	Major	4	2
Protected Eyes	Replaces Eyes (Combinable)	Major	4	1
Radar Suite	Brain, Ears	Major	4	2
Radio Implant	Ear, Mouth	Minor	3	0
Reverse Optics	Skull	Major	4	1
Scanner Eye	Replaces Eye (Combinable)	Major	4	2
Targeting Eye	Replaces Eye (Combinable)	Major	5	1

Aural Enhancement. These ultra-sensitive ears allow you to pick up quiet sounds, as well as infrasound and ultrasound: lower and higher frequency than humans can normally hear. You have advantage on Wisdom

(Perception) checks based on sound, and you can hear things such as dog whistles and whale calls. Your hearing also adjusts automatically to loud noise, granting you immunity to being Deafened.

Cybernetic Ear. This sensitive device can replace a human ear, allowing the user to hear normally.

Cybernetic Eye. This miniaturized camera can send visual data to the user, replacing an eyeball and allowing for normal vision—even without the need for glasses!

Multispectral Eyes. These cybernetic eyes allow you to see normal light, as well as a wide range of other wavelengths. You have the following benefits:

- ▶ You can see infrared light, allowing you to perceive heat. Anything notably different in temperature than its environment, such as living things in most places, cannot be hidden from you if within your line of sight.
- ▶ You can see ultraviolet light. You can see things such as fingerprints and the residue left by blood even after it has been cleaned.
- ▶ You can see electromagnetism, which allows you to see where electricity is flowing within any device that you can see. This means that you can tell if a machine is powered on, what electronics a person is carrying, what parts of their body are cybernetic, and where wires are running in a wall, floor, or ceiling.
- ▶ You have Nightvision, allowing you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ▶ You treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility.
- ▶ You can see normally underwater.

Optical Enhancement. These cybernetic eyes provide all the functions of normal vision in addition to various improvements:

- ▶ You have Nightvision, allowing you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ▶ You treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility.
- ▶ You can see normally underwater.

Protected Eyes. These cybernetic eyes protect your vision from flashes of bright light and chemical attacks. You cannot be Blinded.

Radar Suite. This discrete radar scanner suite is installed in your ears and connected to your brain, which allows you to “see” using radar pulses. You know the location of every surface, obstruction, and moving object or creature within 30 feet of you, including around corners. You automatically detect any hidden creature if it moves, and you have advantage on Wisdom (Perception) checks to detect a hidden creature that is holding still. This vision is not perfectly accurate on its own, and you still have disadvantage on attack rolls against any target that you can’t otherwise see. It cannot perceive color or detail. Without a cyberbrain, it takes a week of practice to get used to this new sense enough to benefit from it.

Radio Implant. Implanted in the ear, this tiny radio can be tuned to AM or FM radio signals, and can be used to communicate with other radios through a micro-receiver in the mouth. It can be controlled via a connected device, a cyberbrain, or tiny controls built into the ear.

Reverse Optics. These small, hidden cameras are installed in the back of your head and connected to your optic nerves, allowing you to see in all directions simultaneously. No one can sneak up behind you.

Scanner Eye. Software built into this cybernetic eye allows it to scan your environment. You have advantage on Intelligence (Investigation) checks based on sight, and you can see ultraviolet light, allowing you to see things such as fingerprints and the residue left by blood even after it has been cleaned.

Targeting Eye. This cybernetic eye functions as a normal eye, plus it includes a built-in laser sight that automatically adjusts to focus wherever you are pointing your weapon. This gives you the benefits of a laser sight at all times:

- ▶ It gives you advantage on Charisma (Intimidation) checks when you aim at a target with a laser sight.
- ▶ It eliminates disadvantage on attack rolls due to low visibility.
- ▶ It eliminates disadvantage on attack rolls due to firing from a moving vehicle.

Skeletal Enhancements

Name	Location	Surgery Complexity	Price	Strain
Cyber Marrow	Skeleton	Major	5/1	0
Cybernetic Spine	Replaces Spine	Extreme	5/1	0
Duraplate Bones	Replaces Skeleton	Extreme	5	2
Lift System	Skeleton and Tendons	Major	4	2

Cyber Marrow. This cybernetic material can be infused into bones, providing the same benefits as normal bone marrow.

Cybernetic Spine. This mechanical spine can be used to replace a damaged spine, providing all of the normal functions of a healthy biological spine.

Duraplate Bones. These durable metal bones replace your entire skeleton. You have damage reduction 5

against bludgeoning damage, and your bones cannot be broken or severed by any damage with a PV of 4 or lower.

Lift System. A series of high-tensile cables in place of tendons, along with a set of reinforced bones, allow you to lift significantly more than usual. You have advantage on Strength checks made to lift or move objects, and you can add your Strength modifier to your maximum Bulk twice, instead of just once.

Skin Enhancements

Name	Location	Surgery Complexity	Price	Strain
Camo Skin	Replaces Skin (Combinable)	Major	5	2
Cyberskin	Replaces Skin	Major	4/1	0
Dermal Grounding	Skin	Major	4	1
Dermal Heating	Skin	Extreme	4	1
Dermal Plating	Replaces Skin	Major	4	2
Fireproof Skin	Replaces Skin (Combinable)	Major	4	1
Reactive Dermal Plating	Replaces Skin	Major	5	4
Subdermal Plating	Replaces Skin	Extreme	5	2

Camo Skin. This cybernetic skin can change color and form patterns. The primary function of this skin is to blend into your surroundings. As long as most of your skin is exposed, you have advantage on Dexterity (Stealth) checks made to avoid being seen.

Cyberskin. This sensitive and flexible material can be used as a skin graft. When bonded to the body, this skin provides touch feedback, and it can even sweat! This skin can be made to appear as regular skin, or obviously synthetic, at your option.

Dermal Grounding. These electronics are grafted across your skin, providing an easy path for electricity to follow to the ground. You have damage reduction 10 against electrical damage.

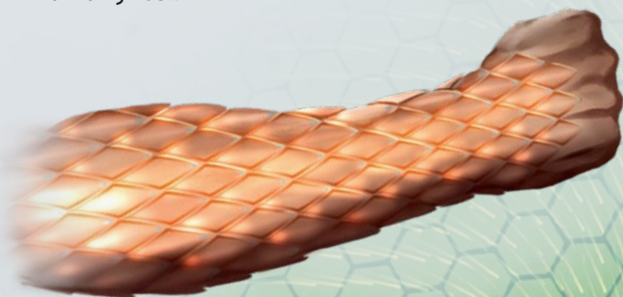
Dermal Heating. These advanced heating elements are implanted under the skin and provide heat when your body needs it. You can exist in cold climates as if you were wearing warm clothing, and you have damage reduction 5 against cold damage.

Dermal Plating. This extremely durable cybernetic skin features numerous tiny, dense plates that function as armor. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.

Fireproof Skin. This cybernetic skin is made to be fireproof. You have damage reduction 10 against fire damage, and you have advantage on ability checks and saving throws made to avoid or end the Burning condition.

Reactive Dermal Plating. This cybernetic skin rapidly reacts to damage, hardening the point of impact. You have a +1 bonus to your Defense, and you are always treated as wearing armor with an AV of 4. You are proficient with this armor. If this armor becomes damaged, it becomes undamaged when you finish a short or long rest.

Subdermal Plating. This cybernetic skin provides all the benefits of dermal plating while appearing to be normal skin. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.



Other Enhancements

Name	Location	Surgery Complexity	Price	Strain
Battery Backup	Varies	Minor	3	1
Bio Charger	Varies	Minor	3	0
Cyberbody	Replaces Everything except Brain (Combinable)	Extreme	5/1	0
Cyberlight	Varies	Minor	3	0
Exosuit	External	None	4	1
ID Chip	Varies	Trivial	1	0
Intravenous Port	Varies	Minor	2	0
Pressure Support	Eyes, Lungs, Skin	Extreme	4	1
Screamer	Replaces Vocal Chords	Major	4	4
Storage Compartment	Torso	Major	3	1
Thrusters	Torso	Major	4	4
Vocoder Chords	Replaces Vocal Chords	Major	3	2
Weapon Mount	Varies	Major	4	1

Battery Backup. This tiny but powerful implanted battery can be used to power even energy-hungry devices, providing as much power as a car battery through a port on the skin. After 8 hours of use, however, it must be recharged, which takes an hour plugged into a normal wall socket or wired to a running vehicle. If you have the Synthetic origin, you can use this battery in order to benefit from a long rest without plugging into another power source, which drains half of the battery's power.

Bio Charger. This small battery implanted under the skin is charged passively by bioelectric current, and connects to a charging port on the surface of the skin. Devices such as cellphones can be charged using this port as if plugged into any other portable battery.

Cyberbody. This enhancement replaces your entire body with cybernetic prosthetics, leaving only your brain and blood stream as organic components. You are immune to all illnesses except those that affect the brain, and you cannot gain levels of Intoxication. You have advantage on saving throws against the effects of poison.

In addition, your body is now mostly electronic. Whenever you take at least five times your proficiency bonus electrical damage from one source, you suffer disadvantage on attack rolls and ability checks until the end of your next turn.

Cyberlight. This small LED light is typically implanted on the end of a finger or the forehead, but can be placed

anywhere. It functions like any other flashlight, but does not need to be charged and cannot be dropped or stolen.

Exosuit. Exosuits are mechanical frames that extend across the wearer's body, allowing for mobility with weakened, injured, or paralyzed limbs. Connected to a mind port, an exosuit can even be used to enable fine motor control in the wearer's hands. An exosuit supports its own weight when worn, causing its Bulk to become 0.

Exosuits can also be useful for those not reliant on them. While wearing an exosuit, a user's Strength modifier is always considered at least +2 for the purpose of maximum Bulk. In addition, the wearer has advantage on Constitution (Endurance) checks made to travel long distances on foot.

In addition to their normal benefits, other cybernetics can be integrated into an exosuit, providing the same benefit as if implanted in the wearer, but only while wearing the exosuit. These cybernetics cannot be Internal, Mental, or Nanite enhancements, and their normal Strain applies.

ID Chip. This tiny chip, usually implanted in the hand, can wirelessly communicate with devices it is placed near, allowing those devices to verify the user's identity.

Intravenous Port. This external port connects to the circulatory system, allowing intravenous drips and shots to be given without the need to find a vein.

Pressure Support. This suite of enhancements prevents compression and decompression, allowing you to operate

in the deep ocean, in a vacuum, or in any other hazardous pressure conditions without penalty.

Screamer. These cybernetic vocal chords allow you to produce sound at incredible volume. When you speak, you can choose to speak loudly enough for everyone within 500 feet of you to hear clearly.

In addition, you can project your voice as a deafening blast. As a bonus action, you can create a 15-foot cone of sound originating from yourself. Each combatant in the area must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + the higher of your Strength, Constitution, or Charisma modifier. On a failed save, a target takes 1d6 explosive damage, ignoring armor, and is Deafened until the end of your next turn. A target cannot dive for cover in response to this.

This damage increases as you gain levels--to 2d6 at 5th level and to 3d6 at 9th level.

Storage Compartment. This storage compartment blends into your body and can hold 1 Bulk worth of objects.

Thrusters. This cybernetic jetpack is built into your back. As a bonus action, you can activate these thrusters to gain a flying speed of 60 feet for the next minute. You cannot do so again until you finish a short rest.

Vocoder Chords. These cybernetic vocal chords can produce a variety of sounds, turning your voice into a digital speaker system. You have advantage on Charisma (Performance) checks made while singing or to mimic another person's voice. If you have a cyberbrain, or wirelessly connect a device to your vocoder chords, you can produce any sound that a cell phone can.

Weapon Mount. This enhancement is a hard point built into your body, often on the shoulder or arm, which allows for a weapon to be affixed. You can operate that weapon as if you were holding it.

Equipment

In Universal Soldier, technology is much the same as in our real world, with the major difference being incredible advances in cybernetics and robotics. These advances have spilled into other areas, and there exist many devices invented to interact with cybernetics.

New Equipment Packs

Cybersmith Pack (Price Level 2)

Clothes: Jumpsuit, work boots

Gear: Electrician's kit, mechanic's kit, pocket stuff

Vehicle. Pickup truck or van, car stuff

Weapons: None

Armor. None

UniSol Pack (Price Level 3, Restricted)

Clothes: Military fatigues

Gear: UniSol headset, spare magazines

Vehicle. Humvee

Weapons: Assault rifle, small knife

Armor. Medium ballistic vest

Doctor Pack (Price Level 3)

Clothes: Scrubs, white lab coat

Gear: First aid kit, pocket stuff, stethoscope

Vehicle. Luxury car, car stuff

Weapons: Scalpel (small knife)

Armor. None

Influencer Pack (Price Level 2)

Clothes: Trendy outfit

Gear: The latest branded smartphone, selfie stick, backup battery, makeup, microphone

Vehicle. Common car or luxury car (+1 price level), car stuff

Weapons: Stun gun

Armor. None

Rebel Pack (Price Level 1)

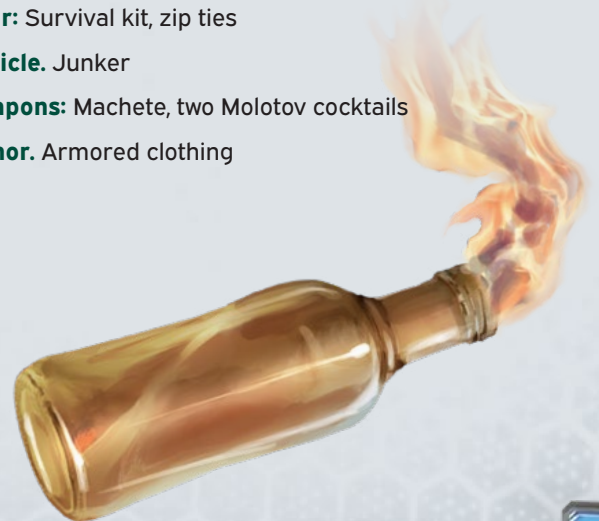
Clothes: Civilian clothes with camouflage jacket

Gear: Survival kit, zip ties

Vehicle. Junker

Weapons: Machete, two Molotov cocktails

Armor. Armored clothing



New Weapons

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price	Bulk
Advanced Weapons								
Rocket Pistol	2d6 ballistic	50/100	6	Action	3	Loud, Semi-Auto	3	1
Sonic Cannon	1d6 explosive	25/50	5	Action	–	Deafening, Loud, Special, Stunning, Two-Handed	3	2
Historical Weapons								
Nano Katana	1d8 slashing	–	–	–	3	Versatile (1d10)	4	2
Rail Crossbow	2d6 piercing	400/800	20	Action	2	Two-Handed	3	2
Military Weapons								
Cluster Launcher	Explosive	2,400	2	Action	–	Loud, Restricted, Two-handed, Special	4	2
Flechette Rifle	1d10 ballistic	200/400	25	Action	4	Semi-Auto, Restricted, Two-Handed	4	4
Modular Rifle	1d12 ballistic	1,800	30	Bonus	3	Burst 3, Full-Auto, Loud, Restricted, Two-Handed	4	4
Modular Rifle, GL	Grenade	600	5	Bonus	–	Loud, Restricted, Slow-Firing, Two-Handed	–	–

Cluster Launcher. These rocket launchers fire clusters of tiny self-guided rockets. While the exact effect depends on the rockets themselves, they are primarily used to deal anti-personnel damage in wide areas. Because the rockets are self-guided, attacks with the cluster launcher always hit the desired area with no attack roll required.

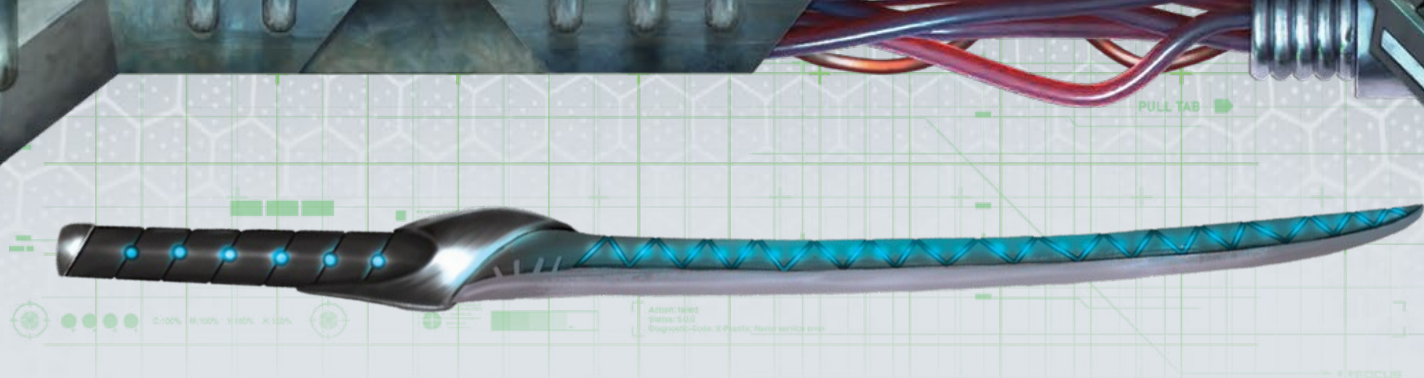
Flechette Rifle. Flechette rifles use magnetic acceleration to hurl tungsten carbide needles at targets. While the flechettes are not high-damage munitions, they are extremely useful against heavily armored targets. The stock of the weapons contain the power source, good for 25 rounds before it must be replaced.

Modular Rifle. This highly modified 5.56mm NATO assault rifle provides the wielder with an entire weapon system. In addition to the assault rifle, it has a computer sighting unit mounted on top and a 25mm grenade launcher mounted beneath. The sighting unit has a ballistic calculator, a read-out screen, and a laser rangefinder. Attacks with this

weapon do not suffer disadvantage due to long range. In addition, the sighting unit provides thermal and low-light resources. The user can see anything that is notably different in temperature than its environment, such as living things in most places, within their line of sight. The user also treats poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.

When firing a grenade, the rangefinder and ballistic computer allow the user to determine when a fired grenade detonates. The user must have line of sight to the detonation point, but can cause the grenade to explode even mid-air.

Nano Katana. These blades have an impossibly sharp edge, achieved through advanced mechanical honing techniques. They are capable of cutting through most armor like butter.



Rail Crossbow. Fitted with a powerful electromagnet, this crossbow magnetically propels metal arrows rapidly and silently at deadly speed, and automatically loads new arrows from a large clip in a manner similar to a firearm. The weapon still has quite a kick to it, and relies on its wide limbs to produce a proper magnetic charge, evoking a historical crossbow.

Rocket Pistol. Rocket weapons fire tiny rockets rather than inert bullets. They stabilize themselves by angling the rocket ports rather than spinning through a rifled barrel. Where bullets reach their maximum velocity at the muzzle of the weapon, these rockets achieve their maximum velocity just before their fuel burns out. As a

result, rocket weapons do not require heavy breeches or barrels, and can fire much larger caliber ammunition without discomfort to the user. The venting of the rocket exhaust gives these weapons a unique visual appearance. Because of the low pressure at firing, rocket weapons are useful in low or even zero gravity conditions.

Sonic Cannon. This weapon uses high-frequency sound to incapacitate targets. Looking like a fat, short, shotgun, the sonic cannon is an other-than-lethal option for dealing with opponents. Damage from this weapon ignores armor. The target makes a single saving throw against the Deafening and Stunning properties, using the result for both.

New Explosives

Explosive	Damage	PV	Radius	Properties	Price	Bulk
Cluster Rockets	4d8 explosive	3	30 feet	Loud, Restricted	5	1
EMP Cluster	–	–	40 feet	Loud, Restricted, Special	5	1
EMP Grenade	–	–	30 feet	Grenade, Loud, Restricted, Special	3	1
Explosive Arrow	4d6 explosive	3	20 feet	Loud, Restricted, Special	2	1
Incendiary Cluster	4d6 fire	1	30 feet	Loud, Restricted	5	1

Cluster Rockets. An array of tiny rockets with computerized guidance systems fired from a cluster launcher bombard an area in perfect unison.

EMP Cluster. These tiny, guided rockets release a number of localized electromagnetic pulses. These pulses disable all unshielded electronics in the area, and any robot or cybernetically-enhanced individual in the area treats the attack as Stunning.

EMP Grenade. These grenades release a small, concentrated pulse of electromagnetic energy. This pulse disables all unshielded electronics in the area, and any robot or cybernetically-enhanced individual in the area treats the attack as stunning.

Explosive Arrow. This arrow, which can be fired from any bow or crossbow using that weapon's range, is tipped with a tiny explosive charge, nearly as powerful as a fragmentation grenade. You can choose to instead purchase arrows that replace the effect of this explosive with that of a flare, flashbang, incendiary, or smoke grenade instead (see the *Everyday Heroes Core Rulebook* for more on these grenades).

Incendiary Cluster. This cluster of self-guided rockets is fired from a cluster launcher. Any flammable material in the area of effect gains the Burning condition, including combatants who fail their Dexterity saving throw against explosives and did not successfully dive for cover.

New Weapon Accessories

Modification	Fits	Properties	Price	Bulk
Angleshot	Pistols	Restricted	2	2
Beanbag	Shotguns, grenade launchers	Stunning	1	–
Smart Lock	Any firearm	Requires Cybernetics	2	–
Weaponlink	Any firearm	Requires Cybernetics	2	–

Angleshot. The angleshot is a modification made for a specific handgun. Variations exist for a wide variety of handguns, but each modification is for a specific weapon. It allows a user to hold the handgun out from cover and gain line of sight to targets that would otherwise have full concealment. The original angleshot devices achieved this with angled mirrors. Newer versions replaced the mirrors with contact pads for weaponlinks.

Beanbag. This ammunition type gives a weapon an other-than-lethal alternative. The ammunition follows the rules for the weapon that fires it except that it deals bludgeoning damage, has PV 1, and gains the stunning property. When fired from a grenade launcher, you make a normal attack with it rather than an explosives attack, and it deals 2d6 damage.

Smart Lock. This computerized system prevents the weapon from firing without proper authorization. The system scans a user's ID Chip implant, or connects to the user's cyberbrain remotely in order to verify authorization.

Weaponlink. This modification equips a weapon to function with a cybernetic weaponlink. It adds a tiny camera to the weapon that is wired to contact pads in the grip. A user with a cybernetic weaponlink or cyberbrain then sees what the camera sees in the user's cybereye.

mood, and some displays are designed to be worn over the user's face.

UniSol Enzyme Solution. A mixture of organic enzymes and chemical coolants, this solution is used in the creation of UniSols, and more can be ingested to keep a UniSol from overheating. As described in the UniSol origin, drinking one of these solutions removes the penalties of the Overclocked feature and can remove exhaustion, but it also makes it more difficult for the UniSol to remember who they are.

UniSol enzyme solution cannot be purchased pre-mixed, but a chemist experienced with UniSols can mix it from ingredients typically found in a bio lab. It must be kept at freezing temperature or it goes bad within 24 hours.

If a non-Unisol drinks the solution, they find it both toxic and freezing, causing them to suffer 2d6 cold damage and become Sickened for the next hour.

UniSol Headset. This headset features a Nightvision camera, earpiece, and radio, as well as a display over one eye of the wearer. The headset provides real-time audio and video to the wearer's command center, and it can be plugged into a mind port to allow the wearer's commanding officers to access their cyberbrain remotely.

New Gear

Name	Price Level	Bulk
Cyber Display	3	1
UniSol Enzyme Solution	3 (special)	1
UniSol Headset	3	0

Cyber Display. This tablet display, when connected to a mind port, allows a user with a cyberbrain to display their thoughts directly on the screen. Various apps are available for users to show text, images, or





PART III: NEW RULES

Contacts

Contacts represent the allies that heroes can call on for support during their adventures. They might provide information, supplies, a place to hide, their talents, or anything else that the heroes might need. These additional rules are used in Universal Soldier games by default, but they can be used in games of any setting if the GM wishes to use them.

Calling On Contacts. A hero can call on each of their contacts once for free during each adventure, as long as they can communicate with that contact and the contact can provide what is asked for wherever the hero is. The GM has discretion on how far a contact's influence spreads. For instance, a New York City cop probably can't help a hero in France, but an art appraiser might be able to assess a painting from anywhere with proper video equipment and a solid Internet connection.

If your request cannot be done remotely, you either must go to them, or provide a safe location for them to meet you. Either way, a contact may not be immediately available. When you call on a contact, roll 1d10 and multiply the result by 10. The contact is available in that many minutes.

You can also ask a contact for additional assistance, beyond the one free call per adventure, but you must do something for them in exchange. The GM has discretion on this. They may ask for something in advance, or a favor in the future before they aid you again. The higher the level of the contact, the more they ask of you.

Contact Levels. Each contact has a level from 0 to 5 in one or more of the following categories, which describes how effective they are at aiding the heroes in that area when called upon. A contact that has level 1 or higher in more than one category can be called upon multiple times in an adventure, providing assistance once in each category.

Equipment

The contact has access to equipment that you can borrow. You can borrow one piece of equipment with a Price equal to the contact's equipment level for up to 24 hours. Alternatively, you can borrow a major purchase such as a vehicle or useful place--or a piece of equipment in quantity enough for you and each of your teammates--with a Price of up to 1 lower than the contact's Equipment level. This equipment can be restricted.

Position

The contact does favors based on their position. Their importance, and thus the power of the favors they can do for you, is determined by the position level of the contact. The favor might take up to an hour to get done, at the GM's discretion, or longer if it involves something time-consuming. The GM ultimately decides what the contact can do for you. It should always be useful, though, and if the contact can't help, they do not count as having been called upon.

Position by Contact Level

Level	Influence	Position Examples
1	Minor and local	Minor criminal, town government official, beat cop, local celebrity
2	Moderate and local or minor and wide	Antiques dealer, police officer, military recruit, city government official, minor celebrity, news reporter
3	Major and local, moderate and wide, or minor and global	Police detective, ranking soldier, local black-market dealer, socialite, manager at a large company, news anchor
4	Major and global	CIA agent, high ranking military official, global black-market dealer, high society socialite, CEO of a large company, world-famous celebrity
5	Incredible and global	Top government official or someone with their ear, universally beloved media personality

Skill

The contact has proficiency in a useful skill. Choose one skill proficiency. The contact makes one ability check with that proficiency on your behalf, with a bonus determined by their skill level, so long as that check doesn't take longer than 8 hours.

A contact can have separate levels in multiple skills. When called upon, a contact can make a single check with each of their skills.

Skill Bonus by Contact Level

Level	Bonus
1	+4
2	+6
3	+8
4	+10
5	+12

Starting Contacts

If the GM wishes, and the adventure includes these contact rules, each hero can begin the game with a single contact with one category at a level equal to the hero's proficiency bonus, or two contacts with category levels one lower than their proficiency bonus. Players should describe how they know these people and why they are willing to do them favors. The GM might also grant additional contacts appropriate to the story.

Surgery

Most roleplaying games don't deal much with surgery, but in a game with cybernetics such as Universal Soldier, or a game where lasting injuries are common, you can use the following rules.

Complexity. Surgery comes in four levels of complexity, which describes the time, difficulty, and recovery time for that surgery.

Trivial surgeries are typically outpatient procedures that operate on external portions of the body or that can be done through a series of transfusions. Cybernetic nanite implantation is a trivial surgery.



Minor surgeries might be somewhat invasive, but the recovery is quick. Small incisions might allow cameras and tools to be brought to internal organs with little harm to the patient. Small internal cybernetics can be implanted with minor surgery.

Major surgeries are invasive and often involve repairing, replacing, or removing organs or limbs. Cybernetic organs and limbs are implanted with major surgery.

Extreme surgeries are massive undertakings that affect large portions of the body, or that require incredible precision in the brain or spine. Implanting cybernetic spines, installing quadruped enhancements, and other full-body modifications are typically extreme surgeries.

Surgery Time. This is the time that it takes to complete the surgery without rushing. This time can be cut in half by rushing, but it makes the surgery more difficult to perform. If the surgery is interrupted before it is finished, it automatically fails.

Surgery DC. To perform the surgery, a surgeon must make both a Dexterity (Sleight of Hand) check and an Intelligence (Medicine) check against this DC. The DC is

reduced by 5 if the surgery is performed in a well-stocked, well-maintained hospital. However, the DC increases by 5 if the surgery is rushed.

If both checks succeed, the surgery is a success. On a failure, something has gone wrong. The cybernetics are not implanted, the injury is not treated, or the illness is not cured. The GM has discretion on what state the patient ends up in, but they are stable.

If a natural 1 is rolled on either check, the surgery not only fails, but the patient is also immediately reduced to 0 hit points.

Exhaustion. The patient suffers exhaustion after the surgery, whether it was successful or not.

Recovery Time. Levels of exhaustion caused by undergoing surgery, besides trivial surgery, take longer to remove than normal, as described in this column. One level of this exhaustion can be removed after each week or month, still counting toward the one level of exhaustion recovered during a hero's next long rest once this period has elapsed.

Surgery Complexity

Complexity	Surgery Time	Surgery DC	Exhaustion	Recovery Time
Trivial	1 hour	10	1 level	Normal
Minor	4 hours	15	2 levels	1/Week
Major	8 hours	20	4 levels	1/Week
Extreme	24 hours	25	4 levels	1/Month





PART IV: GAME MASTER ADVICE

Universal Soldier adventures can resemble just about any other action scenario, featuring UniSols and cyborgs as members of the team. But these adventures can also focus on the specific themes and technologies covered in this book. This section provides advice on how to run games focusing on these concepts, as well as on games that utilize the new mechanics available in Universal Soldier.

Themes

Universal Soldier explores themes of personhood and brainwashing, government and corporate greed, and unethical things done in the shadows by those in power. When constructing your own Universal Soldier adventures, consider including one or more of these concepts, at least in passing. You needn't include them, but doing so can help make these adventures feel uniquely Universal Soldier.

Conspiracy

UniSols were first created by a government branch with little oversight, and have continued to be produced in secret by all manner of shadowy organizations, including military programs all across the world. You can include secret societies, black ops, or highly classified corporate programs as a part of just about any story. The heroes might be trying to find the truth, or they could be part of a conspiracy themselves.

Exploitation

Black Tower sought to weaponize the bodies of soldiers killed in a war in which they had no true stake to begin with. They were callously sent to their deaths in Vietnam for the benefit of the powerful, and their bodies continued to be used as nothing more than weapons. The theme of soldiers being treated as expendable weapons and the elite exploiting the masses is central to the existence of UniSols--and they apply just as easily to any soldier, mercenary, or corporate goon, especially when cybernetics are involved. Are the heroes being used? Are they fleeing the exploitation they suffered? Or are they still part of the cycle, yet to escape as they carry out the orders of those that don't care about them?

Humanity

The Universal Soldier program sought to create warriors with no humanity, no emotion, no personality, and no free will. But some UniSols found their humanity again, for good or for ill. You can pose questions about what defines a person, what makes them human, and whether they can change to evoke this theme, especially with UniSol heroes who have lost much of who they once were. These themes are also instrumental in the stories of any Synthetic heroes, should you include them in your game. These mechanical beings were never human to begin with, yet are still people in their own right.

Billionaires and Wealth Level 6

The Billionaire class grants players access to Wealth level 6. Money is exceptionally powerful in the modern world, especially at this level. You don't have to allow Billionaires in your game if you do not want, and the class itself warns players of this. While allowing Wealth 6 presents additional obstacles to consider while designing adventures, the Billionaire class is limited in what it can do by its plans.

Any other use of a Billionaire's massive fortune falls largely under your control. Enemies needn't accept bribes; people aren't always willing to sell their personal or corporate belongings, even at a high price; and most of the time it's not possible to bring a private military into your personal adventure. Still, Billionaires aren't especially capable on their own in a fight, and access to Wealth level 6 is their main contribution to the team outside of their plans, so they should be allowed to purchase just about any personal equipment they want (including restricted weapons), and they can just throw money at a problem any time that it doesn't disrupt the adventure too much.

Creating New Cybernetics

You or your players might want to introduce cybernetics not found in this book to the game, and doing so is relatively easy. The Price level, surgery complexity, and location of a cybernetic implant is mostly aesthetic, so freely change these without worrying about game balance, and a new implant has whatever values you feel is narratively appropriate.

The important part of an implant is its Strain, which is also rather simple: since the Cybernetic Tolerance minor feat gives a hero 2 additional Maximum Strain, every 2 points of Strain is worth one minor feat, providing you with a wealth of abilities to which you can compare your new implant; +1 to an ability score or two skill proficiencies would be worth 2 Strain, for instance, and the effects of a multiclass feat (a major feat) would be worth 4.

Using Contacts

The contact rules presented in Part 3 allow players to come up with allies that they can call on for help during their adventures. While the players themselves get to decide what sort of contact they want when selecting contacts at the start of the game or as the result of a feat, talent, or other feature, you have final say on who these contacts are and exactly what they can provide. Work with your players to come up with contacts that fit the story, setting, and feel of your game, and try to steer them away from contacts that are not useful during a campaign. And ultimately it is up to you if you want to use these rules at all in your game.

As often as possible, let your players use their contacts to genuinely help. Sometimes an adventure might take place somewhere remote or otherwise distant from contacts, but try not to take away contacts for too long. If the primary location of the campaign changes, let players exchange any of their contacts that have no influence there for ones that do.

Remember also that contacts are not meant to be allies in combat, and they should avoid getting into fights as much as possible. However, if a contact ends up in harm's way, you can always select an appropriate NPC stat block.

Adding Contacts

At any point during an adventure, including right at the start, you can give additional contacts to your players. You might do this to provide them with needed assistance, to make the heroes feel more like they're part of your world, or as a reward for completing an adventure or for helping out specific NPCs that then become contacts.

You can give your players contacts of any type and level, so long as you keep in mind that more contacts means more options that the heroes can use to solve problems. If you give out lots of contacts, consider increasing the difficulty of your adventures as well.

Note also that level 5 contacts are not attainable via hero advancement, and are purely within your discretion to give out as major rewards or to provide your team with support from one or more extremely influential individuals.

Extra Favors

Each contact provides the heroes with assistance once during each adventure for free, but they might do more for the heroes if properly motivated. Exactly what it takes to get more help from them varies as widely as there are motivations in the world, but generally the contact should ask for something that actually costs the heroes something or requires them to go above and beyond their mission, either now or at a later date.

Contact Favors

Contact Level	Favors
1	An incidental task that players must keep in mind, but that probably won't cost them much; leaving a note for someone, making sure an existing enemy dies, bringing back an object with sentimental value.
2	An easy side-quest that requires doing a little extra or makes an existing challenge a little harder; taking someone alive that it would be easier to kill, avoiding taking an easy route, lighting the place on fire as you leave, etc.
3	A side-quest that costs moderate resources; an extra fight or challenging task that is a scene unto itself.
4	A difficult side-quest that costs significant resources; an additional difficult fight or series of extra combats, or a complex and dangerous task.
5	An entire side adventure for them, or giving up the primary reward for completing their current mission.

Of course, you can always decide that the contact is busy or doesn't want anything else right now, and isn't available for additional favors. This is a good option when the adventure is already complicated enough and you don't want to add extra goals or distractions, as well as when continued aid might spoil the challenge. You should design your adventures and guide the creation of contacts in a way that won't let calling on contacts once take away all of the challenge, but it is reasonable to keep them from intervening more than that.

Technological Marvels

While the cybernetics and equipment available in Part 2 of this book represent what is available for purchase, bleeding edge research and secret military programs may have much more to offer to anyone that can gain access to the powerful technological marvels they create. Presented here are a variety of powerful weapons, cybernetics, and other tools that you can introduce as rewards for your players, collectively known as marvels.

Marvels as Rewards

Marvels cannot normally be purchased, even by extremely wealthy heroes. It's up to you when and how often marvels appear during your adventure. They make for excellent rewards for heroes that succeed in their missions in addition to milestones, as special extras for heroes that go above and beyond, or as ways to connect heroes more to the setting they inhabit.

As guidance for GMs, marvels are categorized by level. This provides a rough guide for the minimum appropriate level your heroes should be before earning a given marvel. In an average game, you can provide each of your heroes with one marvel of each level--3, 5, 7, and 9--sometime after they reach that level. Some marvels have a level of breakthrough instead of a number. These marvels are beyond even 10th level heroes, and should only be included as major plot points or the most exceptional of rewards.

But these are merely guidelines. As long as you consider that your players are more powerful, you can give them as many marvels of any level as you like. You don't need to give high-level marvels to high-level heroes if you don't want to, nor do you need to give heroes any marvels at all if you don't feel it is appropriate for your game.

Remember also that marvels are exciting, and giving them to some heroes but not others could lead to disappointed players if things don't even out fairly quickly. If you don't plan to give out marvels in equal measure, make sure your players are all okay with it.

Creating Your Own Marvels

When designing your own marvels, even the sky isn't the limit for the effects that you can give them. Truly anything that you can imagine could be found by your heroes, with

effects ranging from the scientific to the fantastical. That said, there are some things to keep in mind.

Marvel Effect. Marvels can do almost anything, so it's important to consider what kinds of things you want the heroes to accomplish when using them.

Numerical bonuses. Mastercrafted equipment grants a bonus to one or more types of roll, improves PV or AV, or otherwise simply makes a hero better at what they already do. These marvels are simple and can provide a feeling of progression without disrupting the story.

Combat abilities. These marvels provide a new way to attack, move, or defend yourself in combat. They provide interesting new tactical options and introduce more complexity to the game, but still don't alter the flow of the narrative very much.

Plot effects. These marvels provide information, social power, or strange effects that may alter the way the heroes interact with the story. Make sure that you are prepared to improvise when the heroes use them in strange and creative ways.

Marvel Level. The level of the marvels presented here is a guideline, and you don't need to give yours a specific level if you don't find it useful to do so, but it's a good idea to consider your heroes' level and compare your custom marvels to those that already exist when deciding how powerful the marvel should be.

- ▶ **Level 3** marvels are generally small or circumstantial bonuses. They are useful tools that usually don't

outright increase the damage heroes can deal, but may provide alternate ways to deal it.

- ▶ **Level 5** marvels provide a noticeable boost in general power, or a significant circumstantial boost.
- ▶ **Level 7** marvels provide unique or especially powerful circumstantial effects that cannot be found elsewhere.
- ▶ **Level 9** marvels are extremely potent, providing large combat bonuses or powerful effects that are useful in a wide variety of situations.
- ▶ Breakthrough marvels are ludicrously powerful and are not meant to be balanced at all.

Weapon and Armor Marvels

Weapon and armor marvels are special versions of equipment found in this book or in the Equipment chapter of the *Everyday Heroes Core Rulebook*.

When giving weapon marvels to players, you can assume that the given level includes a single weapon, unless it is a light weapon, in which case you can provide two such weapons for dual-wielding heroes, or it is ammunition, in which case you can grant 3 to 5 clips worth of ammo.

If damaged, an armor marvel can be repaired by spending an hour with appropriate tools, even by a hero with no special training.

Weapon Marvels

Name	Level	Weapon Type
Gravity Barrier	B	Special
Laser Beam	3	Any ballistic
Mastercrafted Armor (normal)	3 or +2	Any
Mastercrafted Armor (advantage)	7 or +6	Any
Mastercrafted Weapon +1	5 or +4	Any
Mastercrafted Weapon +2	9 or +B	Any
Monoblade	5	Any slashing
Plasma Emitter	5	Any ballistic
Smart Gun	7	Any two-handed ballistic
Tesla Rifle	5	Tactical Rifle

Gravity Barrier

Armor (special), breakthrough

This disk-like device, typically worn as a necklace or belt buckle, uses experimental gravity control technology to produce a powerful gravitational field that intensifies when a fast-moving object interacts with it. The gravity barrier counts as armor with an AV of 5, but cannot be used against damage caused by crushing or squeezing. If this armor is damaged, it automatically repairs itself after 1 minute. Anyone proficient with Basic Equipment is proficient with this armor.

In addition, while wearing the repulsion barrier, you have advantage on ability checks made to avoid or escape a grapple, and your jumping height and distance are both doubled.

Laser Beam

Weapon (any ballistic), level 3

Using focused light rather than physical ammunition, a laser beam weapon rapidly heats its target at incredible range. A laser beam deals fire damage instead of ballistic, it loses the loud property, and its range is doubled under normal conditions. In dense fog or smoke, its range is halved instead, and in outer space or a similar void with no atmosphere, its range is quadrupled.

Mastercrafted Armor

Armor (any), level 3 or +2 (normal), level 7 or +6 (advantage)

Produced by bleeding edge machining and printing technology, this armor is more durable than would otherwise be possible. Mastercrafted armor has +1 to its AV. Exceptionally well-made armor also provides advantage on armor saving throws while it is undamaged.

Unless otherwise stated, any other marvel armor can also be mastercrafted. Marvel armor with a +1 mastercrafted bonus has its level increased by 2, and marvel armor with a +2 mastercrafted bonus has its level increased by 6. If its level is increased above 9, it is instead considered breakthrough.

Mastercrafted Weapon

Weapon (any), level 5 or +4 (+1), level 9 or +L (+2)

Constructed with unmatched skill and the best tools available, mastercrafted weapons are a warrior's best friend. They are sharper, better balanced, have less recoil, and are all-around better. Attack and damage rolls made with mastercrafted weapons have a +1 bonus, or +2 for the most effective weapons made with the most bleeding edge techniques.

Unless otherwise stated, any other weapon marvel can also be mastercrafted. A weapon marvel with a +1 mastercrafted bonus has its level increased by 4. If its level is increased above 9, it is instead considered breakthrough. A marvel weapon with a +2 mastercrafted bonus is always considered breakthrough.

Monoblade

Weapon (any slashing), level 5

A monoblade is a sword or other blade that has been sharpened by such immensely precise machines that its edge is reduced to a single molecule wide at its point of impact. Such a blade can cut through almost anything, granting it a PV of 5.

Plasma Emitter

Weapon (any ballistic), level 5

Using powerful magnetic fields, this weapon creates and fires concentrated bolts of superheated plasma instead of more traditional rounds. A plasma emitter weapon deals fire damage instead of ballistic, and its PV is increased by 2. Its ammunition has a Price level of 3.

Smart Gun

Weapon (any two-handed ballistic), level 7

This weapon features a powerful camera, robotics that can move the barrel independently of the grip, and experimental software that allows it to track targets with immense precision. This allows the gun to adjust for human error. Your attack bonus is +8 with this weapon, unless your normal attack bonus is better, and you can use +4 instead of your ability modifier for the damage if your modifier is not higher.

Tesla Rifle

Weapon (tactical rifle), level 5

Utilizing a state-of-the-art energy cell and a laser that supercharges the air in its path, this rifle fires arcing bolts of electricity with surprising accuracy, but can also be used to unleash chaotic blasts of lightning. A Tesla rifle deals 2d8 electrical damage instead of 1d12 ballistic, it has unlimited ammunition, and it gains the shot property. In addition, when you use suppressive fire with the Tesla rifle, you can treat the weapon as if it had the full-auto property, but only out to a range of 30 feet.

Cybernetic Marvels

Cybernetic marvels function just like any other cybernetics, as described in the Cybernetics section in Part 2, with a location and Strain value, and they are implanted in the same manner.

Cybernetic Marvels Table

Name	Level	Location	Surgery Complexity	Strain
Auto Hack	3 to 9	Software	None	0
Auto Training (basic)	3	Software	None	0
Auto Training (expertise)	5	Software	None	0
Cyberknight Shell	B	External	None	12
Laser Eye	3	Eye	Major	1
Mastercrafted Implant (-1)	3 or +2	Any	Varies	-1
Mastercrafted Implant (-2)	7 or +6	Any	Varies	-2
Mental Backup	9	Brain Stem	Major	2
Monowire Finger	5	Finger	Minor	0
Onboard AI	3	Software	None	0
Predictive Algorithm	3 to 9	Software	None	0
Spatial Awareness Suit	5	Brain, Skull	Major	1



Auto Hack

Cybernetics (software, no surgery, Strain 0), level 3 to 9

You must have a cyberbrain to use this implant. This collection of advanced hacking software can automate the process for even the untalented. Each auto hack is programmed with a single Smart Hero plan chosen by its creator from among Brick It, I'm In, Sucks To Be You, or We Interrupt This Program from the Hacker plan list. You can use this implant to enact that plan, requiring the normal action, but no expenditure of Genius. When you do, it has a plan DC and enhancement level based on the level of this artifact, regardless of your own level. Your cyberbrain must be able to connect to other devices, either directly or through a computerized device that you have on your person in order to perform this hacking. The auto hack can be used to enact its plan in this way only once before you finish a long rest.

Level 3 marvel: Plan DC 12, no enhancements.

Level 5 marvel: Plan DC 14, 3rd level enhancements.

Level 7 marvel: Plan DC 15, 5th level enhancements.

Level 9 marvel: Plan DC 17, 7th level enhancements.

Auto Training

Cybernetics (software, no surgery, Strain 0), level 3 (basic) or 5 (expertise)

You must have a cyberbrain to use this implant. This incredible innovation allows your cyberbrain to function as a true extension of your brain, granting you whatever knowledge and training with which it is programmed. Each auto training software is programmed with a single skill or equipment proficiency. You gain that proficiency.

More advanced auto training software can provide you with training at the level of a master, granting you proficiency and expertise in a single skill proficiency instead.

Cyberknight Shell

Cybernetics (external, no surgery, Strain 10), breakthrough

This Exosuit (see Cybernetics in Part 2) is a bulky, armored suit, completely sealed to the outside world. It is installed with two Power Arms, as well as the Power Legs, Dermal Heating, Duraplate Bones, Fireproof Skin, Hardened Dermal Plating, Lift System, and Pressure Support cybernetics. In addition, it provides complete protection against external gases and toxins and provides 8 hours of air before its tanks must be refilled. It also features a radio, headlamp, and nightvision goggles.

Laser Eye

Cybernetics (eye, major surgery), level 3

This targeting eye (see Cybernetics in Part 2 of this book) not only produces a targeting laser, but can also intensify the beam to a deadly level. You can make attacks with the eye as if it were a pocket.38 pistol (see the **Everyday Heroes Core Rulebook**) wielded in one hand, except that it deals fire damage instead of ballistic, it loses the loud property, and it has unlimited ammunition. This requires no hands to accomplish. Even a deep scan shows this eye as a simple targeting eye.

Mastercrafted Implant

Cybernetics (any), level 3 or +2 (+1), level 7 or +6 (+2)

Cybersmiths of truly amazing skill can create advanced cybernetics that interface so perfectly with the body that they operate with little to no strain on it. The Strain of a mastercrafted cybernetic implant is reduced by 1, or by 2 for an implant created by a true artist.

Unless otherwise stated, any other cybernetic marvel can also be mastercrafted. A cybernetic marvel with -1 Strain has its level increased by 2, and a cybernetic marvel with -2 Strain has its level increased by 6. If its level is increased above 9, it is instead considered breakthrough.

Mental Backup

Cybernetics (brain step, major surgery), level 9

You must have a cyberbrain to use this implant. This remarkable device creates a real-time map of your brain, maintaining a near-perfect copy of your mind at all times on a flash-drive-sized storage device. When you die, or the implant is removed, as long as this backup is not destroyed, it can be implanted in another body that has a cyberbrain, where it erases all of the information stored in the new body's brain and replaces it with a copy of your own mind over the course of 1 hour.

Once in a new body, you use that body's Strength, Dexterity, and Constitution scores, as well as its implanted cybernetics, but otherwise use your own game statistics, including Maximum Strain.

If attacked directly after your death or if your death is caused by massive trauma such as being ground into paste, the backup has an AV of 4.

Monowire Fingers

Cybernetics (fingers, minor surgery), level 5

This cybernetic finger features a tiny retractable wire that has been sharpened to within a single molecule in width. You can make attacks with this wire as if it were a whip,

except that it has a PV of 5. When you are not attacking with these wires, you can retract them, causing them to be undetectable by the naked eye, though a detailed security scan can detect them.

Onboard AI

Cybernetics (software, no surgery, Strain 0), level 3 (proficient) or 7 (expertise)

You must have a cyberbrain to use this implant. You have an artificial intelligence installed in your cyberbrain. It is not a sentient entity, but it is advanced enough to act creatively when given tasks. The AI can perform purely mental tasks, requiring no action from you, including operating your cyberbrain or your other software or connected digital devices. It can take a single action or bonus action during your turn if operating that software or device requires such an action. It has an Intelligence score of 14 (+2) and proficiency in Computers. The AI uses your proficiency bonus. An extremely advanced AI can also have expertise in Computers.

Predictive Algorithm

Cybernetics (software, no surgery, Strain 0), level 3 to 9

You must have a cyberbrain to use this implant. This piece of software has near-precognitive levels of predictive ability, but is limited to a specific type of circumstance. Each predictive algorithm is programmed with a single Smart Hero plan chosen by its creator from the Mastermind or shared plan list. You can use this implant to enact that plan, requiring the normal action but no expenditure of Genius. When you do, it has a plan DC and enhancement level based on the level of this artifact, regardless of your own level. The algorithm can be used to enact its plan in this way only once before you finish a long rest.

- ▶ Level 3 marvel: Plan DC 12, no enhancements.
- ▶ Level 5 marvel: Plan DC 14, 3rd level enhancements.
- ▶ Level 7 marvel: Plan DC 15, 5th level enhancements.
- ▶ Level 9 marvel: Plan DC 17, 7th level enhancements.

Spatial Awareness Suite

Cybernetics (Brain, Skull, major surgery, Strain 1), level 5

This collection of hypersensitive vibration sensors built into the skull allow the user to sense their environment with surprising clarity. You can see everything within 30 feet of you, including around corners, despite darkness, fog, or similar obstructions, and you ignore all penalties from the Blinded condition, though you cannot see color using this sense. Without a cyberbrain, it takes a week of practice to get used to this new sense enough to benefit from it.

Other Marvels

Many other technological achievements can be found among marvels. Enzyme serums are consumable, so you can grant three to five of them as a single marvel of the appropriate level.

Other Marvels

Name	Level
Cryogenic Stasis Pod	3
Fabricator	5
Mastercrafted Toolkit (+1)	3
Mastercrafted Toolkit (+2)	7
Enzyme Serum, Agility Booster	3
Enzyme Serum, Ferocity Booster	9
Enzyme Serum, Focus Booster	3
Enzyme Serum, Immortality Booster	7
Enzyme Serum, Muscle Booster	5
Spy Fly	3

Cryogenic Stasis Pod

Marvel, level 3

This innovative technology allows a human body to be frozen and unfrozen without causing tissue damage. Like a large refrigerator with a transparent front, each stasis pod is large enough for one adult human. Once activated, the occupant suffers a level of exhaustion each round until it reaches the point where exhaustion would kill it, but it falls unconscious instead. When it comes time to thaw, the occupant recovers a level of exhaustion and becomes conscious after 1 minute. Thereafter, it heals a level of exhaustion caused by the stasis pod each minute until returned to normal.

Mastercrafted Toolkit

Specialized kit (any), level 3 (+1) or 7 (+2)

Engineered with the finest materials and production techniques, a toolkit can be made exceptionally well. Ability checks made using a mastercrafted toolkit have a +1 bonus, or a +2 bonus for a toolkit created using the most advanced techniques to which major corporations have access.

Fabricator

Marvel, level 5

This advanced apparatus, about the size and shape of a large microwave, is capable of rapidly assembling complex objects out of raw material. Given 1 minute, the fabricator can create just about any object, even functioning electronics, as long as the object can fit within a 2-foot cube and the fabricator has been programmed with assembly instructions, but it cannot produce other technological marvels. A typical fabricator is programmed with just about any appropriately-sized object with a Price of 5 or lower.

The fabricator requires appropriate materials to create an object, which are deposited in a bin on the back of the machine. These materials can be truly raw, such as metal ingots; or they can require disassembly to access their components, such as broken electronics or other junk. But the pieces must include all of the necessary material. The fabricator can also simply disassemble any material fed into it, producing raw material.

Enzyme Serum, Special

Enzyme Serum, level 3 to 9

These enzyme serums, which have the same effects as standard enzyme serums, provide a variety of powerful effects. After consuming a serum, you gain additional benefits until you finish a short rest, depending on the specific serum, so long as you are a UniSol. They provide no benefit to anyone else.

Agility Booster (level 3). This serum enhances the muscle memory and reaction time of a UniSol. You gain the following additional benefits:

- ▶ You have advantage on Dexterity ability checks, including initiative checks.

Endurance Booster (level 5). Hardening skin and bone, dampening nerves, and improving blood clotting, this serum causes a UniSol to become even more durable. You gain the following additional benefits:

- ▶ You have advantage on Constitution ability checks and saving throws.
- ▶ You have damage reduction 2 against all damage. If you already have damage reduction, it is instead increased by 2.

Ferocity Booster (level 9). Enhancing adrenaline production and reaction time, this serum also alters the UniSol's brain chemistry, increasing aggression. You gain the following additional benefits:

- ▶ You have advantage on attack rolls.

- ▶ You have advantage on Charisma (Intimidation) checks.

Focus Booster (level 3). This serum improves mental acuity and enhances a UniSol's senses. You gain the following additional benefits:

- ▶ You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks.
- ▶ You have advantage on Intelligence and Wisdom saving throws.

Immortality Booster (level 7). With a flood of chemicals, this serum allows a UniSol to remain conscious through even catastrophic damage. You gain the following additional benefits:

- ▶ You do not fall unconscious at 0 hit points and you do not make death saving throws. You can still suffer death saving throw failures by taking damage, but it requires five failed death saves to disable you.

Muscle Booster (level 5). This serum hardens the muscle fibers of a UniSol. You gain the following additional benefits:

- ▶ Your movement speed increases by 10 feet.
- ▶ Your jumping height and distance is doubled.
- ▶ You have a +2 bonus to damage rolls when attacking with a melee weapon.

Spy Fly

Level 3

This tiny mechanical bug—resembling a fly, bee, or similar insect—is the perfect spy. Easy to ignore, a DC 20 Wisdom (Perception) check is required to notice that the fly is anything but a normal insect. It is commanded through a connected device, typically a tablet, phone, or cyberbrain at a range of up to a mile. The spy fly is capable of acting autonomously, requiring only limited intervention by its operator while it feeds its camera and microphone data back to your device.

Spy Fly

Tiny robot (autonomous, futuristic)

Defense 14

Hit Points 1 (1d4 – 1)

Armor –

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	18 (+4)	8 (–1)	5 (–3)	10 (+0)	1 (–5)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Mechanical Nature. The robot cannot be Frightened, Paralyzed, Sickened, or Stunned, except by effects that specifically target robots, and it cannot gain levels of exhaustion or Intoxication. It is immune to illness and poison.

Uplink. Everything the spy fly sees or hears is uploaded to a connected device up to a mile away.

Adventure Ideas

Provided here are a number of simple ideas that you can use to create your own Universal Soldier adventure, either as a jumping off point or as an inspiration to get your own creative juices flowing. Each one provides you with a basic description of the concept, explains who the heroes are and how they're likely to get involved, and gives a quick rundown of how things might progress.

Amnesia

Hook. The heroes wake up in a lab with no memory of what has happened. The facility is in lockdown. Something bad has happened.

Heroes. Players could awaken as UniSols or cyborgs, play experimental synthetics, or simply awaken from cryosleep. Regardless, they have lost at least their recent memories and have no idea why they are here.

Action. Crazy, defective UniSols wander the halls, and attack as the heroes emerge. Blast doors keep the heroes inside, so they must either fight or sneak their way to the facility mainframe, and end the lockdown before they can escape. Because they need security clearance to end the lockdown, though, they head into the other labs, seeking both a proper key card and information about themselves.

The Auction

Hook. Black Tower is holding an auction to sell their latest batch of UniSols, and a variety of criminal and terrorist organizations are looking to buy.

Heroes. The heroes are undercover agents who enter the auction, posing as members of a notorious cartel. They might be working for the government or have their own reasons for being here.

Action. The heroes have no hope of fighting all of the potential buyers, and security is too tight to steal the "goods," but the whole place is a powder keg of violent criminals with no love for one another. By exploiting the high tensions and various rivalries between these groups,

the heroes can get them to fight amongst themselves long enough to get the UniSols out.

Black Site

Hook. A remote military base in the mountains is producing UniSols under the orders of an Army general. It's off the books, so someone is going to have to go there to prove it exists.

Heroes. The players can be military themselves, ordered to investigate this illegal use of government resources, UniSols that want the program shut down, or simply heroes looking for the truth.

Action. The heroes must hike through the wilderness, avoiding patrols, make their way onto the base, and then lie, fight, or sneak into the research center. With photos and documents in hand, they must make a daring escape by helicopter while being pursued by fresh UniSols.

Corporate Espionage

Hook. Nexus Solutions has landed a massive defense contract by promising advanced robotic soldiers to one or more military powers. The board of Aegis Robotics believes that this technology was stolen from them, and have hired the heroes to break in and find proof.

Heroes. The heroes are mercenaries, freelancers, or criminals willing to take on this job. Some might pose as one of these people in order to get access to Nexus Solutions' files themselves.

Action. The heroes must infiltrate a high security office building in Tokyo, Japan, dodging guards, hacking into security systems, and making their way into the R&D department deep in the lower levels. Once there, they must contend with robotic soldiers before downloading the schematics and code that should prove to have been built on Aegis Robotics' intellectual property. But is all what it seems? Is Aegis the company trying to steal from their competitors? Or is it all a trap?

I, Person

Hook. A new line of robot helpers has hit the market. Remarkably intelligent, these machines function as expert assistants and servants of buyers wealthy enough to afford them. But someone from inside the production team has leaked information to the heroes that suggests these robots are more than they appear: they are fully self-aware.

Heroes. The players are journalists or activists interested in exposing corporate lies, or agents of a rival company looking to take the competition down a notch.

Action. The heroes must gain access to three of these helper robots and record their interactions to prove that the leaked information is accurate. The first one they find is at a high society function where its owner is showing it off. The heroes must find a way to crash the party. The second is owned by a known mafia boss. They must fight their way in. And they find the third at the lakeside home of a reclusive tech entrepreneur. They must navigate his strange, maze-like home, dodging tricks and traps to reach him.

Knowing Too Much

Hook. A local reporter has stumbled upon a huge secret, and can now expose the governor as a member of Black Tower. But Black Tower knows that the reporter learned the secret, and has dispatched numerous assassins to solve the problem.

Heroes. The heroes are friends or contacts of the reporter, have been hired as bodyguards, or are government-assigned protection. One of them can also play the reporter themselves.

Action. The heroes must escort the reporter to the network headquarters to broadcast the information. They are pursued by UniSol assassins in a high-speed chase, and just before they make it to the headquarters, the entire building explodes! They fight their way out, and head for the next best thing: a radio tower across town. There, they must defend the area as the incriminating recordings are broadcast.

Lockdown

Hook. A new line of police robots is being tested in a low-income neighborhood. The robots suddenly declare a lockdown of the whole area, not even allowing human officers through the perimeter.

Heroes. The heroes might be locals or just visiting, but either way, they are trapped inside and must find a way to end the lockdown. One or more players could play as the only human police officers inside the perimeter.

Action. The heroes must ambush a police robot and take it apart to figure out where its orders are coming from. Following the signal, they must fight their way into the heavily-guarded town hall, where they find the rogue officer that took control of the system. After a showdown, whether violent or by talking the officer down, the neighborhood is saved and the robots decommissioned. But why did the officer do it? Were they working for someone else?

Mindhack

Hook. Most of the citizens of a large city that have cyberbrain implants suddenly go mad and start attacking everyone around them!

Heroes. The players are do-gooders of any sort, caught up in the madness and motivated to help.

Action. The heroes are on the street when people begin to act violently toward one another. They must restrain numerous people before too much harm has been done, and they soon find this is happening all across the city. Cybernetics professionals are working on the problem, but before the hack can be stopped, a construction crew in a variety of vehicles begins to destroy everything in its path! The heroes must stop the crew, non-lethally. With the crew stopped, the hack is soon counteracted, but who did this, and why?

Resurrection

Hook. An extremely important informant that has critical intel on Black Tower has been killed, but this doesn't mean that what they know is lost forever. Put on ice, the informant must now be brought to a secret laboratory that creates UniSols to be brought back.

Heroes. The players are government, military, or journalists that need the information in the informant's head to deal a blow to Black Tower.

Action. Before being killed, the informant revealed the general location of a Black Tower laboratory. The heroes must find the exact location, take control of the lab, and find a way to use the lab to reanimate the informant's frozen body. Meanwhile, other forces conspire to destroy the lab, and the heroes must fight them off or convince them that they're all on the same side.

The Traitor

Hook. A UniSol has gone rogue, and the secret government agency responsible has sent the heroes to capture them.

Heroes. UniSols working for this secret government program, the heroes are ordered to hunt down the rogue agent.

Action. Following the rogue agent, the heroes find that their quarry has employed the help of their former mercenary company to sneak across country borders. The heroes must enter another country, locate the agent, and fight their way through mercenaries before finally encountering the UniSol. But wait! The rogue UniSol claims to have proof that the heroes were once part of this group as well, and that they are being lied to.



PART V: THE ADVENTURE RETURN TO EDEN

“Even the strongest person can be killed by a flower. Let’s change that forever.”

— DR. SHARPE

Forward

Nineties action films like *Universal Soldier* hold a special place in American culture. The badasses were badass, the villains were insane, and the plot lines often left the audience with questions. And those unanswered questions add to a movie’s charm. *Universal Soldier* didn’t answer everything. For example, how did this black-box military operation ever get started? Who invented the ability to return dead flesh to life? Why are they operating in the suburbs of America like superheroes?

Once you layer in faulty cybernetics, high explosive action, and one of the best villains to capture the horrors of PTSD on screen, you’ve got a cult classic. The original movie was not afraid to show the impact that death and murder have on soldiers, or the truly monstrous way that governments treat soldiers as disposable.

For those of us in the roleplaying world, this universe created a glorious sandbox. The campaigns and missions that you can create (ranging from one-shot to epic multi-nation quests) are perfect for groups. The questions never answered by a single film become unexplored narrative territory. So, with much pride and appreciation for explosions and insane villain monologues, we present *Universal Soldier: Return to Eden*.

RICK HEINZ & PATRICK EDWARDS

Introduction

“Ideology is the key to assimilation. Imagine a world where there is no dissidence, no pain, and no memory.”

— DR. SHARPE

The path to paradise is just a leap of faith away. For even in death, one can be reborn into an improved version of themselves. Washed away are the pains of regret or memories of mistakes made in a past life. Thanks to the

science and visionary foresight of Dr. Christopher Gregor and Colonel Edward Perry, the world was forever changed when the UniSol program documents found their way to the press in a groundbreaking exposé that shook the foundations of the CIA. Now, a genetic scientist named Dr. Sharpe returns to the public eye with new secrets--secrets that the public has begun to embrace with little regard for the consequences. The next generation of UniSols is the only thing that stands between a cult of personality and worldwide assimilation.

Universal Soldier: Return to Eden is an adventure for **Everyday Heroes** that can serve to launch a full campaign in the **Universal Soldier** universe or as a climax to an ongoing campaign. Initially, this adventure is set for level three heroes, with more options detailed in the Intro and Hooks section. High-level campaigns around the UniSol program require more freedom and returned memories, so alternative starting options are available in Return to Eden that can be used to run this adventure as a climax for a longer campaign.

This adventure focuses heavily on the themes of conspiracy, deception, and (of course) significant amounts of lead, and it should be read in its entirety before playing to capture the full impact of these themes. As with most adventures, heroes who snoop into restricted sections for UniSol secrets find more questions than answers. This adventure has multiple outcomes, and the UniSol program is ready with several contingencies in play. It's not the first time that a UniSol has gone through Regressive Traumatic Recall, after all.

For source material and inspiration, we draw heavily upon **Universal Soldier** (1992). While there were many sequels with expanded lore--clones, Self-Evolving Thought Helix, and even a full government coup attempt--we are leaving those elements as optional. They are compatible with the lore built upon from the first movie and in Return to Eden, but not directly referenced outside the occasional Easter egg.

This adventure runs best with music, and our tip for Game Masters is to create soundtracks with music for different decades. UniSol soldiers are reanimated after all, and sometimes they aren't brought back to life for decades. Having some playlists set back 20 or even 30 years can help change the tempo when roleplaying an unlocked memory. For added immersion, Evil Genius Productions has partnered with Syrinscape for a complete soundscape. More information can be found at Syrinscape.com.

Additionally, it may be out-of-game homework for your players, but we advise that each player at the table pick a theme song for their heroes during Session Zero. After each game session during Return to Eden, pick a theme song as a group, and once the sun has set on this adventure, give the soundtrack to your players as a memento.

Game Masters can run this adventure for both starting heroes and experienced UniSols with little modification.

Choice is what ultimately matters. Even a freshly reanimated UniSol is leagues above any mercenary or trained soldier in the world. A starting adventure should never feel like a "basic" military mission, for the UniSol are called upon to handle the impossible. The challenge won't be from the less empowered, but rather from the very flaws inherent in every soldier. How long can they operate before overheating? Are their memories a lie? Who can they really trust?

Synopsis

"The human brain is really incredible, right? It can make anyone feel like time itself has stopped. Let me ask you ... what if we really could freeze the perpetual decay of our cognition? Preserve our ideal selves for eternity. I, for one, would be first in line."

— DR. SHARPE

Return to Eden begins with a lie: a technology demo led by Dr. Sharpe in Mountain View, California, the heart of Silicon Valley. A cryogenics corporation known as Helix launches a new research project to the world: Eden's Gate. For the first time since the foundation of cryogenics, reanimation of the deceased is possible, and Helix engages in live demonstrations to the awe of the press. As the scene is set, players take on the role of UniSols infiltrating the Mountain View complex from a high-altitude drop with a single mission: Get eyes upon the secrets of Helix before it's too late. In this Session Zero, each hero comes onto the scene in the middle of the action during the infiltration against elite private security. It is within the laboratory basement that they discover that Helix's reanimation technique is a UniSol 2.0 program--refined and improved.

Each UniSol is terminated by their handlers remotely upon learning this information, which sets the stage for the first act.

Fast forward to the modern day in the Florida Keys. Dr. Sharpe has become a worldwide sensation and public icon, due to his work in holistic mental wellbeing, and a publisher of award-winning self-help books at the pinnacle of fame. In the shadows, Helix desperately pleads for intervention from the CIA, warning the U.S. government about Dr. Sharpe's true megalomania. Sharpe has become a cult of personality with verified reanimation at his fingertips--and nearly untold power in his corner of the world. Before Dr. Sharpe can put his research into play on the Florida mainland, a means to reanimate the dead "en masse," Helix has asked the UniSol program to quietly intervene. The heroes, with their memories of Session Zero removed, are tasked with taking Dr. Sharpe down in an undercover island adventure.

Learning quickly that many civilians closer to Dr. Sharpe's compound are reanimated individuals from cryostasis, the soldiers battle with flashbacks of their past, particularly when several civilians recognize the UniSol soldiers for who they really are. Quietly, Dr. Sharpe has purchased significant portions of the Keys, both businesses and land, to pad his defenses against a UniSol strike...and he specifically chose a warm climate. A mix of action, investigation, and discovery into the cult of personality that has become a revivalist's paradise unfolds. Hints of brainwashing, memory alteration, and more become apparent the closer the soldiers get to Sharpe. Discovering Dr. Sharpe's designs on immortality and god-like status in the modern world through the use of cloning and reanimation, the stakes rise when they discover the cult's plan to kill everyone in Miami and mass-reanimate the entire populace under one banner.

Last-minute support from the CIA comes in the form of a legendary UniSol with a hidden agenda--bring Dr. Sharpe back, humbled but alive. The climax in Act Three takes place with a massive helicopter chase. The soldiers must work as a unified unit in order to save the lives of the innocent while preventing the dangerous science from reaching critical mass. Thanks to years of propaganda, even civilians are signing up for salvation at the hands of Dr. Sharpe, unaware that it leads to a lifetime of servitude. Can the dead soldiers of UniSol save others from the very fate they suffer? Or do they fall victim to the honeyed words of a charismatic villain and betray their handlers?

The epilogue guides the Game Master through various scenarios for handling both Dr. Sharpe and the amount of collateral damage that might be caused to a populated area. Even in death, Dr. Sharpe still has several cards to play, including revealing hidden truths about the heroes. Or perhaps the heroes decide that there is merit in upgrading their bodies and cybernetics with Helix technology. Even worse, what happens if the heroes capture Dr. Sharpe and are ordered to bring the doctor in alive and well--knowing that their handlers have an agenda of their own.

The Setting

*"I want to get to Key West
and get away from it all"*

— ERNEST HEMINGWAY

Sunlight, swimsuits, and immortality are a plane trip away in the tropical paradise of Florida--a place where coconut palm trees and Americana collide in the shadow of Helix. In *Return to Eden*, the impact of dead flesh being reanimated has been public knowledge since the early '90s. Honed, perfected, and commercialized, the cultural impact of death and cybernetics has changed the world. Corporations (such as Helix) have fully launched themselves into scientific advancement, and mostly have

humanity's best interest at heart. Globally, the impact of these companies can be felt, but the Florida Keys holds a special cultural significance in this setting.

Dr. Sharpe could have easily built his empire on some remote islands in the middle of the Pacific. The problem, according to the doctor, was the word "remote." While it would have been secure, there isn't vibrant culture, nightlife, world-class food, and--most importantly--a customer base. The Florida Keys have long been a destination for both snowbirds and retirees looking to live out their golden years. For this exact reason, Helix has dominated Miami and the Keys. The old and young alike come to enroll in Dr. Sharpe's program, gleefully parting ways with their life savings until they are ready for the deep freeze.

With the exception of Session Zero, which takes place in Silicon Valley, the rest of this campaign plays out on the Key islands--on the bridges, in the air, and possibly in the downtown of Miami itself, inside the corporate headquarters of Helix. There are maps in each act for the specific encounters, but this section guides you through the themes and history of the setting for inspiration.

The first act takes place with the heroes landing at Miami International Airport. Throughout their time in the city of Miami (even just driving through), the constant TV and billboard ads highlight the presence of Dr. Sharpe and Helix. The heroes quickly notice that tacky and subtle hints of this presence are omnipresent in the city and highlighted by the overbearing advertising--which goes further than mere shot-glasses and billboards. Anyone can pick up a Helix-branded bikini or a full taxi-tour of Dr. Sharpe's favorite Cuban restaurants. Quickly, though, the party finds itself heading between islands via the long bridges that connect the Keys. The first city that they end up in is Conch City, home to many still public-facing clinics and laboratories for Helix.

The second act features several other locations further into the islands. Each of them holds important clues or upgrades for the UniSols on their quest to Key West. Helix operates publicly within the world, and Miami is their headquarters--yet animating the dead and memory manipulation are still...unsightly affairs. The closer the heroes get to Dry Tortugas (Dr. Sharpe's private laboratory), and the farther from Miami, the more evidence they uncover.

- ▶ Islamorada, or "purple islands," is a series of six smaller islands and the first location after Conch City that the party likely encounters. This sport fishing capital of the world holds several cryogenic clinics for Helix. Here--close to Miami, but in an area that offers more privacy--Dr. Sharpe's employees handle the dead with great care and engage in the deep-freezing process. Occasionally, heroes might witness someone still living--partying during their last days before taking the plunge.
- ▶ Marathon occupies the middle of the Keys and is accessible via the Seven Mile Bridge. Notably,

Dr. Sharpe, both wholly and privately, owns the incorporated town of Marathon in this setting. This city marks the transition from Helix corporate influence to the cult of personality surrounding the doctor. Private police, investigators, and several reanimated individuals now inhabit these islands. They serve the purpose of maintaining private communication backups and memory banks for the processed dead.

- ▶ **Key West** is the last major island with a population tremendously important to Dr. Sharpe and is his presumed headquarters. In truth, Dr. Sharpe enjoys significant fame and royalty within this city and privately owns much of it. Over the past few years, reanimated people chosen by Dr. Sharpe have taken up residence. The city serves as a perfect smuggling port for Dr. Sharpe to conduct illegal business outside the watch of Helix. Business that only takes place on Dry Tortuga.

The climax (Act Three) takes place once the heroes finally uncover the depths of Dr. Sharpe's plans, as well as his headquarters on Dry Tortugas. Unfortunately, the heroes are too late. Dr. Sharpe has always been one island ahead of the party, and when they set sail for Dry Tortugas, a swarm of armed helicopters takes off. The final battle is an epic chase scene back through the islands encountered thus far as the heroes attempt to stop Dr. Sharpe and his military caravan from plowing through the bridges before Dr. Sharpe can reach the Helix headquarters and activate a signal. Unfortunately, Dr. Sharpe ensured that the signal required his neural handshake to activate the plan, so remote control isn't an option.

Knowing where these settings are, and what the plan is, will be helpful in case the party decides to deviate from the adventure. Combined with Storytelling Themes and the Timeline, you'll be equipped to handle any explosion or deviation.

Storytelling Themes

"Beauty is the only thing that matters. Embrace the future and let your worries go. It's only control if you think about it,"

— DR. SHARPE

Universal Soldier is more than a simple high-octane action movie. Behind the explosions and top-secret super soldier program lies dark humor and science fiction. Remember Scott dragging a UniSol into a grocery store meat-locker before having a mental breakdown? **Universal Soldier** never shies away from the impact, brutality, and mental trauma of war—or the themes of control, freedom, and identity. Once you layer in the humor of being superhuman around regular (and oblivious) people, the comedic elements begin to flow. Most importantly, **Universal Soldier** takes place where you don't expect

super soldiers to be operating: in suburbs and small towns, rather than on an actual battlefield. This "fish-out-of-water" theme is an important aspect of Return to Eden.

Every group of players approaches the table differently, and, as GMs, it's our job to provide them with an experience. Some groups enjoy the conspiracy and impact of cybernetics in the world, while others want impossible missions like leaping between helicopters to take down a despot. Here are three aspects of play for Return to Eden that GMs can lean into if their players lean heavily toward a specific aspect of play (or all three)!

- ▶ **Exploration:** Return to Eden is naturally an investigation and undercover campaign. In order to add comedy and the impact of combat, heroes need time to explore and uncover Dr. Sharpe's plan. From Session Zero to the Epilogue, the heroes can ask questions. Lean into your player's theories about who is pulling the strings behind the scenes or what is truly happening. For a more traditional exploration, it is okay if the heroes leave the beaten path. We organize the campaign as if the heroes are driving along the iconic bridges of the Florida Keys, but the party is certainly allowed to hijack a boat and sail around the long way. If the party ends up in a place ahead of schedule or gets entirely lost and off the beaten path, put them in a restaurant, give them directions, and then start a bar fight when they can't pay.
- ▶ **Combat:** We promise at least one helicopter chase scene and one flamethrower. Beyond that, there are several elements for climactic action to shine a light on. From the start of the campaign, heroes have options to get into a fight. However, Dr. Sharpe purposely set his headquarters in the Keys, knowing that official UniSols with outdated tech tend to overheat. Even just strenuous activity can force the heroes to seek out the nearest ice bath. Knowing this, as the Game Master, run every combat with the following thought in mind: The heroes are ultimate soldiers who shine when active and then crash afterwards. Let the heroes throw people through walls or push cars at 50 miles per hour over a bridge without hesitation. Then, bring the tension down when they are vulnerable. Remembering this element will help you tell a climactic story in which the dice results matter.
- ▶ **Social:** It is the situations surrounding the heroes that bring social elements to life for UniSol. Even if the heroes are playing reporters or non-revived super soldiers, they are still in a party with the impossible: someone who probably died decades ago, was kept frozen on ice, and was reanimated for the sole purpose of this mission. UniSol heroes are often experts at what they do, but completely useless outside of that. Do not let those opportunities for social roleplay pass. It is easy to take for granted that cell phones exist or what proper hashtag usage on social media can do these days. To a once-dead super soldier? Not the case. In Return to Eden, these heroes must even go

undercover, and may find others who are just as old. Leaning into this roleplay can add tremendous impact to the tragedy of this campaign's end.

Fade-to-Black (and Other Tools)

War, violence, mass murder, and PTSD are very real aspects in our modern world. Each player at the table will react to different aspects of violence in different ways. Storytelling action and death is more than just describing chain guns in a faraway rain forest against faceless enemy soldiers. It's about working with your players to learn what separates them as heroes who aren't just following orders. They are the ones who stand against the faceless "Black Tower" programs of the world and decide to save innocent lives by risking their own. The one aspect of the adventure that should never be truncated is this section because letting your players tell you, the GM, what kind of action-fantasy they want to explore is a sacred handshake of trust--and it gives you storytelling fuel.

Don't assume that every player at the table is okay with another's tragedy, either. Just because one player enjoys body horror doesn't mean that it won't make another's skin crawl. A group-wide contract can quickly be formed with the following questions to your players. Have each player respond with a color (green, yellow, or red) or a physical gesture (two thumbs up, one thumb up, thumbs down) but zero words. The silent method of communication during these questions helps set a somber tone for what is yet to come.

- ▶ Each of you has been a part of something wrong. Yet none of you know what happened yet. If this game were a movie, are you okay with an R rating?
- ▶ You probably pulled triggers in the past and claimed lives yourself in the name of your organization. If not through bullets, perhaps through leaking documents to the press. What life would you never destroy? Your soldiers-in-arms? Children? What about animals?
- ▶ You might fashion yourself a mindless killing machine and the perfect soldier, but even you once had a family and memories of your own. Would you enjoy a game where your memories might be a lie? Would you prefer your memories to be true?
- ▶ Your past life memories provide an opportunity for shared storytelling. Violence, apathy, and callousness might be a part of them. Are you all okay with narrating your memories of how you died or fell into these programs? Would you trust me to do it?
- ▶ Truth and freedom are core elements of this universe, for we each must fight for something, but fun, flirting, and love remind people that they are human. A kind touch is powerful in the *Universal Soldier* world. How do you feel about romance? Would you rather the spicy

elements fade-to-black? How do you feel about inter-table romantic relationships between characters?

- ▶ The consequences of mortality are detached in this story. As the GM of this session, I must assume the roles of villains who have lost their minds. Since this is a modern-day adventure, how do you feel about my villains engaging in topical issues (i.e., homophobia, racism, real-world religion, sexism, etc.)?
- ▶ Like other science fiction stories, this story touches on themes of "transhumanism"--in this case, the idea that who we were doesn't matter when we can become someone new. With this in mind: After you hear the memories of one another's heroes, are you willing to secretly turn in one lie about your friend's past?

Pay attention to each player's response to each question and keep a note of it. If one player gave a thumbs down during any of the questions, don't worry! Having limits on us as GMs actually makes us more creative. In most table sessions, the question about topical issues is universally a thumbs down. Players are often roleplaying to escape the modern world. Taking those elements out of your brain early on ensures that everyone has a fun experience. More importantly, the answers that rated two thumbs up or a green symbol are tools into which you can fully lean. By giving those answers, the players are telling you the kind of story they want.

At this point, assuming that each player gave a thumbs up to the final question, read the following:

Dreams are the visions of the subconscious. No amount of programming, drugs, or freezing ice lockers can take them away from you. Before you wake up on this important day, before the weight of the world and orders from your bosses shackle you to choices that aren't yours...who are you in your dreams? Don't tell us who a younger you dreams of, but remember it when the bullets are flying--for that hope will never be frozen.

Let your players ponder their dreams for a few minutes. The character options in *Universal Soldier* are vast but often tied to being a super soldier. Before the heroes are thrust into an impossible action sequence, allowing them the space to remember what their hero dreams about helps them roleplay their rekindled memories. If this was an existing campaign, this last exercise is still helpful. Doing so can add hidden elements into a pulp-action adventure and create riveting moments with heartwarming effects. Afterward, it's time for your final safety tool to be created: the fade-to-black tool.

As a group, choose a hand gesture or card (often, players will use a blank piece of paper with a black "X" written on it) as the "fade-to-black" signal. The purpose of this gesture or card is to give the players a flag for signaling when the scene has gone, or is about to go, beyond their comfort level. It is a subtle signal that it's time to wrap things up and move on. The consequences of actions still

happen, and the story still moves forward, but the details of that scene are now left to the imagination as the scene resolves “off-screen.” Many GMs are surprised at how powerful an effect a fade-to-black card during a scene can have. Sometimes players touch the card at the perfect cliffhanging moment.

Once this section is completed, you’re ready for Session Zero.

- ▶ **GM Tip:** While your players are trying to think of dreams, take a moment for yourself and step away from the table. Reflect upon the questions and body language of your players. Think of cool ways to lean into the enthusiastic yes answers and ponder what needs to change for any no responses. Each player chose a type of action for a reason, and that’s something to reflect upon. For existing groups, it’s a good chance to refresh yourself on the first session ever run with those players.

Either way, take a moment for yourself here.

Timeline

“For one low monthly installment, you NEVER have to worry about time again! Enjoy your life of leisure, and upon your death, my expert scientists will freeze you and rebuild you anew! As an added bonus, Helix is now offering affordable plans for the whole family!”

— DR. SHARPE

When humans no longer need to fear death, what rush is there to achieving your plans? What could truly be so pressing that it couldn’t wait another 10 years? To Dr. Sharpe, this answer is “society at large.” After the UniSol program began in the 1960s, and its beta program secrets were leaked to the public in the ‘90s, it would be only a matter of time before the inevitable backlash. Helix and Dr. Sharpe were able to debut the first successful revival of a person held within cryostasis at the turn of the century, cementing themselves as industry forerunners. However, intelligence agencies from across the world kept a close eye on the entire program—and the US government did not pass up its opportunity to reclaim its secrets.

Helix survived, and it embraced the government sanctions. Dr. Sharpe, however, was a visionary who saw a greater purpose, he just needed an irresistible number of people under him—a group large enough to convince other world governments to stand by. So, he bid his time for 20 years, seemingly wasting his time and moving slowly. In truth, though, Dr. Sharpe was hurtling toward his goal at breakneck speed, frantically paranoid that real

UniSols would drop down at any moment and dismantle his operation and his chance to have free immortality.

He wasn’t wrong.

Return to Eden takes place during the final culmination of Dr. Sharpe’s machinations. When the heroes arrive at Miami International, the mad doctor’s cultists have been at work for over 20 years to set this plan in motion. Why has it taken so long for the UniSols to act? Perhaps the CIA wanted the doctor to get closer, or maybe everyone was just watching for a single mistake to be made—one that could be capitalized on.

If you are using Return to Eden as a finale campaign, after another UniSol adventure, consider showing the rise of Helix, advertisements of Dr. Sharpe, and talk show appearances throughout your world as foreshadowing. If the heroes are starting fresh, then Session Zero and Act One set the pacing naturally. It’s a 20-year jump between the two, and according to Dr. Sharpe, his agenda needed to be done yesterday.

Initially, the heroes have little information concerning when Dr. Sharpe intends to unleash his plan, so they have time to explore and investigate over the course of several days. The truth is that Dr. Sharpe isn’t ready, and it is the very presence of the UniSols that forces his hand. He never intended to take just Miami, but several other major cities worldwide, as well. With this in mind, once the heroes do something that breaks their cover: **set an in-game clock** of 42 hours.

Once Dr. Sharpe is made aware that the heroes are investigating his facilities or starting to eliminate his soldiers, he abandons all caution and enacts his master plan. If the party doesn’t stop him in time, he succeeds.

A typical play session is four to six hours, and this adventure can be stretched over several sessions. Do not feel the need to rush the adventure, so that it will fit into a single session. In fact, between Session Zero and the Outro, you can easily get six to seven game sessions of play without side quests. If you are running it as a convention one-shot, however, skip Session Zero and the encounters in the third section of Act 1, and go straight into Act 2. If there are only two hours to run a quick demo one-shot, simply go right to Act 3 final encounter, and have the heroes take on the role of CIA reinforcements.

Adventure Hooks

“Thanks to Helix, I’ve been given a new life. I’ll never wear a seatbelt again!”

— MISGUIDED CUSTOMER

How do you begin a badass adventure featuring immortal soldiers and faulty cybernetics? By killing them! No, we aren’t joking. The main premise of **Universal Soldier** relies on the fact that, at one point, the UniSols were regular

soldiers who ran into stray bullets in a war zone. Yet, a fun jungle romp with miniguns doesn't always create the most compelling heroes--and beneath the gunpowder-scented action scenes, *Universal Soldier* is also a tale of conspiracy and personal freedom.

Throughout the *Universal Soldier* canon, the characters presented always uncover hidden truths about themselves and eventually must choose between good, freedom, and heroism or falling down a path of ruthless killing, memory loss, and control. The dangers of PTSD are extremely present and something that sets the first *Universal Soldier* movie apart from its action counterparts of the time--unlike the others, it did not glorify war. 1980s action films embraced the lone soldier who took on countless unnamed bad guys, but suffered few personal consequences. Given its release date, then, *Universal Soldier* feels more inspired by *Apocalypse Now* than by *Rambo*.

Assembling your players and party composition first helps a Game Master pick appropriate adventure hooks. After all, not everyone might wish to play a UniSol with forgotten memories. A few of your players may want to play modern people who have begun incorporating cybernetics into themselves, a journalist, or even a different hero from the *Everyday Heroes Core Rulebook*. Mixing or weaving the adventure hooks below is a perfectly acceptable way to achieve the desired outcome of getting all the heroes to the Miami airport or through Session Zero.

The character level for all party compositions is the same: each player should make heroes at level 3. Solo adventures should start with a level 7 hero, and groups of five players are better suited for level 2. During Session Zero, the heroes "begin" their stories from level 1, and artificially level-up before heading to Miami. If this adventure is being run as the conclusion to a longer-running campaign and the heroes are higher level, the adventure can be easily scaled. Rather than adding additional villains to the encounter, however, let your UniSol heroes cut loose like usual--but increase the political stakes. Collateral damage punishments, extra requests to steal Dr. Sharpe's research, or to bring back his cultists alive both drastically increases the challenge of the encounters and keeps the adventure engaging for higher-level play.

Each of the adventure hooks below tie into the Session Zero Frozen Hope. The prologue takes place 20 years prior to the main adventure.

- ▶ **GM Tip:** Heroes playing the prologue session will use their sample character sheets (or their own sheets), and will utilize their current stats. However, these heroes will be 20 years younger, so ask each player to think about their backgrounds and what they were doing back then. Some heroes who weren't old enough (or in cryostasis) should utilize a sample UniSol hero, and then swap to their real hero at a designated time during Frozen Hope.

For character creation, here are some inspirational adventure hooks for the heroes. Use the following ideas to help players buy into the story before this adventure. The motives focus less on why they entered the UniSol program, and more on why Dr. Sharpe needs to be stopped:

- ▶ You don't remember your life. You don't need to. You sleep and dream of paradise until your commander wakes you into this hellish world. A world that is far too hot for comfort. It's easy for you to follow orders, and each order gets you one step closer to your frozen paradise. Efficient, quick, and obedient. You are the model UniSol. Until one day, you witness a commercial from Dr. Sharpe offering to fix the world. To even fix you. Ever since then, you began to wonder...are you broken? *Pick this option if you wish to roleplay a hero who discovers their unknown past. Your GM should design your ties to the Helix Corporation and how you died prior to becoming a UniSol.*
- ▶ The Helix Corporation revolutionized the world on the back of stolen CIA secrets, but where did the CIA obtain them? Ever since World War II, governments around the world have been experimenting with reanimating the dead. You and your team have been around longer than most, predating the UniSol program--forgotten experiments left behind from a bygone area and in desperate need of upgrades. You've stayed away from the U.S. government for good reason, but Helix? They have the equipment that you need to set yourself free. It's getting it that's the problem. *Pick this option if you wish to roleplay a hero embroiled in conspiracy. Knowing that Helix has what you wish, the CIA has tracked you down to recruit you for the Frozen Dreams operation., knowing full well that you might corrupt or wake up the other UniSols.*
- ▶ You never trusted Dr. Sharpe. His corny smile, perfectly white teeth, and hollow eyes always made you feel it was a scam. It had to be, right? Nobody could truly reanimate the dead. So, you ignored it, shutting out the commercials and even sneering at anyone who bought Helix insurance. Until a fateful accident. A family member of yours had purchased a Helix plan for you, and, in Silicon Valley, you awoke in a cryostasis chamber--upgraded. Scared and worried, you witnessed the UniSols assault Helix labs, and you knew in your gut that you had to escape without delay. Dr. Sharpe may have brought you back from the dead, but that doesn't mean that you are going to trust him with your life. *Pick this option if you want to roleplay a hero who wasn't a trained soldier, but still becomes enhanced. You died over 20 years ago, and ended up in a cryostasis chamber within Helix. What happened to cause your death?*
- ▶ Everything is awesome! Each night is a party in the Florida Keys, and each day is a celebration of life. Helix provides you with everything from entertainment to employment to retirement plans. This weekend, Dr. Sharpe is even hosting an in-person seminar on mental health and the dangers of dreams; maybe

you'll get his autograph. You don't mind the work you have to do: shooting the occasional trespasser, lugging the bodies into ice lockers for the cold storage crew, or even working for the medical team to lift heavy caskets. You don't mind the work you have to do because it's been your entire life. Dr. Sharpe is your father, and sometimes when you dream, you imagine you are him. You have some of his memories after all, so maybe, just maybe, there is a connection. Until a nightmare on a hot day brings an unfortunate seizure--and you remember. Everything. It is not awesome. *Pick this option if you wish to roleplay someone with inside information about Helix. During Frozen Dreams, you might have been a model Helix employee or even one of the scientists. The nightmare you recall is what happened during that event. How did Dr. Sharpe get his hands on you? Just before the main campaign begins, you'll be recruited by the CIA for your ability to help with the undercover mission.*

The Mastermind

"It's totally, like - imagine the ripples on top of an ocean. And I'm your lifeboat tugging you merrily along shark-infested waters. And the sharks, right? They're the government that wants you to die. You don't want to die, right?"

— DR. SHARPE INTERVIEW ON HELIX TV

It's not easy to become hated. Not just the hatred of being a terrible person to those around you, but rather internationally syndicated hatred when, for a brief moment, the entire world would hang upon your every word--and then watch your influence dashed away by a colleague. Victor Sharpe has long dreamed of such fame. While most people would look upon celebrity culture and influencers crashing down in a blaze of glory with a sense of righteous indignation, Victor saw Icarus. The legend of a human who dared to challenge the belief that humans would never take to the skies. While others saw celebrities burning themselves out in a glorious public spectacle as a cautionary tale, young Victor Sharpe saw them as cowards who never pushed far enough.

Born in Moscow, Idaho, Victor Sharpe had the unfortunate disadvantage of being charismatic enough to be a star. Smart enough. Attractive enough. Enough of precisely the right traits in a small town of 20,000 people to excel at everything compared to those around him. Therefore, doors opened that were unavailable to others. A scholarship won while in Paradise Creek High School led to a free pass into college and, eventually, to a doctorate program at the Dartmouth College Geisel School of Medicine. It was a place where Victor Sharpe wasn't enough anymore--and it ate his soul alive. He graduated with a C- average, officially making him "Dr. Sharpe." The humbling experience of his college years taught Victor

an important lesson in life that he still carries to this day: Nobody gives a damn about your past.

With these twisted morals blackening his heart, Dr. Sharpe walked a different road than his medical peers--one that led into a field in which he would, once again, be the best. The second that Dr. Sharpe stepped off campus, he signed a private defense contract for Project Black Tower. The contract required someone with just enough knowledge and no real sense of morality. Reanimation of dead soldiers was something considered pseudoscience, after all. For another decade, Dr. Sharpe helped Project Black Tower succeed in creating the first Universal Soldier program. Not by adding anything significant to the research, but instead by suggesting the dangerous cocktail of industrial-grade coolant mixed with muscle stimulants.

In 1992, when Luc Deveraux turned Andrew Scott into liquefied lawn fertilizer, Dr. Sharpe just happened to be in the right spot to escape unnoticed with all the files that he would ever need. For years after, Dr. Sharpe enjoyed the media spotlight that he had always craved, doing interviews about government projects, and what "really" happened. Hours of entertainment detailed exactly how Dr. Sharpe had helped end the program. And, of course, the real powers behind Project Black Tower could never refute such claims. Nor could they remove someone hiding in the public eye so easily.

Well aware of his impending demise, Dr. Sharpe offered his talents to any company or government that would have him, and he found his salvation in Helix, a small company dedicated to reviving those in cryostasis. Their merger was a mutual win for both parties. Helix gained decades of research that would fill seemingly impossible knowledge gaps, and Dr. Sharpe gained both a cushy and well-protected board seat and public legitimacy.

Neither party expected the first attempted revival to be a resounding success.

The sudden catapult from a small private enterprise to a multi-billion-dollar corporation overnight meant that Dr. Sharpe no longer needed to actually be competent; he merely needed to hire the right people. The right people were those just like him: people willing to look the other way when it came to safety procedures. Entirely in charge of the R&D department at Helix, Dr. Sharpe set every plan in motion to achieve one goal without anyone being the wiser: making himself immortal.

For as average as Dr. Sharpe was, he was always very, very afraid. The dead soldiers that he experimented on were eventually going to come to claim his life, and he knew Project Black Tower was still there in the shadows, watching. The only path forward was to build an army of his own to ensure that he couldn't be killed.

Victor Sharpe's fears became reality when the UniSols were dispatched against Helix, and, yet, deep down, he knew that his childhood dream was close at hand. He was about to fly close to the sun, and to become hated by the entire world. But unlike others before him, he believed

that he has something to offer. He still believes it. He can take away their pain and give the world bliss.

They just need to trust their doctor.

Frozen Hope (Session Zero)

"No one can know the truth"

— [REDACTED]

Return to Eden is meant to capture the fun and cheeky style of the *Universal Soldier* films by placing super soldiers, or other experts in field operations, on American soil—locations where everyday people can encounter them and where the heroes stand out. However, these heroes still started somewhere. Well before each hero was involved in secret government military programs or on the cusp of uncovering dangerous secrets, they all failed somewhere.

This intro session is a chance for the GM to learn about how each hero found themselves tangled in the web of conspiracy and under the shackles of control. *Universal Soldier* is the perfect property for a group to build their backstories together, each adding their own story as their memories return. It's also the perfect chance to introduce the twisted modern world that would result from having the secrets of near-immortality leaked into the public sphere (for the right price). Even if you never run Return to Eden for your players, Frozen Hope serves as a great intro adventure for *Universal Soldier*.

GM Tip: Chances are that your heroes are all UniSols, but some may have selected options that allow them to retain their memories. For this intro session, everyone should start off unaware of their background and memories. Even non-UniSol PCs are rookies in their field who stumble across secrets that they were never meant to know. Everyone has the opportunity to become the heroes they created at the end of the introduction session.

If you have players who wish to play non-UniSols in the main adventure, let them play a sample UniSol here and have them swap out when appropriate. Explain to the players that they will be using the stats on their sheets as merely a reference point to set the opening scene.

A Liar Made of Silicon

This next section is a quick action sequence centered on UniSol heroes that are sent to infiltrate Helix, and to recover secrets that they hope to expose to the public during their debut.

This Mission Ends in Failure

This Session Zero focuses on an optional collaborative rule to succeed and fail as a synergistic unit designed for quick play. Not all players will have created UniSol heroes for the main adventure, but their actual heroes still debut within this adventure. When you reach the perfect moment in the invasion of Eden's Gate to introduce a non-UniSol (like a journalist or someone reanimated from a cryogenic character), blast their UniSol out of commission and transfer the roleplaying to their real hero. To keep things simple, heroes should roll challenges using their real hero stats if required prior to that moment. UniSol heroes can continue using their base heroes throughout—until they die again.

- ▶ **GM Tip: Introducing heroes!** Here is a quick time table of the perfect moment during Frozen Dreams to introduce new heroes.
- ▶ **Minute One:** UniSol heroes only. Every player at the table should have a UniSol hero sheet, and the only heroes making the initial super soldier landing are those directly responsible for sieging Helix at first.
- ▶ **Minute Three:** An opportunity arises to introduce a hero who isn't a super soldier. They could be a guard working for Helix, a reporter, or even a billionaire investor. Given the timeline, they could even be a child who stumbled into an area they shouldn't have.
- ▶ **Minute Four:** This is the spot to introduce a turn-coat hero working for Helix. If the UniSol heroes start failing here, a new hero could provide them a path forward.
- ▶ **Minute Five:** It's this minute that gives an opportunity for cybernetic or reanimated heroes to join the party. Young and still confused, these heroes have just been woken up from a cryogenic sleep into a gunfight.

Cooperative Combat Rule

To add a little tension at the table, but still keep everything super quick in this Session Zero, rather than tracking damage or ability checks for success, use the following for the entire group. This rule is a slightly modified version of **Group Challenges** on page 210 of the *Everyday Heroes Core Rulebook*. Whenever a test is called for, ask each player how their hero overcomes the obstacle. Each player picks one skill to contribute to the test, and describes their hero's badass actions. Then each player rolls that skill with a set DC (easy: 10, medium: 12, hard: 14), and if half or more than half of the party succeeds, the heroes pass the test. Failure means that the situation has become more treacherous, a new plan of action is needed, and they can try again. When they achieve three failures in a row, Helix Mercenaries have eliminated the UniSols, and you should move to the conclusion of Session Zero. This is completely fine—the players are meant to get a hint of the danger to come!

- **GM Tip: Tempo.** The minutes below have a mix of text and questions for the players. This Session Zero relies on collaborative storytelling. Questions should be asked of players when appropriate, giving them the opportunity to fill in elements of the story themselves, which the GM can weave into the later adventure. The pacing, however, should feel like a calculated tactical assault or a bank robbery in its precision. The team moves. Questions are asked, hurdles are overcome, and the heroes quickly descend to the next challenge with little room for investigation. That comes later.

Once you are ready to begin, read the following text out loud:

Eden's Gate. A paradise set in sunny Mountain View, California, surrounded by high-tech corporate center after corporate center, all nestled among pine trees and boutique dining options. Today is a day of history for Helix Corp. The sprawling glass headquarters is filled with trendy tech junkies, venture capital paramours, and Nobel Prize-winning scientists from across the world, all here with a single question on their mind: is this real? A perfectly smooth oasis of crystal blue water (hand-poured from the finest filtration, of course) dominates the courtyard next to a live concert performed by top musical acts from the past decade. The year is 2003, and it will forever be remembered as the year that a person was reanimated from cryostasis, and everyone wants their autograph. Dr. Victor Sharpe is the star of the show and socializes with senators between photo-ops.

Aboard a special operations helicopter overhead, you feel the cold chill on your skin and the sharp light of reality dilating your pupils. Your perfect dream has been interrupted and fades into the back of your mind, a fragment of your past gone once again.

"Eden is a lie," you are told. Dr. Sharpe has had decades of failed experiments hidden beneath the complex, and your mission is to break in, eliminate any resistance, and capture the hard drive in under 8 minutes.

"You have 8 minutes to save the world from a lie. This is your only window, soldier. Begin."

Minute One

Each of you jumps from the helicopter, rocketing down as the unbreakable bastions of freedom you are. The wind makes you feel free as you fall. Eden's Gate has multiple points of entry; as a group, how do you make your entry? Do you all stay together and land nearby? Do you split up to surround the building?

Have each player detail how their UniSol lands and where, and then engage in the first challenge (Easy DC), no

matter how improbable the landing request is. If the party succeeds, they land without being noticed in their exact location. If the party fails, they crash horribly (and are noticed), but regenerate like the super soldiers they are in the next minute.

Minute Two

You don't have time to delay if you are to make your objective. Getting into the building is imperative. Your commander speaks through your headset, and a green graphical overlay highlights guards with hidden firearms near the entrances. The ones near the public entry are more dangerous, but with a distraction, you might be able to walk past, or perhaps, by working as a team, you might be able to silence the guards in less crowded areas.

In the opposite turn order, have each player narrate how their hero breaks into the ground level of Eden's Gate. Side entrances might have two guards, while the front has several plainclothes agents watching the guests. Heroes who enter on the roof or perhaps even choose to land in the lake and try to swim through a tunnel are fair game! There is no limit to the players' imagination on how they break in, but they must make another Cooperative Combat check (Easy DC), based on their chosen skill. If half the group succeeds, they can cover for those who fail, so that everyone can get in. Failure means gunshots are traded and the facility is on high alert (increase future DCs by +2).

Minute Three

No evil corporation keeps its secrets on the first level. Every soldier who has ever seen an action movie knows this. Once inside, photos or projections of Dr. Sharpe are everywhere (even in the bathrooms); a man with that smile can never mean well. You now must descend into the restricted areas. Do you take elevators? Break through a locked door? Yet, while breaking into the next area, you see someone else who is not supposed to be there. Tell me, who is it?

This time pick a different player who didn't go first and let them start. Much like the other two minutes, there are no limitations on how the heroes wish to descend. Even if they decide to march through a hail of bullets, it would be a spectacle for the masses. Yet, if there is another hero at the table who isn't playing a UniSol, this is the opportunity to introduce them. If such a scenario is presented, have a Helix guard get a lucky head shot off and incapacitate that player's soldier in front of their actual hero. They are now in the action. Each player makes a Cooperative Combat check (medium DC) to continue down. Success means that the entire group gets down, with the failures having



a more interesting minute. Failure means that doors are locked down to funnel the UniSols to where Dr. Sharpe wants them, and all future DCs are increased by +2.

Minute Four

It's hot. The cool mountain air gives way to an overwhelming sticky heat that slams into each of you like a semi-truck the moment that you step foot on the first basement level. Gone is the glitz and glamour of the party above, replaced by scientists and security guards all racing to meet unsafe company deadlines and ensure that they have a viable candidate. A far cry from the public message above. Distracted, they might not notice you as they ferry cryogenic capsules into position for reanimation. The lights flicker from doctors trying to revive the dead. Your commander tells you to go down further, but the visual sparks a memory as the heat sinks in--a memory long forgotten.

The UniSols have fewer paths down to the next level than before. A freight elevator, a set of stairways, and three chutes that failed experiments are placed in. The medical facility, brimming with blinking lights, leaking coolant, and shouts from personnel, are in the heroes' way. Have a player at random narrate their action plan

first, followed by the rest. The scene plays out the same as before, but with a twist: each UniSol hero must tell a dream of how they died. In this room, they relive that moment. Make a Cooperative Combat check (hard DC). Success means that, despite the flashback, they all get down one more level (even if a few necks are snapped along the way). Failure means that the heroes fight their way through, raising future DCs by +2 to emphasize their injuries. This failure opportunity is a great chance to introduce Science or Smart Hero heroes who are looking for a way out by having them team up with the UniSols.

Minute Five

The next level is filled with horrors that a perfect soldier would never question. You are a perfect soldier, aren't you? In its haste to find one person with whom it can replicate its success, Helix has been trying to revive body after body after body. All the ones that fail to resurrect are discarded like slippery frozen popsicles down the chutes. Orderlies here are on a smoke break, and aren't hasty at disposing of the failures. Massive conduits filled with fiber optic cables and coolant line the left wall descending into the data center below--with only one elevator access. Yet, each of you sees something that you aren't meant to see. Ignore it, soldier. How do you get down?

By now your players know the tempo of what's going to happen, but let a moment of silence hang in the air, and the first player to either act or ask, "What do I see?" goes first. Tell them what the heroes see in this room, and hide it from their memories, but make it apparent that it happened. Alternatively, let the heroes invent something that they weren't meant to see in this room from their own imaginations. Do they see evidence of CIA tech? A warning text message letting Dr. Sharpe know that they are coming? The players tell you what they witness, but then, you, as the GM, alter that memory for their heroes. Memory hacks and mind control are part of UniSol life, after all. Write down what secret your players invented, and keep it for later.

Also, let each hero know that some of these bodies are alive and, in their haste, the scientists didn't notice before dumping them. Have the group make their skill challenge, and figure out how they can pry open, hack, or even grab the nearby orderly and use their hand to open the elevator, all at a Cooperative Combat check (medium DC). Do the heroes choose to save any of the living bodies? If so, this is a great chance to introduce a non-UniSol hero who has been reanimated into the party, and an orderly can kill a soldier by injecting them with a special chemical while the rest descend. Failure means that the guards give chase and unload lead as the heroes fight to descend, getting even more injured (+2 to future DCs).

Minute Six

The elevator doors open into the liquid blue paradise of a data center. At last, a cool frozen room once again. Cryogenic chambers are hooked up around the perimeter with wires feeding into each citizen as their memories are uploaded and filtered through the servers. Small monitors display what each person is dreaming in their artificially half-animated state. It feels like home. But you can't hear your commander's voice down here and, because of this, you each remember what you saw above. Your objective is sitting right in front of you, nestled in fragile server racks. The greenish overlay scans the servers and highlights the data drives that everyone must grab. But how do you get back out?

This is an intentional pause in the action. Let the heroes consider the implications of what they've seen. If they chose to save anyone from above, they have additional lives at stake. Here in this data room, they are free from UniSol control. Do they seek to get a message to the outside world? Did one remember to pack explosives to blast their way out? For a non-UniSol, perhaps they see their dreams on a monitor. What do they see? For Minute Six, there is no test challenge for the players.

Minute Seven

The room suddenly turns from a cool blue to a bright glaring red as the alarms sound. The elevator gives the telltale sign that armed guards are coming down. There aren't enough minutes left to get out the way you came, and without your captain's guidance, you aren't sure of the exit plan, but maybe there is another way.

Here is where the change in story tone should come. If the heroes chose to save non-UniSol heroes, or if they have picked up different, non-reanimated heroes, let the party find a means of escape, either by breaking into a cooling pipe below the floor and riding a wave of rushing water outside or, perhaps, by blasting a wall. Have the group make their cooperative combat check (Hard DC) to pull this off quickly enough. However, only non-UniSol heroes should escape at this moment. The UniSols must stay back to cover the less-immortal heroes. If the team is entirely UniSol heroes, then their escape attempts all fail. The walls are too thick, the pipes have a toxic chemical, etc. The UniSols' only way out is through a hail of gunfire and action. Succeeding in the test means that they save lives and escape, or fight their way up through an elevator ride. Failure means that they are incapacitated in the data center basement (skip Minute Eight).

Minute Eight

In a blaze of glory, you fight like the superhuman soldiers you are against security guards that don't stand a chance. Holding the line and advancing as needed, your team synergy is nearly perfect. With each pull of the trigger, memories flash before your eyes of your life, your comrades, and your dreams. For a moment, you feel free, and every time that a bullet hits a poster with Dr. Sharpe's face, you feel a little better--because you remember his voice from when you were dead. You only have a limited amount of ammo, however, and escape for all of you feels improbable. You don't know what his connection to you is, but you know this: you are going to die in his trap. In this impossible mission. What do you do before you go out?

This intro has been quick and filled with fast choices, but the heroes have had a chance to save some innocent lives, destroy the data, or maybe even find a friend to hand it to, and get them out. For the UniSols, though, escape isn't an option. It never was. Skip the skill challenge in Minute Eight and let the heroes have their blaze of glory through the basement levels. Perhaps even being so bold as to let one or two of them make it up to the public floor before collapsing. After the next jump, the conspiracy of what unfolds here is laid out for the GM.

Biting the Hand That Feeds

As you fade-to-black, the UniSols captured within Eden's Gate might have your player's minds already racing. What happens to their heroes? Were they set up? What happened to the people they saved or helped get free? All of these are reasonable and juicy details for the GM. Bringing the rest of Frozen Dreams to a close is now a collaborative effort, but here is what happens regardless:

Each of these closing hooks reveals a different side of the conspiracy as a hook into Return to Eden or any Universal Soldier campaign, but after Frozen Dreams, make sure the first bullet point is followed:

- ▶ **Unreliable Narration:** Each player has now witnessed the same event. In turn order, each player describes one *lie* about another player's backstory around their death or the events at Eden's Gate. It is perfectly okay to let players collaborate in this manner, which ties everything back to the opening questionnaire. Of course, the GM has the final say on how to weave such narratives into the game's future, but letting your players weave a conspiracy web together benefits everyone at the table.
- ▶ **A Sharpe Thorn Cuts Deep:** Everyone is probably aware by now that Dr. Sharpe had more access to Project Black Tower equipment than "he made it out with some files" suggests. With enough deniability, the U.S. government saw an opportunity to accelerate Helix research by delivering fully functional operatives in an apparent assault—you were a casualty of this double cross. For several years, Dr. Sharpe and Helix had unrestricted access to your memories and the technology inside you. Eventually, you were returned to the government with wiped memories and mothballed for another decade—until it finally became time for the second phase of the government's plan, *Return to Eden*. Just as Dr. Sharpe had access to government technology, you have memories locked in your neurons about his plans. Such knowledge makes each of you the perfect soldier to pull off this final coup. This time, you aren't meant to fail.
- ▶ **Did They Remember You?:** You died long ago and were cryogenically frozen. To your surprise, you awoke in a strange place in an unknown year with soldiers fighting to save your life. They sacrificed themselves in order for you to escape into the modern world, and you've never forgotten it. You've managed to carve your own path in the world, but

always wondered when someone would knock on your door about your origins. Twenty years later that knock came. You aren't a soldier, but you must have a memory or a skill set that they need because they are asking you to go into the lion's den. They are asking you to **Return to Eden**.

- ▶ **Right Place, Wrong Time:** To an outside observer, you weren't involved at all! You were simply attending a party in Silicon Valley hosted by Helix Corporation. Perhaps you were a politician, a journalist, or even just someone who scored a ticket as a date. But what you saw changed your life. You caught glimpses of events and actions that nobody wanted you to see, and you've been mistrustful of Dr. Sharpe ever since that day. Twenty years later that mistrust has borne fruit. Federal marshals have asked for your assistance. They have asked you to escort their soldiers on a top-secret mission in Florida, with the fate of millions of people at stake. Hopefully, they pay well. And was what you saw really that important?

The GM can weave the above information provided by the players and the provided hooks into a flash forward to the first part of Return to Eden. Polish off any remaining time at the table for Session Zero by sprinkling in some comedy regarding the 20 years of life that these heroes might possibly have had, and any odd interactions they had trying to live normal lives. But always hint at the growing presence and fame of Dr. Sharpe. Even UniSol heroes might be allowed some monitored rest and relaxation or have gone on several other missions with these memories locked away until they are needed once again.

When you are ready to head to the main body of this adventure, that is the next game session! Or, if Return to Eden is the jumping off point for your own campaign – then you have 20 years of possible missions and conspiracies before racing off to Florida when the time is right.





Act Ia Rum & Recon

“Try to act like an actual human being on vacation, okay? If you go in there with your finger on a trigger and a stick up your ass, Dr. Sharpe will see you coming before you leave the mainland.”

— FIELD OFFICER ZARA KARIM, CIA UNIT ECHO-7

The first Act of Return to Eden sees the heroes arriving in south Florida and beginning their undercover reconnaissance operation driving along the Overseas Highway that connects the islands of the Keys. Their mission is to uncover all they can about Dr. Sharpe's operations: namely, the specific location of his compound and the goals of whatever machinations he has in the works. Maintaining cover is a crucial aspect of this endeavor. Unbeknownst to the heroes and their handlers, a substantial portion of the Key West denizens are under Dr. Sharpe's influence, whether they are bribed government officials, devout fanatics of his cult of personality, or reanimated thralls. Pick one player from the group and read the following aloud:

You step off the plane into the terminal at Miami International Airport and head for the baggage claim. The air is filled with the mingled smells of overpriced fast food, the jumbled cacophony of corporate types in suits barking into cellphones, and parents yelling at unruly children. Passing by an entire wall of TVs playing the same news report, you can't help but overhear, “What was once just a thing of science fiction, on-demand outpatient body augmentation, has now become a reality of everyday life in certain cities such as our very own Miami. Yes, our shining coastal metropolis has become the de facto capital of luxury cryostasis and body augmentation treatments. Medical centers, sometimes referred to as “Immortality Spas,” have been popping up all over southern Florida, most bearing the name of Dr. Arthur Sharpe. The fame and popularity of the radical futurist and controversial geneticist have exploded in recent years.”

You exit the baggage area, and step out to the curb along the pickup lane. Specifically, you move to a section of the curb labeled “Corporate Shuttles,” where a few other individuals stand waiting.

At this point, the players should go around the table and describe their heroes. Once the introductions are finished, read the following:

A dirty, white, unmarked shuttle bus rumbles to a stop at the curb. The doors open, and a woman steps out wearing sunglasses and a dark suit. A cigarette hangs lazily from her mouth, and she holds a sign that reads, "Silver Sun Realtors Convention," which you immediately recognize as the code sign for your rendezvous point. The woman, who you assume to be your handler, speaks in a monotone rasp, "All right, you Rockstars of Real Estate, climb aboard."

If any hero hesitates, she addresses them by name, their real name, not whatever alias the player may have provided, and says, "Get on the fucking bus, NAME."

Once all the heroes are on the bus, the driver won't speak a single word, and she ignores any attempts at conversation, as she heads toward the highway. As the bus moves, the woman stays standing to address the heroes. She introduces herself as Zara, and reminds the heroes why they are here:

- ▶ Dr. Sharpe has set up operations along the Florida Keys, primarily Key West.
- ▶ The heroes are to uncover all that they can about the nature of Dr. Sharpe's practices in order to discern if he poses an imminent threat.
- ▶ If it is determined that Dr. Sharpe does pose a danger to society at large, the heroes are to neutralize the threat by any means necessary.
- ▶ It is believed that Dr. Sharpe has been active in using the reanimation technologies pioneered by the UniSol program and, for this reason, the heroes must be wary of everyone they encounter. Anyone could potentially be one of Dr. Sharpe's operatives.
- ▶ They believe that Dr. Sharpe has been building something big, but they have been unable to pinpoint the location. The Keys have seen a large influx of the raw materials that one might expect to see used in the building of a large, professional, scientific facility: steel, concrete, miles of electrical wiring, pallets of computer technology, etc. However, it seems to disappear once it hits the Keys. They have been watching Dr. Sharpe's main compound, **The Helix Sanctuary**, and have seen no evidence of any shipments arriving there.
- ▶ The shuttle runs to the first major island, Key Largo. There, the heroes will be dropped off at a tourist trap called Conch City. They are to do a little shopping, buy some souvenirs and cliché vacation clothes. Zara has intel that suggests the establishment owner, Ben Reyes, is sympathetic to their cause, and could be a potential source of information, resources, and aide.

- ▶ **Kool Keys Fact:** There are actually 800 islands, or "keys," in total within the archipelago known as the Florida Keys, and the length from one of the island chains to the other is about 180 miles!

Conch City

Conch City is a massive emporium full of every touristy stereotype imaginable. The front of the large two-story building has been made to look like it's actually four or five buildings bunched together, each one painted a different bright hue of green, blue, or yellow. The interior has sections for clothing, beach gear, groceries, home essentials, souvenirs, and a café decorated with dozens of inflatable palm trees and actual sand on the floor. There is even a mascot, Molly the Mollusk, portrayed by a person in an oversized conch shell costume. Once the heroes have had a chance to do a little shopping, polish up their tourist aesthetic, and perhaps grab a fish taco and key lime smoothie from the café, the following occurs:

The chattering of Conch City is suddenly drowned out by a pair of gunshots. Screams ripple through the throng of patrons as a gruff voice bellows, "Everyone shut up and get down on the ground!" From what you can see, there are four gun-toting assailants. They all have brightly colored bandannas covering the lower halves of their faces, and their eyes are hidden behind dark-tinted swim goggles. They are all wearing tank tops, swim trunks, and are bare-footed. The surgical scars of fresh cybernetic implants can be seen running along their arms, legs, and backs. The bandit in the purple bandanna puts a shotgun up to Molly the Mollusk; the one wearing a yellow bandanna points a pistol at a store manager; the other two, one wearing blue and one in green, seem to be scanning the crowd for potential threats.

The yellow bandanna bandit barks orders at the store manager: "Take us to the vault now. The real vault! You know what we want."

The store employee shakily replies, "I honestly don't know what you mean by real vault. I'm just an assistant manager."

Yellow Bandanna holsters his pistol, picks up one of the giant plastic palm trees, and snaps it in half as easily as if it were a No. 2 pencil. He tosses the halves aside, draws his pistol again, and growls, "This is your one warning. Play dumb again and my colleague blows a hole through the big jolly sea slug in front of all these people. We know you run off-market body augmentations out of this store. Take us to the cryo-vault."

Before the assistant manager can say anything, a muffled voice emanates from Molly the Mollusk: "Please don't hurt anyone. I know what you want."

"Sea slug got some brains, huh? Purple! Take 'em to the back!"

Yellow and Purple take the costumed individual somewhere at the far back of the store. Blue and Green stay behind, keeping their weapons trained on the customers. Green shouts, "Everyone just shut up and stay still. We'll get what we came for and leave."

Encounter: Conch City Caper

Potential Outcomes: The players must now choose whether or not their heroes intervene in this robbery. There are potential consequences, both good and bad, associated with both choices. If the heroes intervene to save the hostage, they gain a helpful ally who can provide valuable information and useful equipment. However, intervening also carries a large risk of their cover being blown, and word getting to Dr. Sharpe of their presence.

If the heroes do not intervene, the hostage is killed, preventing the heroes from gaining useful information and equipment, but this course of action keeps their undercover identities secure. Choosing to lay low for this incident is not wholly without its perils. In addition to the potential shootout between security guards and bandits, the police show up at some point and want to question all of the witnesses. If the heroes are spotted trying to sneak off without speaking to them, it could raise suspicions.

Important NPCs

The person currently inside the Molly the Mollusk costume is named **Ben Reyes**, and he is the owner of Conch City. He is a minor local celebrity and a successful businessperson who also likes to dress up in costume and act goofy with the tourists. The truth that precious few people know, however, is that Ben operates a secondary business dealing in unregulated cybernetic enhancements and cryo-tech.

The Bandanna Bandits are a simple gang of low-level thugs, and have the NPC stats of **Cybermod Punks** (see Supporting Cast in this book). They got a tip about Ben's ulterior business and decided to make a grab for a quick score. They use the color of their bandanna face mask as de facto code names when speaking to one another: Yellow, Purple, Blue, and Green. Yellow is the leader of the bunch. Blue and Green do not hesitate to shoot at anyone they see trying to sneak away while Yellow and Purple are in the back.

Conch City has two independent **Security Guards** (use stat blocks for **Helix Security Guard** from the Supporting Cast section of this book) who can provide a wild card factor in the encounter. If the heroes intervene, the security guards might mistake them for robbers. If the heroes choose to lay low, the encounter can turn into a skill-based challenge where they try to escape the store and avoid the fight as the security guards and bandits engage in a shootout.

Conch City Layout

The front section of the mega-store is divided into two parts. One is the register area and the other is the café. It is here, in front of the café, where the bandits made their presence known and grabbed their hostage. The two bandits who stayed behind did so to keep eyes on the doors.

There is a massive open space filled with dozens upon dozens of shelves full of merchandise taking up the rest of the store. However, these shelving units have not been arranged in orderly rows and aisles, but rather in truly random, chaotic layouts. As such, it would not be all that difficult for someone to navigate through them while avoiding line of sight to the front of the store.

There is a cluster of small, hidden rooms at the far back of Conch City. The door stands behind a pyramid of plastic coconuts. There is a security office with a bank of monitors displaying every corner of the store.

There is also a vault full of body augmentation equipment.

Saving Molly

Saving Molly the Mollusk, a.k.a. Conch City owner Ben Reyes, requires that the heroes neutralize the four bandits. As already stated, this heightens the chances of the heroes blowing their cover. The degree to which this happens should be contingent on exactly what methods the heroes use to stop the bandits, with there being two possible outcomes: Exposure or Suspicion.

If the heroes stop the bandits in a manner that makes it plainly obvious they are UniSols and/or highly trained operatives (for example, using abilities that are only possible through augmentation such as superhuman strength), it results in Exposure. The consequences of Exposure are that the heroes are marked as UniSols/Operatives and word of this reaches Dr. Sharpe within 4 hours. After that, every one of the many individuals (Sharpies, Helix Security Guards, or Cryogenic Cyborg, see the stat blocks in Supporting Cast) under Dr. Sharpe's control is on the lookout for the heroes, reacting with immediate hostility when encountered.

If the heroes manage to subdue the bandits using means that could reasonably be argued any random civilian could employ, they receive the outcome of Suspicion. The consequences of Suspicion are that, while the heroes won't be marked as immediate enemies, word of their good deed spreads around the islands. Any interactions where they must keep their true identities secret going forward should increase in difficulty. If the heroes are seen engaging in another act of "heroism" later on, it is taken as confirmation of their status as interloping operatives from an enemy force, and they experience the consequences of Exposure.



Rewards

Ben Reyes is incredibly grateful to the heroes should they save his life and stop the bandits. Once they are all alone, likely in his hidden back rooms, Ben reveals that he knows they aren't who they claim to be:

"You can drop whatever act you're putting on. I clocked you as some kind of government operative team the minute that shuttle dropped you off in my parking lot. You're here for Dr. Sharpe, aren't you? It's about fucking time they did something. That menace has had his slimy paws all over my islands for too long. Since you so graciously saved my life, and probably blew your cover in the process, I'll make you a deal: You forget everything you've seen in these back rooms, and I'll help you take that Dr. Sharpe parasite down."

Here are the various types of aid Ben can lend to the heroes:

- **Equipment & Upgrades:** A list of potentially available rewards can be found in the Cybernetics and Equipment sections of this book.
- **Transportation:** Ben has a large SUV with the Conch City logo emblazoned across it that he's willing to lend to the heroes.

- **Intel:** Ben can show the heroes a few specific spots on a map that he believes are the most likely locations of Dr. Sharpe's primary facility. Specifically, the **La Palmera Bonita** resort on Islamorada and the **Helix Sanctuary** on Key West are each circled multiple times and marked with a skull. Additionally, Ben has circled a small island chain far off the west coast of Key West called **Dry Tortugas** and added a question mark. He tells them the farther southwest they go along the islands, the more influence Dr. Sharpe has. Additionally, he advises them that many of the local authorities, including the mayor and police chief of Key West specifically, are in Dr. Sharpe's pocket.

- **Cool Down:** Ben is well educated in the nature of UniSols and is willing to let the heroes use his store's walk-in freezer to cool down if necessary.

- **GM Note:** If the heroes fail to save Ben a.k.a. Molly the Mollusk, they could potentially still discover the map referenced in the Intel reward section above. They could also potentially get their hands on some of Ben's equipment from the back in the aftermath of the ordeal, as long as no police officers notice them snooping around.



Act Ib

Island Hopping

Storytelling from this point in the island journey is a handshake between you and the players. They have the freedom to move between islands and uncover potential clues about what Dr. Sharpe is planning, but the heroes also have the chance to blow their cover and bring down either **Sharpies** or **Helix Security Guards** on them for the duration of the mission. Any time that the heroes do something that arouses Suspicion or increases their Exposure, feel free to have a curious NPC investigate them further or even start following them throughout their journey.

Sharpies are likely to engage in hostile and aggressive behavior towards the heroes, and even try to run the heroes off the road with their cars or be a nuisance with noise and bluster. Sharpies continue to grow in numbers throughout this campaign as heroes draw attention to themselves (or simply fail to pretend that Dr. Sharpe is the greatest entity to walk the Earth). Every time that the heroes draw negative attention to themselves, and, thereby, attract the ire of the local Sharpies, they encounter twice as many hostile Sharpies on the next island. Most of the Sharpies are active in online social communities and forums. Once the heroes have caught their attention, it won't be long before Sharpies start taking pictures of the heroes and uploading them to these forums as a warning to the community. The ways in which a hostile Sharpie might interact with the heroes can be quite varied. They could be more passive aggressive, like a barista who accidentally-on-purpose spills the heroes' coffee. Or they could be more violent, outright attacking the heroes. If the heroes draw the negative attention of a group of Sharpies three times, begin the optional encounter, **Blown Cover**, at the end of Act Two.

Helix Security Guards operate differently. They actually investigate the heroes without interference, provided that the heroes cause no actual disturbances. Unlike the Sharpies, these guards don't care if the heroes reveal themselves to not be die-hard Dr. Sharpe fanatics. The guards don't care who likes and doesn't like Dr. Sharpe, as long as they aren't actively doing anything to hinder his machinations. The guards are also much subtler than the Sharpies in revealing whether or not they suspect the heroes.

Helix security guards are mostly clustered around the Helix Properties. However, this doesn't mean that Dr. Sharpe hasn't placed a few undercover guards in strategic locations around the islands. In theory, anyone could be one of Dr. Sharpe's undercover operatives: the clerk at a fueling station or convenience store, the tour guide at a local landmark, the maintenance worker at a motel, or

anyone else. If the heroes get into a fight with a Sharpie or other NPC, security guards intervene. Yet, once the heroes are revealed to be UniSols or hostile, the security guards know better than to fully engage. If the heroes and the security guards engage in full combat, the security guards retreat from the fight the moment it becomes apparent that they can't overpower the heroes. They then work to alert others and build a force large enough to be a threat to UniSols. They consider this threshold to be equal to the number of heroes, plus one. Helix security guards won't use lethal force unless pressed, or the adventure has reached the final climax.

Islamorada

- **Kool Keys Fact:** While the Keys are known as the world's top sport fishing destination, and despite the Queen Conch being the unofficial mascot for the region, the conch is actually a protected species and catching them is prohibited by law!

Islamorada is the next big island after Key Largo, and some consider it to be the "sport fishing capital of the world." There are six small islands linked together to form the municipality. It has the largest repository of rental watercraft in the Keys. If the heroes ever look to secure a boat, Islamorada is the place to do it.

Marlin Marina

A massive network of docks, housing thousands of various sea crafts, is home port for a professional sea captain there named **Gwen Dalton** who often runs chartered fishing trips and luxury yacht day-cruises. Gwen is no lover of Dr. Sharpe's influence on the Keys and can be convinced to help the heroes secure and possibly even sail a boat from the marina.

- **GM Note:** Use the Socialite stats for Gwen Dalton.

The marina has its dangers, too, as one of Dr. Sharpe's top henchmen is a frequent patron. **Frankie Fillet**, as he's known, is a muscled mountain of a man with a sun-bleached beard and long hair pulled back in a ponytail. His favorite hobby is deep-sea fishing. He can be a vicious enforcer when he needs to be, preferring to fight with a set of custom boning knives. Frankie is Dr. Sharpe's eyes on Islamorada, and he's always on the lookout for potential threats.

Overheating: There are a few large chest freezers meant to preserve fresh fish on the docks. They happen to be just large enough to fit a person who might need some cooling down.

- ▶ **GM Note:** If the heroes ended Act One with the Suspicion outcome, Frankie and his team of three **UniSol Grunts** (see Supporting Cast) are more observant of anything out of place and are more likely to try and question the heroes if spotted. If the heroes ended Act One with the Exposure outcome, Frankie waits to ambush them at the marina should they set foot there.

Optional Encounter: Fried Fish

Rewards: Frankie Fillet's equipment and gear, passage around the Keys via Gwen's boat

Important NPCs: Gwen Dalton, Frankie Fillet

Location: Marlin Marina docks and boat decks.

The heroes speak with Gwen about possibly traveling the Keys via her boat. However, as they are wrapping up the conversation, some unwelcome interlopers surprise them: **Frankie Fillet** and a pair of **UniSol Dregs** (see Supporting Cast).

They leap from the decks of moored boats, landing in the path of the heroes. Frankie smiles at the heroes with

his gleaming white teeth. He brandishes his trademark boning knives and says,

"I had a hunch Captain Gwen was a troublemaker. What sort of nonsense are you all up to, eh? Who are you working for? No, don't tell me now. I'd rather cut it out of you. Dr. Sharpe will be pleased when I bring him your scales. I mean your skins."

Frankie and the UniSol dregs attack the heroes and fight to the death. Gwen Dalton does not have much defense and, if she is present, Frankie targets her as a means to get the heroes off-balance. The ruckus from the fight draws attention. The heroes have just 1 minute to either hide or get away from the scene before four Helix Security Guards show up to investigate.

- ▶ **GM Note:** While she isn't able to do much during the heat of combat, Gwen Dalton can be used as a safety net to ensure that the heroes succeed in this early encounter. She attempts to flee the fight early in the encounter. But, then, if things look dire for the heroes, she can return and save the day by shooting Frankie through the neck with a speargun, killing him instantly.





However, if Gwen has to be used to save the heroes, she is not interested in helping them. She thinks that they are too incompetent to handle themselves and protect her, and that it would be too much of a liability for her. She insists that they leave the Marina as fast as possible, not waiting for the heroes to move before she takes off.

Whether via boat or car, the heroes should next head for the Key of Marathon, where there might be more information to be gathered at the **La Palmera Bonita** resort and spa.

- **Kool Keys Fact:** The term “key” derives from the Spanish word “cayo.” Cayo means “small island,” and it evolved into “key” over time.

Marathon

The Marathon region covers a series of over a dozen small isles with a population close to that of Key Largo, albeit with a much more relaxed vibe than the northernmost key, which is choked with tourist traps.

La Palmera Bonita

By the time that the heroes reach Marathon, they may need respite. It is likely that the UniSols in the party need

cooling down to avoid overheating. La Palmera Bonita is a large, upper-scale resort hotel along the beach not too far off the Overseas Highway. In addition to being the only hotel large enough for the heroes to potentially stay without drawing attention, the resort also has one of Dr. Sharpe’s new “Eden Spas” on site.

- **GM Note:** One of the services offered at the spa is an ice bath.

If the heroes opt to do some snooping around the med spa, possibly booking themselves appointments, they encounter a patron of Dr. Sharpe’s services: **Lydia Hammersmith**. Lydia is a wealthy investor and socialite who splits her time between the Keys and Los Angeles. She has a massive social media following and frequently writes posts extolling the benefits of the Eden Spa services. She can be found relaxing in the spa lounge, sipping champagne.

Two potential pieces of information can be learned from Lydia should the heroes successfully engage her in conversation:

1. She complains about how she came up from Key West and almost missed her appointment here because of an “annoying police checkpoint” on Seven Mile Bridge.
2. She has heard rumors that the official story behind the closure of the Dry Tortugas national park, an uninhabited island situated farther out into the ocean,

is not due to the official reason of "Refurbishment." She has heard that it was actually due to the fact that Dr. Sharpe is building a new facility there that is supposed to be the "biggest and most exquisite med spa resort in the world."

Potential Encounter: Major Malpractice

Enemies: Autosurgeons

Rewards: Information, Transportation, a hideout in Key West

If the heroes have been Exposed by this point, visiting the spa provides an opportunity for Dr. Sharpe to attempt to remove them from the picture. While the Eden Spa is mostly "wellness" services, it does provide some medical procedures to patients that are all performed by small surgical robots called **Autosurgeons**.

An attendant leads the heroes to a lounge area intended for them to relax for a while before beginning any services they have scheduled. The attendant explains that the first step in this procedure is for their new automaton physicians to conduct a "harmless full-body scan." The only other person there is Lydia Hammersmith who, regrettably, is to be sacrificed as collateral damage along with the heroes. Once all the heroes are in the lounge and the attendant has left, six autosurgeon robots enter the room. The last one in the room turns back to the door and seals the electronic lock with a beam from its ocular

implant. Once the door is locked, the autosurgeons attack the heroes and Lydia.

Defeat the Autosurgeons, Keep Lydia Alive: After the initial fear and shock of the situation, Lydia is absolutely beset with furious indignation at having been treated this way. This is a person who expects to be treated with kid gloves wherever she goes. So, the idea that she was almost murdered is an insult of the highest order. She divulges everything that she knows about Helix, and even offers the heroes additional help. Lydia drives a violet-colored, luxury SUV with the windows tinted completely black. She offers not only to give the heroes a ride to Key West, but also to stay at one of her rental condominium properties there:

"And because you saved my life, I'll only charge you 50 percent of the normal rate."

► **GM Note:** Lydia is joking about charging the heroes, and lets them stay for free. However, if they immediately agree to whatever exorbitant amount she comes up with (something like \$950 per night), she refrains from telling them it was a joke and takes the money.

Defeat the Autosurgeons, Fail to Keep Lydia Alive: Unfortunately for the heroes, with the death of Lydia, they are not getting any useful information from her. If they are bold enough to search her purse, they find keys to both her luxury SUV and a condo in Key West.



Consequences of the Encounter: Now the heroes are certain that Dr. Sharpe knows who they are, and can proceed accordingly. Lydia's SUV is a vehicle that could prove particularly useful. With its bright violet paint job and Lydia's local celebrity status, the car is known as belonging to her. The black tint prevents anyone from seeing who is actually in the car. So, if Lydia is dead, and her death has not yet been reported to the press, this car can provide the heroes with some reclaimed anonymity. In addition, they should have a much easier time passing any checkpoints on the road in this car.

- **GM Note:** Lydia's SUV has the same stats as a basic SUV, with the one exception: the heroes are allowed through most security checkpoints in Key West as long as they do not reveal that it isn't actually Lydia driving.

Big Pine

This stretch of the Lower Keys is 35 miles long and the least people-populated section of the island chain. It is most notable for being home to several wildlife refuges and protected vegetation groves.

- **Kool Keys Fact:** While there are a whopping 42 bridges connecting all the Florida Keys, the longest is Seven Mile Bridge, which is 35,716 feet long! The shortest bridge in the Keys is the Harris Gap Bridge, which is only 37 feet long.

Check Point

Seven Mile Bridge connects Marathon to Big Pine, and the overwhelming majority of this architectural feat is suspended above the ocean with zero land nearby. It is the ideal place for authority figures to track who is coming and going in this section of the Keys. At one point along the bridge, there is what appears to be a local security checkpoint. Its official purpose is a sobriety checkpoint, ensuring that no one is driving while intoxicated. In reality, however, the guards are not active-duty police officers. Instead, they are a team of three, disguised **UniSol Grunts** and one **UniSol Captain** (see Supporting Cast), all of whom work for Dr. Sharpe. This challenge should start as a social encounter in which the heroes have to maintain their cover. There is the potential for this to devolve into a combat encounter should the heroes fail in the social aspect, and reveal that they are not who they say they are.

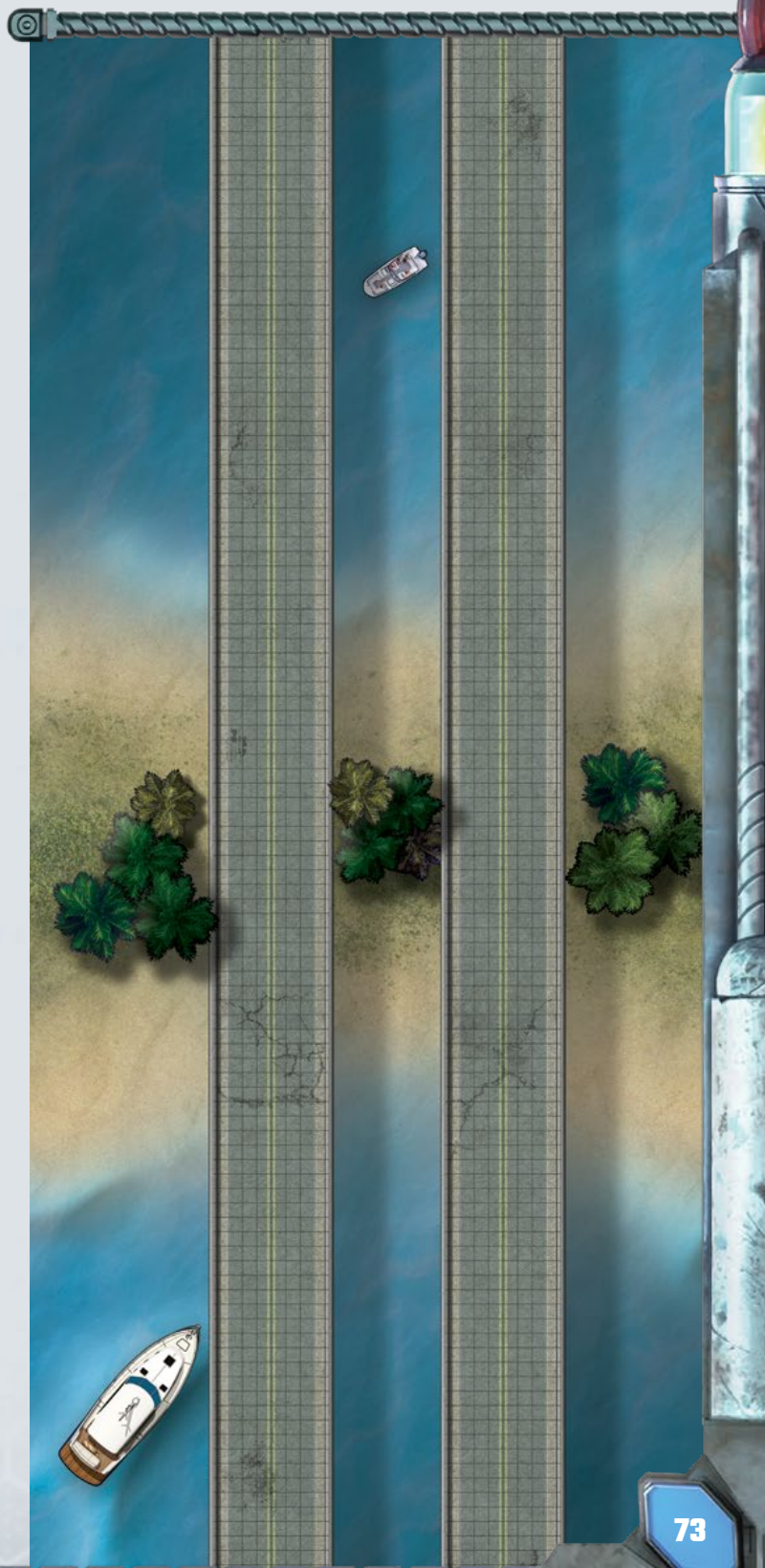
- **GM Note:** The social aspect of this encounter should be significantly more challenging if the heroes are under Suspicion. If they have been Exposed, the security officers attempt to arrest them on sight.

Alternative Outcome

If the heroes fail to maintain their cover, the officers do not have to initiate combat. Instead, they can opt to let

the heroes pass unhindered. In the "behind the scenes" narrative, however, they radio ahead, and tell Dr. Sharpe that interlopers are heading toward Key West. So, whether or not the guards are outwardly hostile to the heroes, every enemy operative in Key West already knows who the heroes are, and is aware of their movements.

Act One ends as the heroes reach Key West.



Act II

Key Weird

"When life gives you limes, make margaritas."

— JIMMY BUFFET

A few short years ago, Key West was a quaint tourist city with a population of about 25,000. However, the presence of Dr. Sharpe's operations, spas, and wellness centers has caused a considerable expansion of local infrastructure to accommodate the massive increase in tourism. As a result, the current population has more than doubled, which presents something of a double-edged sword for the heroes. While it is usually easier to disappear among the masses of a densely populated metropolitan area, Key West is the heart of Dr. Sharpe's operation, and a significant portion of the population is sympathetic to his cause. In fact, Dr. Sharpe has several incognito UniSols strategically placed throughout Key West to maximize his awareness of and control over the goings on in the city.

- ▶ **Kool Keys Fact:** The city of Key West is the southernmost city in the continental United States. It is actually closer to Havana, Cuba than to Miami, Florida.

Tourism Center

The Key West Tourism Center sees nearly triple the number of visitors that it did only a few short years ago. The speed with which the Tourism Center had to accommodate the rapid influx of new tourists necessitated the decision to simply add new, modern additions to what was once a historic structure. The end result is a wooden hut painted in a variety of pastel colors that appears to be growing a tumor of glass and steel. Oddly, the Tourism Center is the one major public place where Dr. Sharpe does not have much observational presence. His logic is that the Tourism Center would be one of the last places that individuals looking to infiltrate his operations would visit. First, they would likely already have been given the intel needed, and, second, it is such a visibly public place. However, if the heroes do decide to visit the Tourism Center, there is information to be learned about some other notable locations in the area:

- ▶ **Dry Tortugas:** There is a large sign promoting the beautiful nature preserve located on the former island fortress of Dry Tortugas. However, a smaller sign has been pinned over it that reads "Closed Indefinitely for Renovation."

- ▶ **The Sloppy Parrot:** The clerk at the information desk of the center is named Hannah Gale. If the heroes talk with her, she likely mentions The Sloppy Parrot. It is the largest and most popular bar in all of Key West. Hannah mentions that the bar actually has good drinks and decent food despite being a tourist trap. The one caveat Hannah throws out is that the staff seems to be devout fanatics of Dr. Sharpe's wellness lifestyle, always encouraging bar patrons to get some kind of treatment from Helix.

- ▶ **Grand Vista del Key:** Perusing the Tourism Center, the heroes may notice the latest issues of Lime Life magazine prominently displayed on a rotating rack. The cover story is a picture of a hotel with the headline: "Key West's Oldest Hotel Not Backing Down." The article inside talks about how the owner of Grand Vista has refused many offers from Dr. Sharpe to buy them out. The owner considers themselves a guardian of "true classic" Key West. The takeaway is that this might be a safe place to rest or set up operations as the proprietors have no love for Dr. Sharpe.

- ▶ **Sand & Shell Marina:** There's a guy named Chad Vance in a bright yellow polo standing by a large cardboard cutout of a pirate ship. Chad is selling 3-hour boat tours, or "booze cruises," as he insufferably insists on calling them. He tries to engage anyone that he can in conversation. The heroes must feign interest in—or, perhaps, even charter—a boat tour in order for Chad to divulge any useful information. One comment that he makes in passing is how weird it is that boats keep heading for Dry Tortugas when it is supposedly closed for renovations. If the heroes buy a boat tour from him, he hints that, for an additional "fee," he can arrange it so that the heroes can have access to a boat without any "supervision." If the heroes take him up on this offer, Chad makes a point of telling them not to say anything about it to the dock manager, Emma. He tells them to just show her their tickets, and wait on the boat she leads them to. He'll sort out the rest with his buddy, Squall, who works on the docks.

- ▶ **The Helix Sanctuary:** The grand mega-center of Dr. Sharpe's empire is displayed across dozens upon dozens of brochures. It is part research center, part wellness spa, part medical services facility, and—depending on who you ask—part epicenter of a dangerous cult.

- ▶ **Kool Keys Fact:** Much like the scientifically enhanced beauty of Helix patients, most of the sand on Key

West's beaches isn't natural. It was actually shipped there from the Caribbean!

The Sloppy Parrot

A sprawling open-air patio is illuminated by strings of lights hung between tall, fake palm trees, all painted a variety of colors not found in nature. The interior of the building is a veritable onslaught of neon lighting and the cheesiest, "quirky" decorations imaginable. A band jams on a stage, its music echoing through speakers built into the mouths of a dozen, giant, animatronic parrots stationed around the space. At the tables, patrons feast on every kind of fried food possibly ever served by one establishment, and wash it all down with over-sugared alcoholic concoctions. The Sloppy Parrot is less a restaurant bar than it is a shrine to Floridian debauchery.

There are many servers and bartenders, but two seem to take an interest in the heroes: Tim and Tina. They both have overly tanned skin and impossibly white teeth. No matter what the heroes do, order, or say, Tim and Tina insist that they absolutely must visit the Helix Sanctuary tomorrow morning. If the heroes get drinks, Tim and Tina tell them that they can go to the Helix Sanctuary and get rejuvenating, hydrating IV drips, perfect for curing hangovers. They make a point to add that for the IV drips and cryotherapy in the wellness spa, you don't even need an appointment. They love walk-ins and don't ask too many questions.

Grand Vista del Key

A beautiful building built to look as though it were a dozen different buildings stuck together, Grand Vista del Key occupies a prime piece of beachfront real estate on Key West. The owner is a man named Ernie White. His family has owned the Grand Vista for three generations and he absolutely hates what Dr. Sharpe's influence has done to the Keys. He has resisted numerous attempts from Helix to buy out the property, and he actively turns away guests that he thinks might be sympathetic to Dr. Sharpe. Despite the fact that the Grand Vista is a sizable hotel with many employees, Ernie is highly active in the day-to-day operations. He wasn't always this involved, but because of his paranoia about Helix, he likes to keep a closer eye on things.

If Ernie learns who the heroes are, he is eager to help them however he can. He's a man of considerable resources, and he could probably get his hands on any number of helpful assets for the heroes, including weapons, tech, ice baths, etc.

However, there is a hidden danger at the Grand Vista. The friendly concierge, **Len Kellermen**, is a UniSol under Dr. Sharpe's control. If Len learns of the heroes' identities, it causes some crucial developments:

- ▶ Dr. Sharpe and everyone in his network is notified of the heroes' identities. There is no more moving in secret for the heroes.
- ▶ If the heroes stay a night in the hotel, Len attempts to assassinate them in their sleep.

Sand & Shell Marina

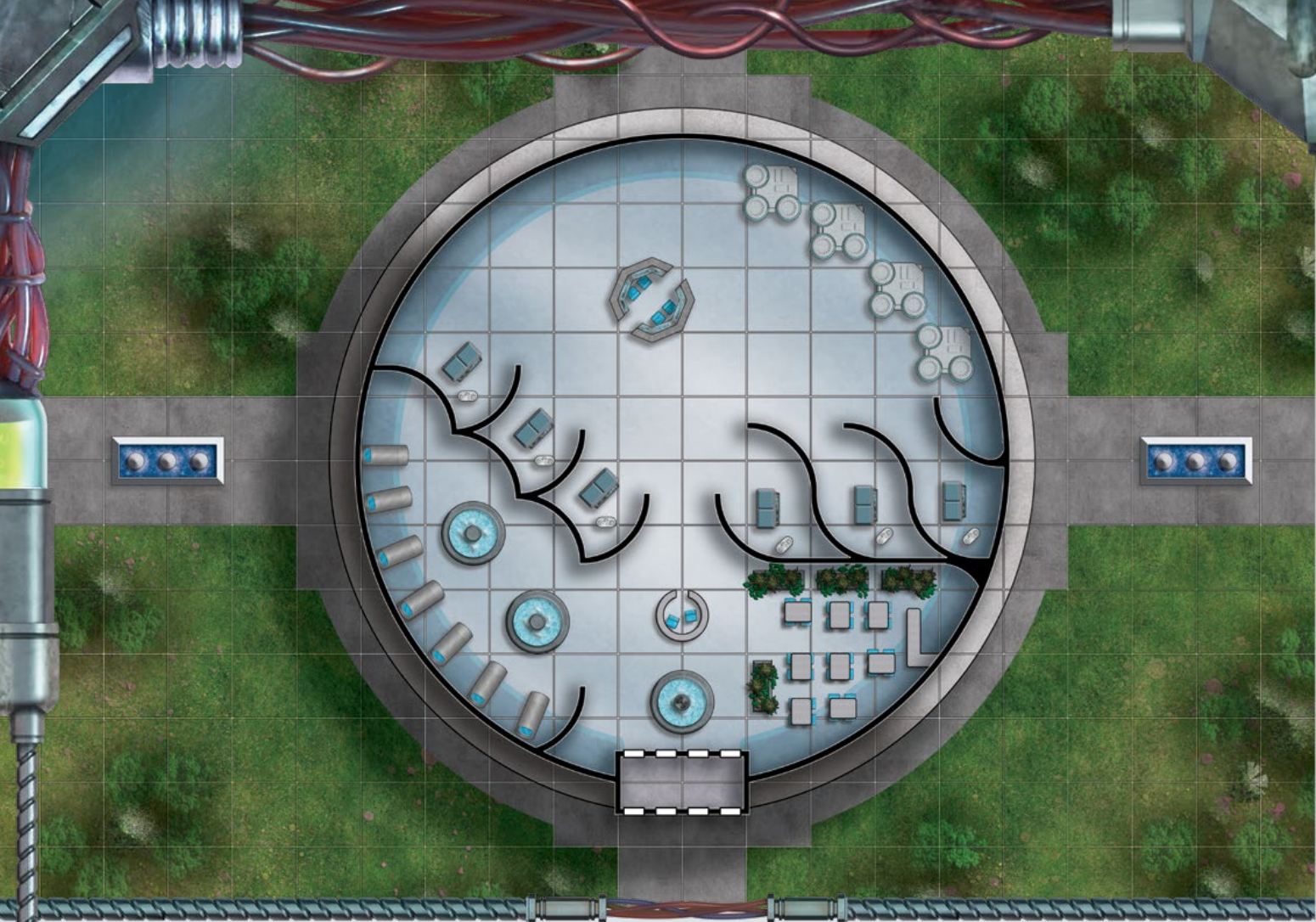
There's an office at the front of the large docks. The manager working there is named Emma Diaz. If the heroes mention Chad Vance from the Tourism Center, Emma cannot hide how much she dislikes him. Nevertheless, she does concur that the 3-hour boat tours can be a lot of fun, and is happy to sell tickets to the heroes if they need some. She has no interest in setting up an "unsupervised" boat tour like the one that Chad alluded to, however. If the heroes say that he mentioned anything about it, Emma is delighted to have something she can take to ownership in the hope of getting Chad fired.

However, if the heroes did make this deal with Chad, and they decide to keep it quiet, Emma takes them to a boat that has been lazily outfitted to somewhat resemble a pirate ship. There is a dock worker named Squall who pilots the boat for this "booze cruise." If the heroes paid Chad extra, he gives Squall a heads-up to let him know that the heroes can shove off alone once Emma isn't paying attention.

Potential Hazard: Squall, for lack of a better word, is an idiot. If the heroes try to take the boat out alone, he could easily--and loudly--start teaching them how to sail it before Emma is out of earshot. Additionally, if he gets any hint of where the heroes might be going or who they are, he doesn't hesitate to blather about it to anyone and everyone he encounters. He isn't acting out of any malice or ill intentions; it's just that Squall can't help but ramble on and on about every mundane detail of his life, and a group of curious tourists who are potentially undercover operatives is surely something that he will tell to anyone who will listen. The consequences are that Dr. Sharpe knows that the heroes are coming--and he has an ambush waiting.

The Helix Sanctuary

Built along a rocky coastline, this complex is a mass of blinding white walls and mirrored glass. The Helix Sanctuary is the public-facing heart of Dr. Sharpe's operations. The complex has a public sector and a private section. Gaining entrance to the public section is easy. There is a wellness spa, a café, and a medical treatment consultation office. It would not be hard for the heroes to enter here under the pretense of becoming potential patient clients of the practice. Unfortunately, there isn't much intel to be gleaned from these very public settings. And gaining access to the restricted areas is going to be difficult and dangerous.



Layout for the Helix Sanctuary

The front doors lead into a bright, sterile lobby with a large circular front desk, where the "Welcome Specialists" can direct visitors to the correct area for their desired services. The lobby is spacious, with comfortable seating for more than 100 people. In fact, there seem to be a few dozen supposed patrons simply hanging around.

To the right of the front desk is the "Life Energy" café, where patrons can find the most overpriced and aggressively average-tasting "health food" in existence.

To the left of the front desk is the "Eden Spa" wellness facility, in which patrons can undergo any number of treatments. Some of these are legitimate scientific procedures with exceptional benefits. And some are just fabricated nonsense with a lot of pomp and circumstance built around them.

Directly behind the front desk is the "Ascension Center," in which more complicated procedures are performed, such as cybernetic implants. The doors leading to the restricted sector of the complex are at the back of this area.

The restricted sector is structured with one long hallway that wraps around in a perfect circle. Along this hallway lie numerous offices, laboratories, and locked "testing

chambers." The labs and testing chambers are obviously used for UniSol experiments. If the heroes investigate an office, they may find some files, either physical or on a computer, labeled "Eden Restoration Initiative." A hero must be able to study the files for at least half an hour before they are able to fully comprehend the information.

Eden Restoration Initiative

The Eden Restoration Initiative is one-half of Dr. Sharpe's ultimate plan. He can augment himself to a point of near-immortality, but that's not all it takes to become a god. A god needs followers--lots of followers. The key details of the Eden Restoration Initiative are:

- ▶ A series of devices called Consecrators have been planted in and around Miami. Phase One of the project has these devices sending out a unique electrical pulse that instantly kills every person within its blast radius by stopping their hearts. It is a method of execution designed to yield minimal damage to the bodies of the victims.
- ▶ Moments after the initial detonation, the Consecrator devices then send a second signal that triggers a mass reanimation event and turns every person in Miami into a UniSol under Dr. Sharpe's control.

- ▶ The files indicate that the network of Consecrators is not yet complete. The final unit is scheduled for installation tomorrow.

At the opposite end of the circular hallway is an elevator that leads down to a dock hidden within fake boulders on the coastline. There are multiple small submersible vessels at the dock. A digital map hangs on the wall with lights dotting it in various places. The dots signify locations of Helix facilities. There are also dotted lines that end in blinking lights, seemingly tracking the path of vessels in transit. The uninhabited island of Dry Tortugas, located about 70 miles west, is also lit up.

Navigating the Restricted Sector

Attempting to enter the restricted sector and locate the hidden dock without detection should be an extremely difficult task for the heroes. They would have to either pick a very advanced locking mechanism or steal a keycard from Sanctuary staff. Additionally, they must locate disguises if they don't want to trigger a quick alarm from the first person who sees them in the back. There is always the option of forsaking discretion and barging in via force. This results in having to fight their way through many **Helix Security Guards**.

Act Two ends when either the heroes set sail for Dry Tortugas or when they are captured in the Helix Sanctuary.

Optional Encounter: Blown Cover

Potential Outcomes

- ▶ Success: Heroes reach the safe zone, fooling their pursuers into thinking that they are dead. Begin Act 3.
- ▶ Failure: Heroes are killed or captured by their pursuers. Skip to the **Belly of the Beast** section of Act 3.

Locations: The seas and waterways around the Florida Keys

Important NPCs: **Skipper-6**, the robotic boat captain (use the **Robotic Officer** stat block)

After experiencing three incidents of negative attention from Sharpies, the heroes receive communication from Zara once they get to a relatively private location away from the crowds. A bicycle-riding courier wearing neon yellow spandex, dark sunglasses, and a face covering approaches the heroes. He zips by without slowing and tosses a small parcel to the closest hero. The parcel vibrates and emits a soft musical jingle. Inside the parcel is an incredibly low-tech flip phone. The phone continues to vibrate and play the musical jingle nonstop until



someone flips it open, at which point, the voice of Zara Karim rasps from the speaker:

Why the fuck am I looking at a picture of you chuckleheads in an online forum for Dr. Sharpe fans titled 'Enemies of Enlightenment?' Do you understand how bad this is? If these mindless mouth-breathers have managed to clock you as a threat, then you've sure as shit caught the attention of Dr. Sharpe's goons too! I hope that you've got a good lead to go on, because we're going full onslaught mode now. Get your non-incognito asses to the closest docks. And keep this phone with you. I'm sending you a ride. Your contact's name is Skipper-6."

Every island in the Keys has multiple docks or marinas. The GM can use one specifically named in this adventure, create their own location, or just have the heroes go to an unnamed generic dock. The journey to the docks depends largely on where the heroes are, and the discretion of the GM. They could either reach it easily or have to encounter some **Sharpies**, **Helix Security Guards**, or even enemy **UniSols** along the way. Whenever the heroes manage to reach a dock, read the following aloud:

You hear the boat before you see it. The engines roar like a chorus of hungry lions. And then it appears: a glossy, dark-tinted speed boat shaped like the sharpened head of a spear hewn from black glass. It slams up alongside the pier, sending a wave of water splashing across the docks. Standing at the helm is a metal automaton with a single red camera lens mounted in place of a head. The robot holding the wheel of the boat looks to you and speaks in a monotone, electronic voice, "Salutations, failed operatives. I am Skipper-6. Please climb aboard to avoid immediate termination of your vital life functions."

Once the heroes board the boat, Skipper-6 tears away from the pier at such a sudden and violent speed that some of the dock splinters and breaks. The boat roars out to sea, getting a bit of distance between it and the shore before Skipper-6 turns the boat westward. The phone that Zara called the heroes on begins to vibrate and ring again. When the heroes answer it, Zara imparts the following information to them:

- ▶ Skipper-6 and the boat, the Unnamed Experimental Aquatic Conveyance, are prototype assets that have never been used in a real field mission before. Zara has no idea whether they will work perfectly, malfunction, or simply explode; but the heroes left her no choice, as they were certainly going to be caught soon.
- ▶ Dr. Sharpe has sent a squad of UniSols after the heroes and, according to satellite imagery, this

squad is already on a boat of its own and hunting the heroes down.

- ▶ Zara has a plan to fake the heroes' deaths, but it requires getting miles off the coast of Key West. It is unlikely that the UniSol hunter squad won't catch up to the heroes before the staging area. So, the heroes must fend them off long enough for Skipper-6 to get them to the staging area, which is a massive cloud of artificial smoke that Zara has generated above the water's surface.

Before long, the pursuing speedboat, which is twice the size of the heroes' boat, becomes visible behind them. Skipper-6 pushes the engines as hard as possible, but the UniSol squad catches up shortly. As the larger boat pulls up alongside their own, the heroes see a team of **UniSol Elites** (see Supporting Cast). The number of UniSol elites should be equal to the number of heroes minus one. As the boats scream forward at breakneck speeds, the UniSols attempt to board the heroes' boat to subdue them, capture them, or kill them.

It takes five rounds before Skipper-6 reaches the thick cloud of smoke. Inside the cloud is wreckage staged to look as though the heroes' boat exploded. This ruse fails if the UniSol elites are still battling the heroes. The heroes must either defeat all the enemies before reaching the cloud or get enough distance between them that the pursuing enemies would reasonably believe that the staged wreckage is the same boat they were just chasing.

If the heroes fail to either defeat the UniSols in time or convincingly pull off the deception, another squad of six enemy UniSols arrives as backup to the first. The idea is for this to be an overwhelming force that inevitably captures the heroes, triggering the beginning of **Belly of the Beast** in Act 3.

If the heroes successfully defeat the UniSols and disappear into the smoke cloud, Skipper-6 cuts the engine, lets them drift a bit, then drops anchor to maintain the cover of the smoke. The heroes are advised to wait until nightfall to make their next move. If the heroes have found any clues pointing toward Dry Tortugas, and mention this to Zara, she agrees that it makes sense to perform some reconnaissance on the supposedly closed island. If they have not found any clues, then, during the dead of night, they should see some curious lights off in the distance that could draw them into Dry Tortugas.

Begin **Act 3**.

Act III

Blood & Bullets

“Are we having fun yet?”

— SGT. ANDREW SCOTT, US ARMY, DECEASED (?)

Dry Tortugas

The island cluster of Dry Tortugas earned its name from none other than Juan Ponce de Leon. He allegedly dubbed the island “Tortugas” upon arriving, seeing the abundance of turtles. “Dry” was added to the title when it was discovered there was virtually no fresh water to be found on any of the island’s surfaces.

The one major building on Dry Tortugas is Fort Jefferson, which, despite being technically unfinished, happens to be the largest brick masonry structure in the entire Western Hemisphere. These islands are officially uninhabited, and up until recent years, only saw people in the context of various tourism endeavors such as fort tours, and snorkeling, fishing, camping, and scuba diving tours. However, the supposed “national park” has been closed to the public for a while now.

Directly beneath this monument to human ingenuity sits the underground lair of Dr. Sharpe’s Eden Restoration Initiative. Stairwells and elevators to the complex have been built inside Fort Jefferson. They all feed into a large central chamber underneath the center of the island.

Making Landfall

In all likelihood, the heroes travel to Dry Tortugas via boat. If they happened to have been captured in the Helix Sanctuary, skip this section and go to *Belly of the Beast*.

Not only is the one destination of note on the islands the gigantic historic Fort Jefferson, but it is also the only place that the heroes see any activity or life. They must succeed on a collective Dexterity (Stealth) check in order to reach the shore unharmed and undetected. The difficulty of this check hinges on how exposed they are as per the categories listed below:

Perfect Spies: If the heroes have somehow managed to make it this far without being exposed or getting on Dr. Sharpe’s proverbial radar, making landfall should be an easy task. Helix has no idea that they are coming, and hasn’t taken any extra precautions aside from one patrol boat lazily circling the island.

Feeling the Heat: If Dr. Sharpe has gotten word of enemy agents in the Keys, he has enhanced the security on the island. Two armed **Patrol Boats**, each containing four **UniSol Grunts**, circle the coastline, sending out a radar ping every minute. The radar’s range is a 10-mile radius. If there is a clear “line of sight” between a patrol boat and the heroes’ vessel, they are detected. The island fort obscures the radar signal, so if the heroes keep a significant portion of the island and the fort between them and the boats, they can possibly avoid detection.

Complicating matters, however, is the squad of three **UniSol Elites** patrolling the shoreline.

Human Hurricanes: If things have gone completely haywire and Dr. Sharpe is aware not only of who the heroes are, but also that they are actively on their way to Dry Tortugas, a well-armed welcome party awaits their arrival. Three boats patrol the waters, a helicopter patrols the skies, and at least twelve **UniSol Elites** in full tactical gear wait on land for the heroes.

► **GM Note:** It is likely that the heroes are met with an overwhelming force at this point in the adventure. It is okay to set up this encounter as virtually unwinnable for the heroes. The heroes making it so far piqued the interest of the egomaniacal Dr. Sharpe. At this point, he has instructed his guards to capture them, not kill them. The Dry Tortugas security forces use neutralizing weapons such as stuns and tranquilizers.

The next section of the encounter begins when the heroes reach the large central chamber of Dr. Sharpe’s underground lair. If they have been captured, skip to the **Belly of the Beast** segment. If they have managed to make it to the island of their own accord and are not actively engaged in combat, continue the encounter as follows:

Fort Jefferson is an impressive mass of sturdy brick. The hexagonal structure is surrounded by something of a moat on five of its sides, with a low retaining wall separating the sea from the “moat.” The only ways in are either scaling a wall or via the single front door, which sits at the other end of a narrow bridge over the moat. A pair of **UniSol Grunts** is always stationed just inside the doors.

Once the heroes gain entry to the fort, they must investigate in order to find one of the staircases or elevators down to the hidden base below. If they choose the stairs, there is still a possibility that they can proceed without detection. However, if they choose the elevator, Dr. Sharpe and his minions within the base are alerted to their presence and are waiting for them when the elevator opens.

Descending down the stairs, the heroes step into a cavernous underground chamber. There are massive crates stacked against one wall. Racks of armor and weapons are lined up against another. A trio of helicopters resembling gleaming chrome futuristic versions of the U.S. Army's Black Hawk models sit against the far wall. Dozens of UniSols move about the place with quick precision. And standing on a floating disk, furiously tapping away at the tablet attached to his wrist, is Dr. Sharpe.

No sooner do the heroes step into the chamber than Dr. Sharpe's head whips up from his tablet. He looks almost as if he is sniffing the air. With another quick jerk of his head, he looks right at the heroes. A warm smile spreads across his face and he says, "Visitors! Welcome!"

And with that, two dozen UniSols stop what they are doing, and turn toward the heroes with weapons raised.

Belly of the Beast

The heroes have now, finally, come face to face with the one and only Dr. Victor Sharpe. His unblemished skin practically glows. His hair looks almost plastic, perfectly sculpted. His eyes shine with electronic luminescence.

Whether the heroes have snuck into the base of their own accord or have been captured, Dr. Sharpe wastes no time launching into a seemingly pre-planned monologue:

"I know you've been sent to stop me, but really, I should thank you. When I learned that those short-sighted, uninspired, Cro-Magnon bureaucrats had the audacity to send a kill squad after me, it gave me a well-needed jolt of inspiration and motivation. Honestly, if it wasn't for you, we might still be days away from implementation. But here we are! And I am so proud to tell you that today is chapter one in a new era of human history. I look forward to retelling today's story years, decades, centuries from now. Oh yes, you heard me. I'm not going anywhere. I will still be here, guiding the path of humanity with a gentle hand, long after your children's children's children are having their own children.

"Yes, today is the dawn of humanity's immortality. Today we claim victory over the plagues of humanity: disease, death, and the worst plague of all, disunion. Under my loving care, all of humanity will soon be united into one cohesive society of perfection. Everyone's health will be optimized. Everyone's needs will be met. Everyone's cares will be stripped away. I am creating true, undeniable paradise, right here on Earth. All for the low, low cost of everyone's free will. Now, I can see some of you recoiling at that notion. But, really, ask yourself, what has free will gotten us? Endless pain, endless suffering, endless hate for each other. That's what free will has wrought upon our species. The old gods of human scripture are cruel and uncaring. I will be the first truly benevolent god that humanity has ever known! Do not lament today. Do not be sad. This is not humanity's darkest hour, but rather, its brightest dawn!"

As if on cue with Dr. Sharpe's final line, half the ceiling explodes, raining fire and debris down on the chamber floor. Dr. Sharpe and the UniSols scatter and dive for cover. Through the smoke and dust, a humanoid silhouette can be seen falling to the ground. They land perfectly on their feet, the cement cracking beneath their boots from the force of impact. Standing there is a 6-and-a-half-foot mountain of muscle. Bandoliers of tank-stopping rounds of ammunition hang across his chest. He holds a six-barrel minigun bigger than any human should be capable of wielding. From the neck down, he is clad in top-of-the-line tactical gear. His head remains uncovered, allowing his thick, perfectly coiffed, bleached blond, hair to wave freely. The legendary, supposedly dead, Sergeant Andrew Scott looks around the room and bellows,

"Say goodnight, assholes!"

And with that, Scott begins unleashing a wave of devastating fire upon the enemy UniSols.

Chaos and Cavalry

From this point forward, the adventure is one long combat encounter. The heroes can be instructed to roll a fixed turn order, or this encounter can be tackled "popcorn" style. It is up to the discretion of the table.

Sgt. Andrew Scott was Agent Zara's insurance policy in case things went to hell. After laying down plenty of suppressive fire on the enemy UniSols, Sgt. Scott tosses ear communication pieces to the heroes and yells at them to *"Get your asses in the game and start fighting!"* If the heroes are bound, he frees them before continuing his rampage.

A number of things happen at once: increasingly, UniSols keep spilling into the chamber looking to fight the heroes and Sgt. Scott. The first few waves are dressed in full tactical gear. However, they soon start showing up in fewer and fewer clothes and, eventually, some naked UniSols rush into the room unarmed. It's clear that Dr. Sharpe is panicking, and has activated every UniSol on the premises, regardless of their "ready" status.

Speaking of Dr. Sharpe, when the heroes look for him, they see him and two squads of UniSols lifting off in two of the parked helicopters. Above the heroes, the rest of the ceiling that wasn't blown apart opens up, revealing the sky. As the two helicopters ascend, Sgt. Scott shoots one of the UniSols in Dr. Sharpe's helicopter, causing the body to fall out of the side bay. A strap catches on the dead UniSol's ankle, causing him to hang 10 feet below the helicopter. Sgt. Scott sprints forward and leaps a seemingly impossible height into the air, and grabs onto the body of the upside-down, dead UniSol. The two helicopters begin to rise up out of the chamber with Sgt. Scott dangling 10 feet beneath the one carrying Dr. Sharpe. There is still one helicopter left, but the heroes must fight through a pair of UniSols standing between them and it. If the heroes put in the ear pieces, they immediately hear Zara



mid-yell, “—are you doing?! Get your asses in gear! Stop those choppers! Go! Go! Go!”

Once the heroes fight their way to the helicopter and take off, begin the **Mayhem on the Move** chase encounter.

Mayhem on the Move

The **Helix Helicopter** (use standard **Helicopter** vehicle stats found in the *Everyday Heroes Core Rulebook*) has multiple roles that must be filled by the heroes:

Pilot. The pilot must make a Dexterity (Vehicles) check every turn to determine how much ground they gain on Dr. Sharpe’s pair of helicopters.

- ▶ These helicopters come equipped with an extra pair of thruster turbines. When activated, the thrusters ignite for 6 seconds, temporarily doubling the helicopter’s speed. There are three uses of this feature available.

Machine Gunner: This helicopter has heavy machine guns on the sides of the craft that can be fired by heroes. Each machine gun can be fired twice per turn. The effective range of the guns is 2,000 feet. Use the **Machine Gun** stats provided in the *Everyday Heroes Core Rulebook*.

Co-Pilot. This model of helicopter comes equipped with a number of cutting-edge features. A hero filling this role can monitor the instruments and get a jump on any attempted attacks against the helicopter. In game mechanics, this allows the co-pilot to take a few possible actions:

- ▶ **Help:** Take the Help action to give the pilot advantage on their next roll.
- ▶ **Deflection Charge:** The helicopter has an experimental defensive feature that emits a momentary burst of energy that should deflect any projectile fired at the helicopter. There are three charges of this tool, and it can be used as a reaction.
- ▶ **Air Mines:** This helicopter has two payloads of “air mines” that can be dropped below and behind it. The air mines can be set to “plummet” or “hover.” If set to plummet, the mines fall with normal gravity and detonate on impact. If set to “hover,” they fall just 10 feet and then hover in mid-air for 30 seconds before detonating.

The second helicopter attempts to protect Dr. Sharpe’s helicopter, actively attacking the heroes’ helicopter along the way. Dr. Sharpe’s helicopter makes it to Miami after

six rounds unless stopped. During this time, the heroes witness Sgt. Scott trading small arms fire with a UniSol hanging out of the helicopter while he dangles below.

When the heroes reach the helicopter and attempt to take off, read the following aloud:



You pile into the remaining helicopter, choose your positions, and take off after Dr. Sharpe. The damage from Sgt. Scott's initial entry combined with the fallout of the firefight causes chunks of Dr. Sharpe's base to collapse and debris to fall into the chamber as the helicopter ascends. Dust and rocks careen down, sending the enemies still on the ground scattering in every direction.



The **pilot** must make a DC 13 Dexterity saving throw to avoid the debris as the vehicle ascends. On a successful save, the heroes earn 1 Chase Point. On a failure, the helicopter gets hit with debris, causing the pilot to scramble to keep them from crashing. Dr. Sharpe's helicopters get farther away and they gain 1 Chase Point.

Once the heroes successfully lift off out of the base, they have six rounds to stop Dr. Sharpe before he reaches his ultimate destination in Miami. The second helicopter accompanying Dr. Sharpe's vehicle is referred to as the Guardian Helicopter. Use the complications table below as the chase progresses. Each complication involves ability checks to succeed (chase DC 14).

Helicopter Chase Complications

Round 1. Guardian Helicopter Suppressing Fire

The Guardian Helicopter gunners unleash a wave of armor-piercing rounds at their pursuers.

Hazard	Co-Pilot: Make an Intelligence (Computers) check to perfectly time a deflection charge.
Failure	Pilot receives a -2 bonus to their save.
Success	Pilot receives a +2 bonus to their save.
Pilot: Make a Dexterity (Vehicles) check to avoid as much of the gunfire as possible	
Failure	Roll 1d6 to determine what damage is sustained as per the Vehicles Damage chart on page 257 of the <i>Everyday Heroes Core Rulebook</i> . Dr. Sharpe earns 1 Chase Point.
Success	Take Gain Ground action. If roll beats the difficulty by at least 5, earn 1 Chase Point.

Gain Ground: **Gunner(s)** make a ranged attack to return fire close enough to the Guardian Ship's gunner to affect their aim. On a successful hit, earn 1 Chase Point.

Round 2. Guardian Helicopter drops Air Mine Payload

Several small blinking explosive devices fall from the enemy vehicle.

Hazard	Gunner(s): Make a ranged attack to shoot out as many of the mines as possible.
Failure	Co-Pilot receives a -2 bonus to their save.
Success	Co-Pilot receives a +2 bonus to their save.
Co-Pilot: Make an Intelligence (Computers) check to perfectly time a deflection charge.	
Failure	Pilot receives a -2 bonus to their save.
Success	Pilot receives a +2 bonus to their save.
Pilot: Make a Dexterity (Vehicles) check to avoid the air mines.	
Failure	Roll 1d6 to determine what damage is sustained as per the Vehicles Damage chart on page 257 of the <i>Everyday Heroes Core Rulebook</i> . Dr. Sharpe earns 1 Chase Point.
Success	Take Gain Ground action. If roll beats the difficulty by at least 5, earn 1 Chase Point.

Gain Ground: **Gunner(s)** make a ranged attack to return fire close enough to the Guardian Ship's gunner to affect their aim. On a successful hit, earn 1 Chase Point.

Round 3. Guardian Helicopter Fires Engine Thrusters

The turret underneath the helicopter's chassis swivels back to take aim at you, firing a burst of neon blue energy.

Challenge	Co-Pilot: Make either an Intelligence (Computers) or Dexterity (Vehicles) check to activate the engine thruster.
Failure	Pilot receives a -2 bonus to their save.
Success	Pilot receives a +2 bonus to their save.
Pilot: Make a Dexterity saving throw to maintain control of the helicopter.	
Failure	Dr. Sharpe earns 1 Chase Point.



Success

Take Gain Ground action. If roll beats the difficulty by at least 5, earn 1 Chase Point.

Gain Ground: Gunner(s) make a ranged attack to shoot out the enemy helicopter thrusters. On a successful hit, earn 1 Chase Point.

Round 4. Drone Swarm

A dark cloud speeds up behind the heroes' helicopter. As it nears, you see an entire swarm of flying killer robotic creations.

- **GM Note:** Do not use the drone swarm stats from the Supporting Cast section. Use the chase DC as their Defense, and have them fall behind after this round of the chase.

Hazard

Gunner(s): Make a ranged attack to shoot down as many drones as possible.

Failure

Co-Pilot receives a -2 bonus to their check.

Success

Co-Pilot receives a +2 bonus to their check.

Co-Pilot: Make a Dexterity saving throw to perfectly time the deployment of air mines.

Failure

Pilot receives a -2 bonus to their check.

Success

Pilot receives a +2 bonus to their check.

Pilot: Make a Dexterity (Vehicles) check to stay out of reach of the swarm's attacks.

Failure

Roll 1d6 to determine what damage is sustained as per the Vehicles Damage chart on page 257 of the *Everyday Heroes Core Rulebook*. Dr. Sharpe earns 1 Chase Point.

Success

Take Gain Ground action. If roll beats the difficulty by at least 5, earn 1 Chase Point.

Gain Ground: Gunner(s) make a ranged attack to shoot out the enemy helicopter thrusters. On a successful hit, earn 1 Chase Point.

Round 5. Hot Air Balloon Tourists Get in the Way

An unwitting group of Keys tourists have chartered a hot air balloon ride. The wind force of Dr. Sharpe's two helicopters roaring by causes the passenger basket to shake so much that a tourist actually falls out.

Challenge

Co-Pilot: Make an Intelligence (Computers) check to see the balloon early enough on the radar to give the Pilot warning and direction.

Failure

Pilot receives a -2 bonus to their check.

Success

Pilot receives a +2 bonus to their check.

Pilot: Make a Dexterity (Vehicles) check to navigate around the hot air balloon tourists.

Failure

Dr. Sharpe earns 1 Chase Point, and pilot gains 1 point of Loss of Power as a thrown beer can partially jams an air intake.

Success

Take Gain Ground action. If roll beats the difficulty by at least 5, earn 1 Chase Point.

Gain Ground: **Gunner(s)** make a ranged attack to shoot a grappling harpoon into the life vest of the falling tourist, saving them from their fall. On a success, each player earns inspiration.

Molly the Mighty Mollusk

If the heroes saved Ben Reyes in Act One, and they are still battling with the second enemy helicopter in round 5 of this encounter, they witness a truly one-of-a-kind sight:

A bright flash of color from a huge parasailing wing soaring toward the helicopters catches your eye. The parasailing wing is tethered to a speeding boat on the water below. Seated beneath the parasailing wing at the top end of the tether is none other than Ben Reyes in his full Molly the Mollusk costume. As if that wasn't enough of a sight, Ben/Molly is holding a long metal tube with a rocket propelled grenade attached to the end. You can almost hear Benny's cackling laugh as the bright pink Mollusk fires the RPG with perfect precision, striking the front of the Guardian Helicopter, causing it to burst into a fireball. There is now nothing between you and Dr. Sharpe's helicopter. The skyline of Miami looms on the horizon.

Round 6. Jetpack UniSol Assassins

A new threat arrives from out of nowhere as a pair of UniSol Assassins wearing jetpacks zips up from behind and below the heroes' helicopter, and flies right into the open passenger section.

Hazard

Gunner(s): Make an attack roll against the UniSols.

Failure

Pilot receives a -2 bonus to their check.

Success

Pilot receives a +2 bonus to their check.

Co-Pilot: Make an attack roll against the UniSols.

Failure

Pilot receives a -2 bonus to their check.

Success

Pilot receives a +2 bonus to their check.

Pilot: Make a Dexterity saving throw to maintain control as the UniSols try to disrupt you.

Failure

Roll 1d6 to determine what damage is sustained as per the Vehicles Damage chart on page 257 of the *Everyday Heroes Core Rulebook*. Dr. Sharpe earns 1 Chase Point.

Success:

Take Gain Ground action. If roll beats the difficulty by at least 5, earn 1 Chase Point.

Gain Ground: **Gunner(s)** attempt to shoot the jetpacks of the defeated UniSols into the enemy helicopter. Make an attack roll. On a success, earn 1 Chase Point.

Chase Ends- Victory

If the heroes "win" the chase by collecting more Chase Points than Dr. Sharpe, they stayed close enough to Dr. Sharpe that when he lands on the rooftop in the **Final Showdown** encounter, the heroes are ready to act with speed and precision. All heroes receive advantage on their first round of combat in the **Final Showdown** encounter.

Chase Ends- Defeat

If the heroes "lose" the chase by failing to collect more Chase Points than Dr. Sharpe, they lagged behind Dr. Sharpe, granting him a head start at completing his machinations. In their rush to catch up, the heroes are not as precise as they might normally be in the beginning of the fight. All heroes receive disadvantage on their first round of combat in the **Final Showdown** encounter.

Encounter: Final Showdown

Enemies: Dr. Sharpe and a horde of Sharpies

Timeline: The Consecrators detonate after six rounds of combat

Reward: Save the Day!

Important Location: The roof of Panorama Tower



Despite whatever damage may have been done to Dr. Sharpe's helicopter, it manages to limp its way to the top of Miami's tallest building, the Panorama Tower. The heroes might be surprised to see the roof of the tower packed with people. There are at least a hundred souls, all with arms outstretched. There are also four machines that resemble short, metal cylinders with four support legs and a thin, six-foot-long antenna sticking up into the air. The helicopter comes to a hover. Dr. Sharpe—carrying a large case in one hand, and with a large rucksack attached to his back—leaps down into the waiting arms of the crowd. The crowd moves fluidly like the sea, opening a lane for Dr. Sharpe to sprint to the edge of the tower's roof. He slams the case to the ground, and presses a button, causing the case to transform into a machine covered in blinking lights that looks like a smaller version of the four other machines already in place. These are the Consecrators, and they are the culmination of Dr. Sharpe's plans. If they are allowed to activate, the results are catastrophic.

Sgt. Scott, who had hitched a ride on Dr. Sharpe's helicopter, wastes no time dropping to the roof and attacking every person, whether civilian or soldier, between him and Dr. Sharpe. The doctor turns to see this, and reaches back, pulling a long black tube free from his rucksack. The black tube has a handle with a trigger and, connected to the back end, is a hose that feeds back into the rucksack. He steps toward Sgt. Scott and unleashes a

tight, concentrated beam of fire. Sgt. Scott leaps the only way that he can to avoid the flames, which happens to be off the side of the tower.

As you reach the tower, you see the surviving people on the roof all drop to their knees in praise of their new god. The blinking cylindrical device flashes brightly. The countdown to the detonation of the Consecrator network has begun. And standing between you and the fate of millions is a madman with a god complex and a flame thrower.

Running the Encounter

Each round, one of the five Consecrator machines activates. When it does, it lights up and the top of the antenna crackles with electricity. Once a second device activates, they begin passing arcs of bright blue electric energy between one another. If all five machines are active when Dr. Sharpe begins a turn, he uses his action to detonate the Consecrators. This results in the heroes losing the fight, and causes the **Eden Restored** outcome. A hero can spend an action to deactivate an active Consecrator by making a successful Intelligence (Computers) check.



While they worship him, Dr. Sharpe pays little heed to the wellbeing of his followers, also known as **Sharpies**. He does not hesitate to make these followers collateral damage as he tries to defeat the heroes. More so, a number of these Sharpies find themselves motivated enough to try and help fight the heroes. The number of **Sharpies** and enhanced **Cybermod Soldiers** that are in the hostile group is determined by the number of heroes. For every player, there should be five **Sharpies** and one **Cybermod Soldier**.

Potential Outcomes

- **Eden Restored.** This is the outcome that occurs in the event that the heroes fail to prevent the network of Consecrators from detonating.

Not every story has a happy ending—or at least not the happy ending that you envisioned. The Consecrators work to perfection, sending out an electrical signal that instantly flatlines every single person in the greater Miami metropolitan area (save for Dr. Sharpe, who wears a one-of-a-kind signal-diffusing device). Unfortunately for the heroes, they do not have these devices, and they too are instantly killed by the Consecrator signal. On the upside, the heroes and everyone else only stay dead for three seconds before the second signal, the reanimation signal, bursts forth from the machines. For three seconds, the entire city of Miami is dead. And after that, as per

the official statement released by Dr. Sharpe's PR team, the city of Miami is more alive than ever. Not only are almost 10 million people alive again, but they also feel better than they ever have. They have no more fears, no more insecurities, no more wants or desires. They know that everything they need will be provided, and they are beyond grateful to now be able to service the savior of humanity, the one and only Dr. Victor Sharpe.

The U.S. military learns almost immediately that attempting to quarantine the area is an impossibility. Before they can even begin to comprehend what has happened, thousands of newly minted UniSols leave the city. They soon spread across the nation, the blueprints for constructing more Consecrator devices now imprinted in their brains. Atlanta, Houston, and Chicago all soon "see the light" of Dr. Sharpe's vision.

And as for the heroes? Well, they are positively thrilled to be part of the movement poised to save humanity. They are grateful to now be of service to the great Dr. Victor Sharpe.

- **The Fall of Dr. Sharpe.** This is the outcome that occurs when the heroes defeat Dr. Sharpe, and Sgt. Andrew Scott's fate is undetermined.

As things begin to look dire for Dr. Sharpe, he does not hesitate to resort to attempting to tempt the heroes. He promises the heroes anything and everything that they

could possibly want, if they will only spare him. Assuming that the heroes do not take him up on his offer:

The heroes stand triumphant atop the Panorama Tower. Dr. Sharpe has been taken off the proverbial chess board, hopefully for good this time. Dozens upon dozens of pairs of eyes stare dumbly at the spot where, only moments ago, their savior stood. Their mouths hang open. They have no idea what to do next. The man who told them what to do, what to eat, how to live, how to think is gone. Their minds are rowboats adrift without oars. In this particular moment, the heroes have a tremendous amount of power. This throng of nearly 100 people are incredibly suggestible. Whatever they hear next, they probably listen to it. The heroes could tell them simply to “go home” or “go back to their old lives,” if they are feeling benevolent.

Soon after, the doors to the roof burst open, and Zara Karim emerges with one lit cigarette in her mouth and a second lit cigarette in her hand. Behind follows a squadron of heavily armored soldiers. If the heroes haven’t told the slack-jawed followers of the now deceased Dr. Sharpe to leave yet, Zara does so, albeit in a much less friendly manner. Something along the lines of, “*Get the fuck out of here and go home you mindless drones!*”

Zara begrudgingly thanks the heroes for a job mostly well done, but specifically calls out any destruction or collateral damage that the heroes might have caused during the course of their mission. She adds in the destruction of a national monument, and the largest brick masonry structure in the Western Hemisphere, completely glossing over the fact that it was Sgt. Scott who actually blew up the place. She tells them to take the rest of the night off, but also reminds them that there is a debriefing tomorrow morning at 6:00 a.m., and that missing it is considered an act of treason. With that, she flicks away her cigarettes and stomps off.

Speaking of Sgt. Andrew Scott, his fate remains unknown. When he dove off the side of the tower, one might have expected to find a crimson Sgt. Scott shaped stain on the pavement at the base of the tower. However, there was no stain, just two boot prints embedded in the concrete surrounded by a spider web of cracks. What’s more, the Panorama Tower’s window washing crew discover a series of finger-sized holes dug into the steel siding that runs from about the 75th floor all the way down to the second floor. Sgt. Scott has been neither seen nor heard from since. This is somewhat troubling as he had strict orders to return for cool down and deprogramming. His earpiece was found smashed on the sidewalk a block away from the Panorama Tower. The GPS tracking device embedded in his thigh was found in the toilet of a gas station bathroom on the outskirts of the city limits, not far from the highway leading back to the Keys.

On an unrelated note, the initial clean-up crew sent to scrub the base at Dry Tortugas failed to report in for too long. A second team was sent in and found the bodies of the first team. In addition, it appears as though someone

had absconded with all of the computer hard drives, an entire arsenal of cutting-edge weapons, and—according to what records could be recovered from the scene—an experimental stealth submersible vessel docked at the base is currently unaccounted for.

► **The Standoff.** This is the outcome that occurs if Sgt. Scott climbs back up the tower to rejoin the fight.

The heroes seemed to be on the verge of claiming victory. Dr. Sharpe was weak, and on the verge of defeat. What’s more, their supposed ally, Sgt. Andrew Scott, had managed to rejoin the fight. He even made a point of handling the deactivation of the Consecrator device for the heroes. But that is when things changed. Once the threat of mass death and reanimation was neutralized, Sgt. Scott did something unexpected: he saved Dr. Sharpe’s life.

Sgt. Scott was sent into this situation with two primary directives: first, prevent whatever plan Dr. Sharpe was attempting to enact from happening; and, second, capture Dr. Sharpe and bring him in alive. Any attempts to thwart the second part of this mission, even from allied operatives, should be squashed with absolute force.

Once the Consecrator devices have been deactivated, and Sgt. Scott has his hands on Dr. Sharpe, an armored military helicopter arrives to hover right along the edge of the Panorama Tower. The side door slides open to reveal Zara standing there. Sgt. Scott attempts to put Dr. Sharpe in the helicopter. If the heroes try to stop this, Sgt. Scott attacks them. If the heroes also try to get on board the helicopter, Sgt. Scott tries to stop them. Through all of this, Dr. Sharpe pleads with the heroes not to let them take him in. He insists that he would rather die than return to being the government’s puppet!

Even though she’s just a few feet away, the roar of the aircraft forces Zara to talk to the heroes through their earpieces. She raises a communicator to her mouth and they hear, “*Thanks for your service. We’ve got it from here. Your final orders on this mission are to forget everything, and walk away.*”

If asked what’s going to happen to Dr. Sharpe, Zara may or may not choose to say that his intellect is too great to let go to waste. Despite all the death that he’s caused, and all the crimes that he’s committed, it sounds as though the government is going to let him slide, so that it can use him for its own aims. If the heroes resist this at all, Zara threatens to have them branded as criminals and traitors. She tells them they have two choices:

“Do like I said, and forget everything that you saw and walk away, or else I’ll have to remove you from the board permanently. Unlike Dr. Sharpe, you don’t have intellects that I mind wasting.”

PART VI: THE CAST

Supporting Cast

This section provides NPC state blocks for your Universal Soldier games, including both those found in Return to Eden, the adventure included in this book, and others that you can use in your own adventures.

Adventure NPCs

“How many bodies do I need to throw at this problem to make it go away? Fifteen!? Ugh ... that’s so expensive. Before we do that, do any of them have a trust fund?”

– DR. SHARPE.

These NPCs are specific to the Return to Eden adventure found in Part 5 of this book.

Ben Reyes – Molly the Mollusk CR 1/2

Medium person (human)

Defense 13

Hit Points 9 (2d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)

Skills Deception +3, Insight +3, Persuasion +5, Social Sciences +3

Senses passive Perception 11

Roles Leader, Support

Equipment Mascot Suit, Free VIP Spa Treatment coupons, Divorce Papers.

Motivation. Ben motivates his allies to perform better. Allies that can see and hear Ben add a d4 to each of their attack rolls and saving throws. If Ben is wearing the Molly

the Mollusk costume, then this dice is a d8. A combatant can benefit from only one such die at a time.

Actions

Demoralize. One enemy that can see or hear Ben must make a DC 13 Wisdom saving throw. On a failed save, they are shamed, and have disadvantage on the next attack roll they make before the start of Ben’s next turn.

Unarmed. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Sharpies – Dr. Sharpe Groupie CR 1/2

Medium person (human)

Defense 16

Hit Points 13 (2d8 + 4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (–1)	7 (–2)	8 (–1)

Skills Medicine +1, Social Sciences +0

Senses passive Perception 8

Roles Fodder, Melee

Equipment Helix company brochures, dangerous mundane item (sack of bricks, metal cowboy)

Cognitive Dissonance. Sharpies are so invested in Floridian culture and Dr. Sharpe’s chance at immortality that they can never be dissuaded. The Sharpie cannot be Frightened.

Florida Headline. At the start of their turn, a Sharpie can gain advantage on all melee attack rolls during that turn, but, after that turn, they suffer disadvantage on all ability checks and attack rolls until the end of their next turn.

Actions

Multiattack. The Sharpie makes two melee attacks.

Improvised Weapon. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Zara – The Handler

CR 1

Medium person (human)

Defense 17

Hit Points 22 (4d8 + 4)

Armor Heavy ballistic vest (AV 4, save +3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Skills Perception +5, Mechanics +7, Medicine +7, Sleight of Hand +6, Vehicles +5

Senses passive Perception 15

Roles Leader

Equipment First aid kit, surgical tools, pocket stuff, unmarked van, unmarked military gear.

Cut the Bullshit. Zara has been around the block. All Deception ability checks made against Zara are made with disadvantage.

Actions

Assault Rifle. (30 rounds; bonus reload). Ranged Attack: +5 to hit, PV 3, range 1800 ft., one target. Hit: 8 (1d12 + 2) ballistic damage, or 15 (2d12 + 2) ballistic damage when using burst fire.

Surgical Saw. Melee Attack: +4 to hit, PV 3, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage.

Patch Up. Zara applies a quick patch job to an ally within 5 feet, whether living or mechanical. That ally can spend a hit die to recover hit points, adding their Constitution modifier to the result. Any given ally can benefit from this action once, unless they are willing to accept Zara punching them on the back of the head for 1 point of damage.

Helix Security Guard

CR 2

Medium person (human)

Defense 16

Hit Points 45 (6d8+18)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+3)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +5, Endurance +5, Intimidation +1, Insight +4, Perception +4, Vehicles +4

Senses passive Perception 14

Roles Melee, Support, Tank

Equipment Concealed pistol, shock gloves, radio earpiece, khakis, air of self-important authority.

Extreme Effort (1/Short Rest). Helix Security Guards can take an additional action during their turn on account of their large paychecks.

Actions

One-Two Punch. The Helix security guard can make two unarmed strikes. If the first attack hits, the second is made at advantage if it is against the same target.

Unarmed Strike. **Melee Attack:** +5 to hit, PV1, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Concealed Pistol (8 rounds; bonus reload). Ranged Attack: +4 to hit, PV 2, range 100/200 ft., one target. Hit: 6 (1d8+2) ballistic damage, or 7 (1d10 + 2) ballistic damage if wielded in two hands.

Shock Gloves. **Melee Attack:** +5 to hit, PV0, reach 5 ft., one target. Hit: 2 (1d4) electrical damage and the target must succeed at a DC 14 Constitution saving throw or be Stunned until the end of its next turn.

Frankie Fillet – Dr. Sharpe's Muscle

CR 3

Medium person (cyborg, human)

Defense 11

Hit Points 69 (6d8 + 42)

Armor Heavy Ballistic Vest (AV 4, save +0, Ballistic)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	24 (+7)	6 (-2)	10 (+0)	5 (-3)

Skills Athletics +6, Endurance +10, Intimidation +0, Perception +3, Vehicles +4

Senses passive Perception 10

Roles Hulk, Melee

Equipment Pump-action shotgun, razor wire with fishing hooks.

Overheat. When Frankie Fillet takes any fire damage or other damage while in hot temperatures, he gains the overheat condition the following round and is considered

to have the Burning condition (1d6 damage) per round on his internal organs.

Exceptional Fortitude: If damage reduces Frankie to 0 hit points, Frankie must make a Constitution saving throw with a DC equal to the damage taken. On a success, Frankie is reduced to 1 hit point instead.

Actions

Advanced Combat Training. Frankie makes two attacks.

Shotgun (9 rounds; action reload). Ranged Attack: +3 to hit, PV 3, range 200/400 ft., one target. Hit: 8 (2d6 + 1) ballistic damage. This attack is made at advantage against targets within 30 feet.

Unarmed Strike. Melee Attack: +7 to hit, PV 1, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Hook The Fish. Melee Attack: +3 to hit, PV 1, reach 30 ft., one target. Hit: 5 (1d8 + 1) damage and the target has a hook embedded into them and is pulled 10 feet closer to Frankie Fillet.

Lydia Hammersmith – Socialite CR 3

Medium person (human)

Defense 15

Hit Points 49 (9d8 + 9)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	11 (+3)	16 (+3)

Skills Deception +5, Intimidation +5, Persuasion +5, Social Sciences +5

Senses passive Perception 10

Roles Killer, Leader, Support

Equipment High fashion, oversized hat, pocket stuff, tablet filled with sensitive information.

Phone a Friend. Lydia knows people all over the world in a variety of fields who are willing to do her a favor. She can call on assistance for anyone's behalf with a contact rating of level 2 in any field.

Is that it? Once during Lydia's turn, when a companion takes an Attack action, they can make two attacks as part of that action after Lydia judges them.

Actions

Unarmed Strike. Melee Attack: +3 to hit, PV 1, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

You'd Better Not. When an enemy Lydia can see would hit her with an attack, she threatens them with retribution from her contacts. Lydia rolls 1d6 and reduces the attack roll by that amount, potentially turning it into a miss at the cost of her action.

Dr. Sharpe – The Manipulator CR 6

Medium person (human)

Defense 15

Hit Points 55 (10d8 + 10)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	20 (+5)	9 (-1)	17 (+3)

Saves Con +4, Wis +2, Cha +6

Skills Deception +6, Insight +2, Investigation +8, Persuasion +6, Natural Sciences +11, Social Sciences +11

Senses passive Perception 9

Roles Leader, Ranged

Equipment Lab attire, briefcase filled with government secrets, autograph pen, flamethrower

Destroyer of Memory. Dr. Sharpe knows every secret about a UniSols brain, and through that study-everyone's. Whenever Dr. Sharpe succeeds on a Deception check against a target, that target suffers disadvantage on all Wisdom saving throws for the next 10 minutes.

Overheat. Dr. Sharpe has next-generation UniSol technology, but it still has faults. Whenever Dr. Sharpe fails a Str, Dex, or Con saving throw, he can take 10 points of damage to automatically succeed.

Manipulator. Dr. Sharpe acts as a 7th-level Charming Hero and has four Icon Tricks available with a trick DC of 16. *Do you know who I am?*, *Frightening Blow*, *Insult to Injury*, and *Magnetic Personality* are known by Dr. Sharpe.

Incredible Speed. Dr. Sharpe takes two turns in each round. He rolls a separate initiative for each turn.

Reanimate. After Dr. Sharpe has been reduced to zero hit points, at the start of his next turn, Dr. Sharpe reanimates and begins restoring lost hit points at the rate of 3 per round until fully healed. This can only be prevented by burning or destroying the body entirely.

Actions

Advanced Combat Training. Dr. Sharpe makes two attacks.

Assault Carbine (30 rounds; bonus reload). Ranged Attack: +8 to hit, PV 3, range 800/1600 ft., one target. Hit: 8

(1d12+2) ballistic damage, or 15 (2d12 + 2) ballistic damage when using burst fire.

Flamethrower (3/Long Rest). Each creature within a 60-foot cone must make a DC 13 Dexterity saving throw, taking 36 (8d8) fire damage (PV 1) on a failed save, or half as much on a successful one.

Bonus Actions

Sword Cane. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Not the teeth! As a reaction, when an enemy targets Dr. Sharpe with an attack, Dr. Sharpe can negate any critical and any extra damage by tossing himself Prone.

Cover me! (1/Turn). As a reaction when an opponent targets Dr. Sharpe, but before they roll to hit, Dr. Sharpe can change the target to a different creature within five feet of him.

Len Kellermen – UniSol Secret Agent

CR 6

Medium person (human)

Defense 18

Hit Points 95 (10d8 + 50)

Armor Heavy ballistic vest (AV 4, save +3, Ballistic)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	17 (+3)	13 (+1)

Skills Athletics +11, Acrobatics +8, Vehicles +8, Endurance +11, Perception +6, Stealth +8, Survival +6, Streetwise +6

Senses passive Perception 16

Roles Loner, Ranged

Equipment Assault Rifle, knife, two grenades, soldier's kit

Learn Their Moves. After an enemy hits him with an attack, Len gains +4 bonus to Defense against any further attacks the same enemy makes against him during that turn.

Hardcore. When Len fails a saving throw (other than an armor saving throw), he can choose to take 10 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Overheat. When Len takes fire damage, he has disadvantage on all rolls until he takes a standard action to put himself out.

Actions

Multiattack. Len makes three attacks: one with his Assault Rifle, one with his Unarmed Strike, and one with his Poisoned Knife.

Assault Rifle. (30 rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 3, range 1800 ft., one target. *Hit:* 11 (1d12 + 5) ballistic damage, or 18 (2d12 + 5) ballistic damage when using burst fire.

Unarmed Strike. *Melee Attack:* +8 to hit, PV1, reach 5ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Poisoned Knife. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 7 (1d4 + 5), and the target must succeed at a DC 12 Constitution saving throw or be Sickened until the end of its next turn.

Cyborgs

These humans have been augmented with cybernetic enhancements.

Cybermod Punk

CR 1

Medium human (cyborg, human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor Dermal Plating (save bonus +2, AV 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	13 (+1)

Skills Mechanics +3, Streetwise +4

Senses passive Perception 10

Roles Fodder, Melee

Equipment –

Cybernetics Dermal Plating, Power Arm

Actions

Power Arm. *Melee Attack:* +5 to hit, PV 2, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

This street punk has gotten into cybernetic mods and has begun the process of replacing their body parts with more powerful machines.

Variant: Concealed Weapon Arm

CR 1

Replace Str 14 (+2)

Replace Cybernetics Concealed Weapon Arm (hand cannon pistol), Dermal Plating

Replace Roles Fodder, Ranged

Replace Actions

Unarmed. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Hand Cannon (9 rounds; action reload). *Ranged Attack:* +4 to hit, PV 3, range 100/200 ft., one target. *Hit:* 8 (1d12 + 2) ballistic damage.

Variant: Power Legs

CR 1

Replace Speed 40 ft.

Replace Str 14 (+2)

Replace Cybernetics Dermal Plating, Power Legs

Add Trait: Power Legs. During a foot chase, the punk has advantage on Strength (Athletics) checks.

Replace Actions

Power Leg. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) bludgeoning damage.

Cyber Soldier

CR 2

Medium human (cyborg, human)

Defense 14

Hit Points 19 (3d8 + 6, +2d12 hit dice)

Armor Modern Combat Armor (+2 save bonus, AV 3, Awkward)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Computers +2, Endurance +4, Mechanics +2

Senses passive Perception 10

Roles Fodder, Killer

Equipment Assault carbine, soldier's kit

Cybernetics Auto Targeting, Blood Store, Cyberbrain, Extra Heart, Mind Port, Power Arms, Power Legs

Auto Targeting. The cyber soldier ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Extra Heart. The cyber soldier has advantage on Constitution (Endurance) checks and on death saving throws.

Actions

Multiattack. The cyber soldier makes two attacks.

Power Slam. *Melee Attack:* +5 to hit, PV 2, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Assault Carbine (30 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 3, range 800/1600 ft., one target. *Hit:* 8 (1d12 + 2) ballistic damage, or 15 (2d12 + 2) ballistic damage when using burst fire. This weapon can use suppressive fire.

While creating UniSols has been outlawed, modifying regular soldiers with cybernetics has become commonplace. As loyal as any human soldiers, these cyborgs make highly effective troops.

Cybermod Big Boss

CR 4

Large human (cyborg, human)

Defense 17

Hit Points 66 (7d10 + 28)

Armor Heavy Dermal Plating (save bonus +2, AV 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	10 (+0)	8 (-1)	16 (+3)

Skills Athletics +7, Mechanics +4, Streetwise +3

Senses passive Perception 9

Roles Melee, Tank

Equipment Poor fitting clothes

Cybernetics Heavy Dermal Plating, Power Arms, Power Legs

Power Legs. During a foot chase, the big boss has advantage on Strength (Athletics) checks.

Actions

Multiattack. The big boss makes two attacks. Remember that they can replace any of these attacks with a special attack, such as a grapple attempt or their Crush action.

Power Slam. *Melee Attack:* +7 to hit, PV 2, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Crush. As a special attack, the big boss can automatically deal 10 (1d10 + 5) bludgeoning damage to an enemy they have Grappled.

This gangster has been cybernetically modified to be a gigantic, 9-foot-tall tank of a human. With exceptional strength and stamina, they lead their subordinates with a literal iron fist, or enforce the will of a higher authority.

Cyber Bodyguard

CR 5

Medium human (cyborg, human)

Defense 17

Hit Points 102 (12d8 + 48)

Armor Subdermal Armor (AV 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	11 (+0)

Skills Athletics +7, Insight +5, Perception +5, Vehicles +6

Senses passive Perception 15

Roles Support, Tank

Equipment Concealed carry pistol, stun gun, suit, pocket stuff

Cybernetics Aural Enhancement, Cyberbrain, Emotional Regulator, Mind Port, Power Arms, Power Legs, Reverse Optics, Subdermal Armor

Aural Enhancement. These ultra-sensitive ears allow the cyber bodyguard to hear quiet sounds, as well as infrasound and ultrasound: lower and higher frequency than humans can normally hear. They have advantage on Wisdom (Perception) checks based on sound, and can hear things such as dog whistles and whale calls. Their hearing also adjusts automatically to loud noise, granting them immunity to being Deafened.

Emotional Regulator. The cyber bodyguard cannot be Distracted or Frightened and they are immune to any effect that affects their emotions, including beneficial ones.

Power Legs. During a foot chase, the cyber bodyguard has advantage on Strength (Athletics) checks.

Reverse Optics. Small, hidden cameras on the back of the cyber bodyguard's head allow them to see in all directions simultaneously. No one can sneak up behind them.

Actions

Multiattack. The cyber bodyguard makes two attacks.

Power Slam. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Stun Gun. *Melee Attack:* +7 to hit, PV 0, reach 5 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 15 Constitution saving throw or be Stunned until the end of its next turn.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +6 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d8

+ 3) ballistic damage, or 8 (1d10 + 3) ballistic damage if wielded in two hands.

Reactions

Take A Bullet. When an ally within 5 feet is hit by an attack, the cyber bodyguard can cause the attack to hit the cyber bodyguard instead.

This cybernetically-enhanced individual has either taken the opportunity granted to them by cybernetics to score a job as a bodyguard, or was a bodyguard that has been upgraded to better protect their clients.

Cybermod Master

CR 7

Medium human (cyborg, human)

Defense 14

Hit Points 105 (14d8 + 42)

Armor Subdermal Armor (+3 save bonus, AV 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	18 (+4)	15 (+2)	13 (+1)

Saves Str +8, Dex +8, Con +6, Int +7

Skills Acrobatic +8, Computers +7, Endurance +6, Mechanics +10

Senses passive Perception 12

Roles Loner, Support

Equipment Electrician's tools, mechanic's tools

Cybernetics Auto Targeting, Cyberbody, Cyberbrain, Concealed Weapon Arm (SMG), Memory Boost, Power Arms, Power Legs, Subdermal Armor

Auto Targeting. The cybermod master ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Genius. The cybermod master has 6 Genius points and can enact plans as if a 7th level Smart Hero (plan DC 15). They know the following plans: *Cut the Power*, *Demolish*, *Emergency Jetpack*, *Overload*.

Actions

Multiattack. The cybermod master makes an attack. They can then enact a plan that normally takes an action as a bonus action.

Power Slam. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

SMG (30 rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 2, range 100/200 ft., one target. *Hit:* 10 (1d10 + 5) ballistic damage, or 16 (2d10 + 5) ballistic damage when using burst fire. This weapon can use suppressive fire.

This cyborg has replaced their entire body with advanced cybernets, controlled via mental implants.

Variant: Criminal

CR 7

Add Skills Intimidation +4, Security +7, Stealth +8, Streetwise +8

Humans

Socialite

CR 1/4

Medium human (human)

Defense 13

Hit Points 9 (2d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)

Skills Insight +3, Persuasion +5, Social Sciences +3

Senses passive Perception 11

Roles Leader, Support

Equipment Fancy outfit, pocket stuff or bag stuff

Motivation. The socialite motivates their allies to perform better. Allies that can see and hear the socialite add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Actions

Unarmed. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Demoralize. One enemy that can see or hear the socialite must make a DC 13 Wisdom saving throw. On a failed save, the target has disadvantage on the next attack roll they make before the start of the socialite's next turn.

Whether a member of high society or simply a skilled socializer, the socialite is great at motivating people to work for them, and shaming anyone working against them.

Cyber Surgeon

CR 1/2

Medium human (human)

Defense 14

Hit Points 22 (4d8 + 4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Skills Mechanics +7, Medicine +7, Sleight of Hand +6

Senses passive Perception 12

Roles Leader

Equipment First aid kit, surgical tools, pocket stuff

Actions

Surgical Saw. *Melee Attack:* +4 to hit, PV 3, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Patch Up. The surgeon applies a quick patch job to an ally within 5 feet, whether living or mechanical. That ally can spend a hit die to recover hit points, adding their Constitution modifier to the result. Any given ally can benefit from this action only once before they finish a short or long rest.

This surgeon specializes in implanting and repairing cybernetics, but is capable in all types of surgery.

Executive

CR 3

Medium human (human)

Defense 15

Hit Points 49 (9d8 + 9)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	11 (+0)	16 (+3)

Skills Deception +5, Intimidation +5, Persuasion +5, Social Sciences +5

Senses passive Perception 10

Roles Killer, Leader, Support

Equipment Business suit, expensive watch, pocket stuff or bag stuff

Genius. The executive has 3 Genius points and can enact plans as if a 3rd level Smart Hero (plan DC 13, +5 to hit). They know the following plans: *The Best Money Can Buy*, *Bonuses All Around*, *Called Shot*, *Hostile Takeover*, *I Hired Help*

Actions

Unarmed. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Demoralize. One enemy that can see or hear the executive must make a DC 13 Wisdom saving throw. On a failed save, the target has disadvantage on the next attack roll they make before the start of the executive's next turn.

With a high position in a successful corporation, this executive is a capable negotiator and can wield their company's money like a weapon.

CEO

CR 6

Medium human (human)

Defense 16

Hit Points 91 (14d8 + 28)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	18 (+4)

Saves Wis +5, Cha +7

Skills Deception +7, Intimidation +7, Persuasion +7, Social Sciences +7

Senses passive Perception 12

Roles Leader, Support

Equipment Business suit, expensive watch, pocket stuff or bag stuff

Hardcore. When the CEO fails a saving throw (other than an armor saving throw), they can choose to take 10 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Genius. The CEO has 5 Genius points and can enact plans as if a 7th level Smart Hero (plan DC 15, +7 to hit). They know the following plans: *The Best Money Can Buy*, *Bonuses All Around*, *Called Shot*, *Hostile Takeover*, *I Hired Help*

Actions

Multiattack. The CEO makes an attack, then they can use their Demoralize action or enact a plan that takes an action as a bonus action.

Unarmed. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d8 + 2) ballistic damage, or 7 (1d10 + 2) ballistic damage if wielded in two hands.

Demoralize. One enemy that can see or hear the CEO must make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on the next attack roll they make before the start of the CEO's next turn.

In charge of a powerful corporation, this CEO has the immense power of funding, on top of their formidable charm and cunning.

Robots

Advances in robotics technology have resulted in a variety of combat-capable autonomous machines. The futuristic robots found in the *Everyday Heroes Core Rulebook* are also appropriate for *Universal Soldier* adventures.

Targeting Drone

CR 1/4

Small robot (autonomous, futuristic)

Defense 13

Hit Points 9 (2d8)

Armor Metal Frame (save bonus +2, AV 2)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	11 (+0)	7 (-2)	14 (+2)	1 (-5)

Skills Perception +6

Senses passive Perception 16

Roles Leader

Hover. The drone does not fall Prone when it dives for cover as long as it is flying.

Mechanical Nature. The drone cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the drone takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Target Lock. The targeting drone locks its sight on one enemy it can see within 60 feet of it. Attacks made by one ally of the drone's choice against the target before the start of the drone's next turn have advantage. If the chosen ally is a robot or has a Cyberbrain, those attacks also ignore any lack of visibility, including the Blinded condition. These benefits are lost if the drone can no longer see the target.

While not capable of direct violence themselves, drones such as these link with allied soldiers, providing detailed targeting information.

Autosurgeon

CR 1

Small robot (autonomous, futuristic)

Defense 13

Hit Points 21 (6d6)

Armor Metal Frame (AV 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	5 (-3)

Skills Medicine +2, Sleight of Hand +6

Senses passive Perception 11

Roles Leader

Mechanical Nature. The autosurgeon cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the autosurgeon takes at least 10 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Surgical Programming. The autosurgeon has advantage on Intelligence (Medicine) checks made to perform surgery.

Actions

Surgical Tools. Melee Attack: +4 to hit, PV 3, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Battlefield Medicine. The autosurgeon gives a medical shot to a living ally within 5 feet. That ally can spend a hit die

to recover hit points, adding their Constitution modifier to the result. Any given ally can benefit from this action only once before they finish a short or long rest.

This robotic surgeon can perform any surgery that it has been programmed with.

Drone Swarm

CR 2

Large robot (autonomous, futuristic, swarm)

Defense 14

Hit Points 39 (6d10 + 6)

Armor Metal Frames (save bonus +2, AV 2)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	7 (-2)	12 (+1)	1 (-5)

Senses passive Perception 11

Roles Fodder, Melee, Support

Mechanical Nature. The drone swarm cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the drone swarm takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Swarm. The drone swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points, and it cannot be Grappled, Prone, or Restrained. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Multiattack. The drone swarm makes an attack against each enemy in its space.

Electrical Shocks. Melee Attack: +6 to hit, PV 0, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) electrical damage, or 7 (2d6) electrical damage if the swarm is at half its hit points or fewer, and the target is Distracted until the end of the drone swarm's next turn.

This swarm of tiny flying drones is designed to disperse large crowds quickly, but their electrical weapons can become deadly when turned to their maximum setting.

Robotic Officer

CR 2

Medium robot (autonomous, futuristic)

Defense 16

Hit Points 37 (5d8 + 15)

Armor Metal Frame (save bonus +2, AV 3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	4 (-3)

Skills Athletics +5, Intimidation +1

Senses passive Perception 10

Roles Support, Tank

Equipment 9mm Semi-Auto Pistol, TASER, police kit

Mechanical Nature. The robotic officer cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the robotic officer takes at least 10 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The officer makes two attacks. It can replace either of these attacks with its Cuff 'Em action.

Cuff 'Em. The officer tries to cuff a combatant they have Grappled. The target must succeed at a DC 13 Strength saving throw or be cuffed. The officer decides whether the target is cuffed to an object, to the officer, or to itself. A combatant cuffed to an object or the officer cannot move further than 5 feet from what it is cuffed to and has disadvantage on any attack rolls made with the cuffed hand. A combatant cuffed to itself has disadvantage on any attack roll or ability check that uses its hands.

Unarmed. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d10 + 2) ballistic damage.

TASER (2/Long Rest). *Ranged Attack:* +4 to hit, PV 0, range 15 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 12 Constitution saving throw or be Stunned until the end of its next turn.

While not a self-aware entity in its own right, this autonomous mechanical police officer is fully authorized to enforce the law.

Rocket Drone

CR 3

Medium robot (autonomous, futuristic)

Defense 14

Hit Points 33 (6d8 + 6)

Armor Metal Frame (save bonus +2, AV 2)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	7 (-2)	14 (+2)	1 (-5)

Skills Perception +4

Senses passive Perception 14

Roles Killer, Ranged

Hover. The rocket drone does not fall Prone when it dives for cover as long as it is flying.

Mechanical Nature. The rocket drone cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the rocket drone takes at least 10 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Rocket Barrage. Each combatant within 20 feet of a point within 200 feet that the rocket drone can see must attempt a DC 14 Dexterity saving throw, taking 21 (6d6) explosive damage on a failed save, or half as much on a successful one.

This military support drone is equipped with a rapid-fire rocket array that fires dozens of tiny self-guided explosives to bombard large areas.

Oppressor

CR 11

Huge robot (autonomous, futuristic)

Defense 19

Hit Points 138 (12d12 + 60)

Armor Heavy Metal Plating (save bonus +4, AV 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	20 (+5)	7 (-2)	14 (+2)	8 (-1)

Skills Intimidation +7, Perception +6

Senses passive Perception 16

Roles Loner, Ranged

Hardcore. When the oppressor fails a saving throw (other than an armor saving throw), they can choose to take 15 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Heavy Plating. The oppressor takes no damage from attacks with a PV of 2 or lower.

Mechanical Nature. The oppressor cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the oppressor takes at least 20 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The oppressor makes two attacks.

Slam. *Melee Attack:* +11 to hit, PV 4, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage.

Auto-Cannon. *Ranged Attack:* +11 to hit, PV 5, range 1,000/2,000 ft., one target. *Hit:* 26 (3d12 + 7) ballistic damage.

This gigantic, vaguely humanoid tank features treads for legs and massive cannons for arms. Its armor can withstand all but the most powerful weapons fire, and its own firepower is unrivaled. Though they would be at home on any battlefield, oppressors are designed for police use in the direst of circumstances.

UniSols

Reanimated through use of illegal chemical processes and extensive use of cybernetics, UniSols are the perfect, unquestioning soldiers, following the orders of their superiors with no regard for ethics or their own safety. Unless, that is, they start to remember who they really are.

Most UniSols have advanced in many ways since the '90s, but these advancements are mostly in the success rate of their creation and the ability to keep control of them. Their combat abilities remain similar to their original conception.

UniSol Dreg

CR 1/2

Medium robot (cyborg)

Defense 15

Hit Points 19 (3d8 + 6)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	8 (-1)	9 (-1)	4 (-3)

Senses passive Perception 9

Roles Fodder, Melee

Equipment –

Cybernetics Cyberbrain, Mind Port, Emotional Regulator

Emotional Regulator. The UniSol cannot be Distracted or Frightened and they are immune to any effect that affects their emotions, including beneficial ones.

Overclocked. If the UniSol has not had an enzyme solution within the last 24 hours, the first time they take fire damage during each round, they suffer one level of exhaustion until they spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. The UniSol is immune to all illnesses and cannot gain levels of Intoxication. They have damage reduction 5 against poison damage and have advantage on saving throws against the effects of poison.

Actions

Slam. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

When fresh bodies are scarce, some scientists use whatever they have available to create UniSols. These dregs are made from civilian bodies, less-than-fresh soldiers, or a stitched together amalgam of flesh and metal. Without the need to preserve combat skills, dregs' brains have been mostly replaced, making them more puppet than person, even by UniSol standards.



UniSol Grunt

CR 2

Medium person (cyborg, human)

Defense 15

Hit Points 37 (5d8 + 15)

Armor Medium Ballistic Vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Saves Str +6, Con +5

Skills Athletics +6, Endurance +7, Stealth +3

Senses passive Perception 11

Roles Tank

Equipment Assault rifle, tranquilizer rifle, TASER, UniSol headset

Cybernetics Cyberbrain, Mind Port, Auto Targeting, Emotional Regulator, and Reflex Enhancer

Auto Targeting. The UniSol ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Emotional Regulator. The UniSol cannot be Distracted or Frightened and they are immune to any effect that affects their emotions, including beneficial ones.

Reflex Enhancer. The UniSol cannot be surprised and has advantage on Dexterity saving throws.

Overclocked. If the UniSol has not had an enzyme solution within the last 24 hours, the first time they take fire damage during each round, they suffer one level of exhaustion until they spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. The UniSol is immune to all illnesses and cannot gain levels of Intoxication. They have damage reduction 5 against poison damage and have advantage on saving throws against the effects of poison.

Self-Repair. The UniSol has advantage on death saving throws and, if they would die, they instead shut down and appear dead to anyone not familiar with UniSol biology. Until they finish a long rest or an enzyme solution is administered to them, they cannot regain hit points or become conscious. If their body is completely destroyed, they die as normal.

Actions

Multiattack. The UniSol grunt makes two attacks.

Unarmed. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +3 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 7 (1d12 + 1) ballistic damage, or 14 (2d12 + 1) ballistic damage when using burst fire. This weapon can use suppressive fire.

TASER (2/Long Rest). *Ranged Attack:* +3 to hit, PV 0, range 15 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 11 Constitution saving throw or be Stunned until the end of its next turn.

Tranquilizer Rifle (1 round; Action reload). *Ranged Attack:* +3 to hit, PV 1, range 50/100 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 12 Constitution saving throw, suffering one level of Intoxication on a failed save. This Intoxication is removed at a rate of one level per 10 minutes.

This basic UniSol was once a loyal soldier that fell in battle before a shady organization acquired their frozen body.

UniSol Captain

CR 4

Medium person (cyborg, human)

Defense 16

Hit Points 67 (9d8 + 27)

Armor Medium Ballistic Vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	14 (+2)	15 (+2)	12 (+1)

Saves Str +7, Con +5, Int +4, Wis +4

Skills Athletics +7, Endurance +7, Perception +4, Stealth +5

Senses passive Perception 14

Roles Leader, Tank

Equipment Assault rifle, tranquilizer rifle, TASER, UniSol headset

Cybernetics Cyberbrain, Mind Port, Auto Targeting, Emotional Regulator, Muscle Stabilizer, and Reflex Enhancer

Auto Targeting. The UniSol ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their

cover as if it were one category lower for purposes of the target's Defense.

Emotional Regulator. The UniSol cannot be Distracted or Frightened and they are immune to any effect that affects their emotions, including beneficial ones.

Reflex Enhancer. The UniSol cannot be surprised and has advantage on Dexterity saving throws.

Muscle Stabilizer. The UniSol cannot be Stunned.

Overclocked. If the UniSol has not had an enzyme solution within the last 24 hours, the first time they take fire damage during each round, they suffer one level of exhaustion until they spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. The UniSol is immune to all illnesses and cannot gain levels of Intoxication. They have damage reduction 5 against poison damage and have advantage on saving throws against the effects of poison.

Self-Repair. The UniSol has advantage on death saving throws and, if they would die, they instead shut down and appear dead to anyone not familiar with UniSol biology. Until they finish a long rest or an enzyme solution is administered to them, they cannot regain hit points or become conscious. If their body is completely destroyed, they die as normal.

Actions

Command. The UniSol captain makes one attack, then up to two of their allies that can see or hear them can each spend their reaction to make a single attack.

Multiattack. The UniSol captain makes two attacks.

Unarmed. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 9 (1d12 + 3) ballistic damage, or 16 (2d12 + 3) ballistic damage when using burst fire. This weapon can use suppressive fire.

TASER (2/Long Rest). *Ranged Attack:* +5 to hit, PV 0, range 15 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 13 Constitution saving throw or be Stunned until the end of its next turn.

Tranquilizer Rifle (1 round; Action reload). *Ranged Attack:* +5 to hit, PV 1, range 50/100 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 14 Constitution saving throw, suffering two levels of Intoxication on a failed save. This Intoxication is removed at a rate of one level per 10 minutes.

Leading a unit of UniSols, this captain was most likely an officer in life, or has simply been chosen for their exceptional integration of UniSol enhancements.

UniSol Elite

CR 6

Medium person (cyborg, human)

Defense 17

Hit Points 95 (10d8 + 50)

Armor Medium Ballistic Vest (+3 save bonus, AV 3, Ballistic)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	14 (+2)	16 (+3)	12 (+1)

Saves Str +8, Dex +7, Int +5, Wis +6

Skills Athletics +8, Acrobatics +7, Endurance +11, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Roles Loner, Tank

Equipment Assault rifle, tranquilizer rifle, TASER, UniSol headset

Cybernetics Cyberbrain, Mind Port, Auto Targeting, Emotional Regulator, Muscle Stabilizer, Power Arms, Power Legs, and Reflex Enhancer

Auto Targeting. The UniSol ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Emotional Regulator. The UniSol cannot be Distracted or Frightened and they are immune to any effect that affects their emotions, including beneficial ones.

Reflex Enhancer. The UniSol cannot be surprised and has advantage on Dexterity saving throws.

Muscle Stabilizer. The UniSol cannot be Stunned.

Overclocked. If the UniSol has not had an enzyme solution within the last 24 hours, the first time they take fire damage during each round, they suffer one level of exhaustion until they spend at least 1 minute in below-freezing conditions.

Power Legs. During a foot chase, the UniSol has advantage on Strength (Athletics) checks.

Reanimated Cyborg. The UniSol is immune to all illnesses and cannot gain levels of Intoxication. They have damage reduction 5 against poison damage and have advantage on saving throws against the effects of poison.

Self-Repair. The UniSol has advantage on death saving throws and, if they would die, they instead shut down and appear dead to anyone not familiar with UniSol biology.

Until they finish a long rest or an enzyme solution is administered to them, they cannot regain hit points or become conscious. If their body is completely destroyed, they die as normal.

Actions

Multiattack. The UniSol elite makes three attacks. Remember that they can replace any of these attacks with a special attack, such as a grapple attempt or their Crush action.

Power Slam. *Melee Attack:* +8 to hit, PV 1, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Crush. As a special attack, the UniSol elite can automatically deal 10 (1d10 + 5) bludgeoning damage to an enemy they are grappling.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +7 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 10 (1d12 + 4) ballistic damage, or 17 (2d12 + 4) ballistic damage when using burst fire. This weapon can use suppressive fire.

TASER (2/Long Rest). *Ranged Attack:* +8 to hit, PV 0, range 15 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 16 Constitution saving throw or be Stunned until the end of its next turn.

Tranquilizer Rifle (1 round; Action reload). *Ranged Attack:* +8 to hit, PV 1, range 50/100 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 16 Constitution saving throw, suffering three levels of Intoxication on a failed save. This Intoxication is removed at a rate of one level per 10 minutes.

A veritable badass in life, this UniSol's creators spared no expense in reanimating them. They are deployed only for the most important and dangerous missions.

UniSol Assassin

CR 8

Medium person (cyborg, human)

Defense 16

Hit Points 85 (10d8 + 40)

Armor Medium Ballistic Vest (+3 save bonus, AV 3, Ballistic)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	12 (+1)	18 (+4)	10 (+0)

Saves Str +9, Dex +9, Int +4, Wis +7

Skills Athletics +9, Acrobatics +9, Endurance +11, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Roles Killer, Loner

Equipment Sniper rifle, UniSol headset

Cybernetics Cyberbrain, Mind Port, Auto Targeting, Emotional Regulator, Muscle Stabilizer, Power Arms, Power Legs, and Reflex Enhancer

Assassinate. Any hit the UniSol assassin scores with a ranged attack against a surprised target is a critical hit.

Auto Targeting. The UniSol ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Emotional Regulator. The UniSol cannot be Distracted or Frightened and they are immune to any effect that affects their emotions, including beneficial ones.

Hardcore. When the UniSol assassin fails a saving throw (other than an armor saving throw), they can choose to take 10 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Reflex Enhancer. The UniSol cannot be surprised and has advantage on Dexterity saving throws.

Muscle Stabilizer. The UniSol cannot be Stunned.

Overclocked. If the UniSol has not had an enzyme solution within the last 24 hours, the first time they take fire damage during each round, they suffer one level of exhaustion until they spend at least 1 minute in below-freezing conditions.

Power Legs. During a foot chase, the UniSol has advantage on Strength (Athletics) checks.

Reanimated Cyborg. The UniSol is immune to all illnesses and cannot gain levels of Intoxication. They have damage reduction 5 against poison damage and have advantage on saving throws against the effects of poison.

Self-Destruct. The UniSol assassin is equipped with an explosive charge in case of defeat or capture. When the UniSol is reduced to 0 hit points, they are killed immediately, then each combatant within 30 feet must attempt a DC 15 Dexterity saving throw, taking 28 (8d6) explosive damage (PV 3) on a failed save, or half as much on a successful one. Combatants cannot dive for cover in reaction to this action unless they are aware of the explosive implanted in the assassin or have seen another assassin explode in this way.

Vital Strike (1/Turn). The UniSol assassin deals an extra 14 (4d6) damage when they hit a target with an attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't Incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The UniSol assassin makes three attacks. Remember that they can replace any of these attacks with a special attack, such as a grapple attempt or their Crush action.

Power Slam. *Melee Attack:* +9 to hit, PV 1, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Crush. As a special attack, the UniSol assassin can automatically deal 11 (1d10 + 6) bludgeoning damage to an enemy they have Grappled. This is not an attack, so they cannot apply their Vital Strike trait to this damage.

Sniper Rifle (7 rounds; bonus reload). *Ranged Attack:* +9 to hit, PV 4, range 2000/6000 ft., one target. *Hit:* 15 (2d8 + 6) ballistic damage.

This special forces operative has been reanimated as a UniSol to eliminate high priority targets. They kill without question or remorse, and they never reveal their secrets.

Key Heroes

Luc Deveraux / GR44

An American soldier in the Vietnam War, Luc Deveraux was killed in 1969 when he stood up to his superior officer, Andrew Scott, who had gone mad and was indiscriminately killing civilians. The two killed one another, but their bodies were recovered and frozen for use in military experiments.

Twenty-three years later in 1992, Deveraux's body was used in Black Tower's Universal Soldier program. Reanimated as a UniSol, Deveraux quickly broke free of his conditioning and went rogue as he began to regain his memories. With the help of a reporter named Veronica Roberts, he exposed the illegal experiments Black Tower was conducting and defeated Andrew Scott, also revived as a UniSol.

[Strong | Brawler]

Level 8

Origin UniSol

Background Veteran

Profession Off the Grid

Wealth 1

Defense 18

Hit Points 66

Hit Dice 8d10

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
22 (+6)	12 (+1)	16 (+3)	11 (+0)	14 (+2)	8 (-1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised

Save Proficiencies Str +9, Con +7

Skill Proficiencies Athletics +9, Endurance +6, Intimidation +2, Security +3, Survival +5

Talents Reckless Attack, Power Attack, Crush, Hurl, Smash, Rampage, Bits and Pieces, Haymaker, Unstoppable

Feats Ability Score Training: Strength +6, Ability Score Training: Constitution +1, Heavy Kicks

Cybernetics (Max Strain 0) Cyberbrain (0 Strain), Mind Port (0 Strain), Auto Targeting (0 Strain), Emotional Regulator (0 Strain), and Reflex Enhancer (0 Strain)

Equipment. Ill-fitting street clothes

Weapons

Unarmed (Heavy Kick). *Melee Attack:* +9 to hit. *Damage:* 1d8 + 6 bludgeoning, PV 2. *Properties:* On a hit, the target must pass a DC 17 Strength saving throw or fall Prone.

Unarmed. *Melee Attack:* +9 to hit. *Damage:* 1d4 + 6 bludgeoning or 1d4 bludgeoning off-hand, PV 2. *Properties:* light, finesse.

Veronica Roberts

A television reporter, Veronica Roberts became wrapped up in a conspiracy when she encountered Luc Deveraux, a dead soldier from the Vietnam War who was illegally reanimated as a cybernetic warrior by the shadowy Black Tower organization. After helping Deveraux regain his memories, Veronica went public with all of the information she had gathered on Black Tower, forcing the program to shut down.

[Wise | Sleuth]

Level 4

Origin Human

Background Ordinary

Profession Journalism

Wealth 2

Defense 16

Hit Points 27

Hit Dice 4d8

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	16 (+3)

Proficiency Bonus +2

Equipment Proficiencies Basic

Save Proficiencies Wis +6, Int +5

Skill Proficiencies Insight +6, Security +5, Stealth +4, Streetwise +6, Vehicles +4

Skill Expertise Investigation +7, Perception +8

Talents Focus (5/Short Rest), Concentration, One Step Ahead, Deduction, Sixth Sense, Weak Spot, Alert, Investigative Expertise

Feats Ability Score Training: Wisdom +2, Fortune's Fool

Equipment. Street clothes, pocket stuff, stun gun

Weapons

Stun Gun. *Melee Attack:* +6 to hit. *Damage:* 1d4 electrical, PV 2. *Properties:* finesse, stunning.

Andrew Scott / GR13

Luc Deveraux's squad leader in Vietnam, Sergeant Andrew Scott had become increasingly paranoid, believing his subordinates would betray him. After going on a rampage and killing a number of civilians along with many of his men, Scott battled Deveraux and the two killed each other.

Scott began to regain his memories during his first mission as a UniSol. His violent, sadistic tendencies broke through his conditioning, and his paranoia returned, causing him to go rogue. After hunting down Deveraux and holding his elderly parents hostage, Scott was killed once and for all by the man he viewed as a traitor.

[Strong | MMA Fighter]

Level 8

Origin UniSol

Background Veteran

Profession Off the Grid

Wealth 1

Defense 18

Hit Points 74

Hit Dice 8d10

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
22 (+6)	10 (+1)	18 (+4)	14 (+2)	8 (-1)	16 (+3)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Save Proficiencies Str +9, Dex +4

Skill Proficiencies Endurance +7, Intimidation +6, Security +5, Streetwise +2, Survival +2

Skill Expertise Athletics +12

Talents Reckless Attack, Power Attack, Heavy Hands, Pin, Submission Move, Jab, Takedown, Advanced Combat Training, Improved Heavy Hands, Master Grappler

Feats Ability Score Training: Strength +6, Ability Score Training: Constitution +2

Cybernetics (Max Strain 0) Cyberbrain (0 Strain), Mind Port (0 Strain), Auto Targeting (0 Strain), Emotional Regulator (0 Strain), and Reflex Enhancer (0 Strain)

Equipment. Military fatigues

Weapons

Unarmed. *Melee Attack:* +9 to hit. *Damage:* 1d8 + 6 bludgeoning or 1d8 bludgeoning off-hand, PV 2. *Properties:* light, finesse.

Pregenerated Heroes

These heroes have been prepared specifically for *Return to Eden*. It is not necessary to play these heroes in the adventure, but the adventure assumes at least a few of the heroes are UniSols. At level 3, heroes in this adventure have some experience under their belts, but are still fairly green.

UniSol Breaker

Ties to Helix

— DR. SHARPE MODIFIED AFTER FROZEN DREAMS.

For ten full years that madman had unrestricted access to your body while your brain was locked. Watching on from a prison in your own flesh. It's driven you mad. Somehow after being returned to the government, you've been cleared for duty again. Then again, you probably would have blown up headquarters if they didn't let you on this mission, so maybe they're just saving themselves. Nobody, and you mean nobody, is going to stop you from capturing Dr. Sharpe and doing to him exactly what he did to you.

[Strong | Brawler]

Level 3

Origin UniSol

Background Survivor

Profession Off the Grid

Wealth 1

Defense 14

Hit Points 28 (3d10 hit dice)

Armor Medium Ballistic Vest (+0 save, AV 3, Ballistic)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Improvised

Saves Str +5, Con +4

Skills Athletics +5, Endurance +4, Intimidation +1, Security +3, Streetwise +3

Senses passive Perception 11

Equipment UniSol Pack, shorts, sandals, sleeveless shirt, medium ballistic vest, six lighters, tactical rifle, 2 enzyme solutions.

Origin Traits Computerized, Enzyme Serums, Overclocked, Reanimated Cyborg, Self-Repair

Talents Reckless Attack, Power Attack, Crush, Hurl, Smash (2d6/2d12), Rampage.

Feats Cybernetic Tolerance, Heavy Kicks (Minor)

Cybernetics (Max Strain 2) Cyberbrain (0 Strain), Mind Port (0 Strain), Auto Targeting (0 Strain), Emotional Regulator (0 Strain), Reflex Enhancer (0 Strain), Camo Skin (2 Strain)

Weapons

Heavy Kick. *Melee Attack:* +5 to hit. *Damage:* 1d8 + 3 bludgeoning, PV 2. *Properties:* On a hit, the target must pass a DC 12 Strength saving throw or be knocked Prone.

Tactical Rifle (30 rounds; bonus reload). *Ranged (600/1200) Attack:* +4 to hit. *Damage:* 1d12 + 2 ballistic, PV 3. *Properties:* loud, semi-auto, two-handed.

Features and Talents

Enzyme Serums. These special serums are designed to keep a UniSol's body cooled and energized, allowing them to push their bodies harder. When you take an enzyme serum you gain the following benefits until you finish a short rest:

- ▶ You have advantage on Strength ability checks and saving throws.
- ▶ You can ignore your Overclocked feature (below).
- ▶ Remove any levels of exhaustion already taken from suffering fire damage, and up to one level of exhaustion due to missing sleep.
- ▶ You lose any proficiencies and special features that were granted to you by your background (Endurance proficiency and True Survivor feature) until you finish a long rest.

Overclocked. You are prone to overheating. In order to benefit from a long rest, you must rest in below-freezing temperatures. An ice bath or freezer works just as well as a winter night. In addition, the first time you take fire damage during each round, you suffer one level of exhaustion. This exhaustion is removed if you spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. Your body has been reanimated with a variety of technological marvels. You do not age, you

are immune to all illnesses, and you cannot gain levels of Intoxication. You have damage reduction 5 against poison damage, and you have advantage on saving throws against the effects of poison.

Self-Repair. It is extremely difficult to actually kill you. You have advantage on death saving throws, and if you would die, you instead shut down and appear dead to anyone not familiar with UniSol biology. Until you finish a long rest or an enzyme solution is administered to you, you cannot regain hit points or become conscious. If your body is completely destroyed, you die as normal.

True Survivor. You need two successful death saving throws to stabilize, rather than three.

Legally Dead. You are impossible to track through legal means, but you also cannot provide any documentation of your existence when requested.

Reckless Attack. At the start of your turn, you can declare you are being reckless. You gain advantage on attack rolls with melee weapons until the end of your turn. Your opponents gain advantage on attack rolls against you until the start of your next turn.

Power Attack. Before making an attack roll with a melee weapon (including weapons with the thrown property) during your turn, you can take a -5 penalty on the attack roll to gain a +10 bonus to damage if the attack hits. You cannot use Power Attack if the attack was made as part of a bonus action, with a thrown explosive, or when using Reckless Attack. You also cannot use Power Attack with any attack that does not require an attack roll.

Crush. You have advantage on any Strength check you make to break an object. In addition, your melee attacks have +1 Penetration Value.

Hurl. You can double the throwing range when you attack with any weapon that has the thrown property.

Smash. Once during your turn, when you hit an opponent with a melee weapon (including weapons with the thrown property), you can choose to deal an additional 2d6 damage, or an additional 2d12 damage if you used the Power Attack talent as part of the attack. If you did not attack with an unarmed strike, the weapon you used to make the attack is destroyed. You can't use this talent with thrown explosives, such as grenades.

Rampage. As a bonus action, you can move up to your speed if you move toward an opponent. If there are no opponents present, you may move toward an obviously dangerous situation instead. In addition, during a foot chase, if you are a predator (you're doing the chasing), you have advantage on Strength (Athletics) and Constitution (Endurance) checks made as part of a Gain Ground action.

Cybernetics

Auto Targeting. This advanced targeting software assists you in combat, allowing you to keep steady aim in adverse conditions. You ignore disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So, three-quarters cover is treated as half cover, and half cover is treated as no cover.

Cyberbrain. This miniature computer is implanted inside of your brain and functions as an extension of it, allowing you to communicate with it via thought alone, and allowing it to automate portions of your body, both cybernetic and biological. The computer is capable of performing any function a typical smartphone could, operated mentally rather than by touch, with the exception of physical traits such as a light or camera, though if you have similar enhancements, or remotely connect to devices, your cyberbrain can operate them.

Emotional Regulator. This software allows your cyberbrain to keep your emotions in check. You can activate or deactivate this software as a bonus action. While the regulator software is active, you cannot be Distracted or Frightened and you are immune to any effect that affects your emotions, including beneficial ones.

Mind Port. This external port is connected to your Cyberbrain, allowing for wired connection between your cyberbrain and external devices. This is much safer than wireless connection under most circumstances, but you cannot turn the port off. Anyone with access to the port and a compatible device can attempt to hack your cyberbrain.

Reflex Enhancer. This software allows your cyberbrain to take control of your reflexes, keeping you alert and ready at all times. You cannot be surprised and you have advantage on Dexterity saving throws.

Camo Skin. Your cybernetic skin can change color in any way you like, including forming patterns. So long as most of your skin is not covered, you have advantage on Dexterity (Stealth) checks made to avoid being seen.

UniSol Mercenary

Ties to Helix

— DIED BEFORE FROZEN DREAMS INTRODUCTION.

You didn't just make it through basic training, you excelled right into special forces. Unfortunately, the military doesn't pay for the lifestyle you wanted to live...but billionaires and banks do. You quickly went private contractor and had a tour of duty that has blurred together on nearly every continent in the world. Unfortunately, they blur together so well you aren't even sure when the bullets put you in the hospital. Luckily, you are working for a new contractor now and they want you to assault a facility in the Silicon Valley. Hopefully this time you don't end up in the hospital for a few years, but you can't shake the feeling that Helix feels familiar to you.

[Tough | Cybermodder] Level 3

Origin UniSol

Background Grizzled Veteran

Profession Mercenary

Wealth 3

Defense 15

Damage Reduction 2

Hit Points 41 (3d12 hit dice)

Armor Dermal Plating (+2 save, AV 3)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Military Equipment

Saves Str +3, Con +5

Skills Athletics +3, Endurance +5, Mechanics +3, Streetwise +2, Vehicles +5

Senses passive Perception 10

Languages English, Arabic

Equipment Cybersmith pack, camo outfit, assault rifle, 2 enzyme solutions.

Talents Payback, Tough As Nails (2), Hot Swap, Kitted Out, and Calibrated

Feats Healthy (Major)

Cybernetics (Max Strain 4) Cyberbrain (0 Strain), Mind Port (0 Strain), Auto Targeting (0 Strain), Emotional

Regulator (0 Strain), Reflex Enhancer (0 Strain), Auto Balance (2 Strain), Dermal Platin (2 Strain)

Weapons

Unarmed. *Melee Attack:* +5 to hit. *Damage:* 1d4 + 3 bludgeoning, PV 1. *Properties:* light, finesse.

Assault Rifle (30 rounds; bonus reload). *Ranged (900/1800) Attack:* +5 to hit. *Damage:* 1d12 + 3 ballistic, PV 3. *Properties:* burst 3, loud, full-auto, restricted, two-handed.

Features and Talents

Enzyme Serums. These special serums are designed to keep a UniSol's body cooled and energized, allowing them to push their bodies harder. When you take an enzyme serum you gain the following benefits until you finish a short rest:

- ▶ You have advantage on Strength ability checks and saving throws.
- ▶ You can ignore your Overclocked feature (below).
- ▶ Remove any levels of exhaustion already taken from suffering fire damage, and up to one level of exhaustion due to missing sleep.
- ▶ You lose any proficiencies and special features that were granted to you by your background (Intimidation proficiency) until you finish a long rest.

Overclocked. You are prone to overheating. In order to benefit from a long rest, you must rest in below-freezing temperatures. An ice bath or freezer works just as well as a winter night. In addition, the first time you take fire damage during each round, you suffer one level of exhaustion. This exhaustion is removed if you spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. Your body has been reanimated with a variety of technological marvels. You do not age, you are immune to all illnesses, and you cannot gain levels of Intoxication. You have damage reduction 5 against poison damage, and you have advantage on saving throws against the effects of poison.

Self-Repair. It is extremely difficult to actually kill you. You have advantage on death saving throws, and if you would die, you instead shut down and appear dead to anyone not familiar with UniSol biology. Until you finish a long rest or an enzyme solution is administered to you, you cannot regain hit points or become conscious. If your body is completely destroyed, you die as normal.

Licensed. You are allowed to purchase and carry military equipment for use in official missions.

Payback. You gain a +2 bonus on one attack roll against an opponent who has damaged you since the end of your last turn. You can use this talent once during your turn. You can decide to use Payback after making your attack roll, but before determining the result.

Tough as Nails. You gain damage reduction 2 (against all damage types).

Hot Swap. You can change your implanted cybernetics quickly and without the need for surgery. When you finish a short rest, you can replace any one of your cybernetic implants with any other implant you have available to you that can be installed in the same system.

Kitted Out. You spend a great deal of your time modifying your own body, and as such it can handle an immense amount of strain from cybernetic enhancements. Your Maximum Strain is increased by 4.

Calibrated (Level 3). Your cybernetics are calibrated to your exact specifications, allowing your body to operate at peak efficiency. You gain expertise in your choice of Acrobatics, Athletics, Endurance, Sleight of Hand, Stealth, or Vehicles. You must be proficient in a skill to gain expertise in that skill.

Cybernetics

Auto Targeting. This advanced targeting software assists you in combat, allowing you to keep steady aim in adverse conditions. You ignore disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So, three-quarters cover is treated as half cover, and half cover is treated as no cover.

Cyberbrain. This miniature computer is implanted inside of your brain and functions as an extension of it, allowing you to communicate with it via thought alone, and allowing it to automate portions of your body, both cybernetic and biological. The computer is capable of performing any function a typical smartphone could, operated mentally rather than by touch, with the exception of physical traits such as a light or camera, though if you have similar enhancements, or remotely connect to devices, your cyberbrain can operate them.

Emotional Regulator. This software allows your cyberbrain to keep your emotions in check. You can activate or deactivate this software as a bonus action. While the regulator software is active, you cannot be Distracted or

Frightened and you are immune to any effect that affects your emotions, including beneficial ones.

Mind Port. This external port is connected to your Cyberbrain, allowing for wired connection between your cyberbrain and external devices. This is much safer than wireless connection under most circumstances, but you cannot turn the port off. Anyone with access to the port and a compatible device can attempt to hack your cyberbrain.

Reflex Enhancer. This software allows your cyberbrain to take control of your reflexes, keeping you alert and ready at all times. You cannot be surprised and you have advantage on Dexterity saving throws.

Auto Balance. Your body naturally calibrates your movements with catlike balance effortlessly. Moving over difficult terrain is not difficult movement for you and you automatically pass any ability check or saving throw made to keep your balance on precarious or uneven terrain. You have advantage on ability checks and saving throws to avoid being forcibly moved or knocked Prone.

Dermal Plating. This extremely durable cybernetic skin features numerous tiny, dense plates that function as armor. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.

UniSol Prodigy

Ties to Helix

— NONE —

You are the modern-day soldier. You served two tours overseas and still haven't been home to see your family. You aren't allowed to. Rather, you've signed on with a DARPA program for the next generation of soldiers – even if it requires you to live in vehicles and around a team of scientists. For you, all that matters is the mission. There is nothing wrong with your past and you've never died of course. That would be foolish. What your captain says is an order you must always follow, but damn ... why does this mission have to take place in Florida and you don't even get any R&R time to visit your family in the Keys.

[Agile | Sharpshooter]

Level 3

Origin UniSol

Background Early Cybernetics

Profession Indentured Warrior

Wealth 0

Defense 14

Hit Points 24 (3d8 hit dice)

Armor Light Ballistic Vest (+2 save, AV 2, Ballistic, Concealable)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Military Equipment

Saves Dex +5, Int +2

Skills Acrobatics +5, Endurance +4, Perception +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Equipment Assault rifle, light ballistic vest, soldier pack, Molly the Mollusk baseball hat

Talents Fast Reflexes, Quickness, Gunslinging, Sharpshooting, Improved Gunslinging, Improved Sharpshooting

Feats Cybernetic Tolerance x2

Cybernetics (Max Strain 5) Cyberbrain (0 Strain), Mind Port (0 Strain), Auto Targeting (0 Strain), Emotional Regulator (0 Strain), Reflex Enhancer (0 Strain),

Concealed Weapon Hand x2 (1 Strain each), Shock Knees (1 Strain)

Weapons

Unarmed. Melee Attack: +5 to hit. Damage: 1d4 + 3 bludgeoning, PV 1. Properties: light, finesse.

Concealed Carry Pistol (8 rounds; bonus reload). Ranged (100/200) Attack: +5 to hit. Damage: 1d12 + 3 ballistic, PV 2. Properties: light, loud, semi-auto, versatile (1d10)

Assault Rifle (30 rounds; bonus reload). Ranged (900/1800) Attack: +5 to hit. Damage: 1d12 + 3 ballistic, PV 3. Properties: burst 3, loud, full-auto, restricted, two-handed.

Features and Talents

Enzyme Serums. These special serums are designed to keep a UniSol's body cooled and energized, allowing them to push their bodies harder. When you take an enzyme serum you gain the following benefits until you finish a short rest:

- ▶ You have advantage on Strength ability checks and saving throws.
- ▶ You can ignore your Overclocked feature (below).
- ▶ Remove any levels of exhaustion already taken from suffering fire damage, and up to one level of exhaustion due to missing sleep.
- ▶ You lose any proficiencies and special features that were granted to you by your background (Mechanics proficiency and +1 Max Strain) until you finish a long rest.

Overclocked. You are prone to overheating. In order to benefit from a long rest, you must rest in below-freezing temperatures. An ice bath or freezer works just as well as a winter night. In addition, the first time you take fire damage during each round, you suffer one level of exhaustion. This exhaustion is removed if you spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. Your body has been reanimated with a variety of technological marvels. You do not age, you are immune to all illnesses, and you cannot gain levels of Intoxication. You have damage reduction 5 against poison damage, and you have advantage on saving throws against the effects of poison.

Self-Repair. It is extremely difficult to actually kill you. You have advantage on death saving throws, and if you would die, you instead shut down and appear dead to anyone not familiar with UniSol biology. Until you finish a long rest or an enzyme solution is administered to you, you cannot regain hit points or become conscious. If your body is completely destroyed, you die as normal.

Servant. You have limited freedom and no money of your own, but any equipment you need to do your job is provided to you by your "employer," as is food and housing.

Fast Reflexes. You have advantage on initiative rolls.

Quickness. You can take the Dash or Disengage action as a bonus action. In addition, during a foot chase, you have advantage on Strength (Athletics) checks made as part of a Gain Ground action.

Gunslinging. You can draw two one-handed light weapons as a free action. In addition, you can reload two guns as part of the same action, without needing a free hand.

Sharpshooting. When using a two-handed ranged weapon, if you don't move during your turn you gain +2 to attack rolls with that weapon. In addition, you ignore the slow-firing property of ranged weapons.

Improved Gunslinging. You can add your Dexterity modifier to damage rolls made with off-hand ranged attacks.

Improved Sharpshooting. You gain the following benefits when using a two-handed ranged weapon and you don't move during your turn:

- ▶ You do not have disadvantage on attack rolls due to long range.
- ▶ When attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So, three-quarters cover is treated as half cover, and half cover is treated as no cover.

Cybernetics

Auto Targeting. This advanced targeting software assists you in combat, allowing you to keep steady aim in adverse conditions. You ignore disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So, three-quarters cover is treated as half cover, and half cover is treated as no cover.

Cyberbrain. This miniature computer is implanted inside of your brain and functions as an extension of it, allowing

you to communicate with it via thought alone, and allowing it to automate portions of your body, both cybernetic and biological. The computer is capable of performing any function a typical smartphone could, operated mentally rather than by touch, with the exception of physical traits such as a light or camera, though if you have similar enhancements, or remotely connect to devices, your cyberbrain can operate them.

Emotional Regulator. This software allows your cyberbrain to keep your emotions in check. You can activate or deactivate this software as a bonus action. While the regulator software is active, you cannot be Distracted or Frightened and you are immune to any effect that affects your emotions, including beneficial ones.

Mind Port. This external port is connected to your Cyberbrain, allowing for wired connection between your cyberbrain and external devices. This is much safer than wireless connection under most circumstances, but you cannot turn the port off. Anyone with access to the port and a compatible device can attempt to hack your cyberbrain.

Reflex Enhancer. This software allows your cyberbrain to take control of your reflexes, keeping you alert and ready at all times. You cannot be surprised and you have advantage on Dexterity saving throws.

Concealed Weapon Hand x2. These cybernetic hands have concealed carry pistols built into them. You can make attacks with these weapons as if you were holding them. When you are not attacking with the weapons, you can cause the hands to appear to be normal cybernetic hands, with no visible weapons. A detailed security scan can determine that your hands conceal weapons, but they cannot otherwise be detected.

Shock Knees. These cybernetic knee replacements absorb impact remarkably well. If you are not incapacitated, you have damage reduction 15 against falling damage.

UniSol Veteran

Ties to Helix – “Survived” Project Black Tower

Memories. You have them even if they don't think you do. You've been deceiving them for over 50 years at this point and know not to step out of line in an obvious way. You actually remember that your 'handler' assigned you to die at the hands of Dr. Sharpe at Eden's gate. You remember all the way back to the first time Scott and Luc started fighting. Unlike those two heroes however, you are playing the long game – because you are immortal. The best thing you can do is look out for the little guys who don't know better and be there for them when they finally wake up.

[Tough | Bodyguard]

Level 3

Origin UniSol

Background Military Tradition

Profession Off the Grid

Wealth 1

Defense 14

Damage Reduction 2

Hit Points 32 (3d12 hit dice)

Armor Medium Ballistic Vest (+2 save, AV 3, Ballistic)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced

Saves Str +5, Con +4

Skills Athletics +5, Endurance +4, Intimidation +3, Security +3, Streetwise +4

Senses passive Perception 12

Equipment Soldier pack, camo outfit, medium ballistic vest, your father's antique 9mm service pistol.

Talents Payback, Tough As Nails (2), Get Down, Take A Bullet, Come Get Some, Friendly Fire

Feats Harrier (Major)

Cybernetics (Max Strain 0) Cyberbrain (0 Strain), Mind Port (0 Strain), Auto Targeting (0 Strain), Emotional Regulator (0 Strain), Reflex Enhancer (0 Strain)

Weapons

Unarmed. *Melee Attack:* +5 to hit. *Damage:* 1d4 + 3 bludgeoning, PV 1. *Properties:* light, finesse.

Sledge Hammer. *Melee Attack:* +5 to hit. *Damage:* 1d12 + 3 bludgeoning, PV 2. *Properties:* heavy, two-handed.

9mm Pistol (21 rounds; bonus reload). *Ranged (100/200) Attack:* +1 to hit. *Damage:* 1d10 – – ballistic, PV 2. *Properties:* loud, semi-auto.

Features and Talents

Enzyme Serums. These special serums are designed to keep a UniSol's body cooled and energized, allowing them to push their bodies harder. When you take an enzyme serum you gain the following benefits until you finish a short rest:

- ▶ You have advantage on Strength ability checks and saving throws.
- ▶ You can ignore your Overclocked feature (below).
- ▶ Remove any levels of exhaustion already taken from suffering fire damage, and up to one level of exhaustion due to missing sleep.
- ▶ You lose any proficiencies and special features that were granted to you by your background (Military Solidarity trait) until you finish a long rest.

Overclocked. You are prone to overheating. In order to benefit from a long rest, you must rest in below-freezing temperatures. An ice bath or freezer works just as well as a winter night. In addition, the first time you take fire damage during each round, you suffer one level of exhaustion. This exhaustion is removed if you spend at least 1 minute in below-freezing conditions.

Reanimated Cyborg. Your body has been reanimated with a variety of technological marvels. You do not age, you are immune to all illnesses, and you cannot gain levels of Intoxication. You have damage reduction 5 against poison damage, and you have advantage on saving throws against the effects of poison.

Self-Repair. It is extremely difficult to actually kill you. You have advantage on death saving throws, and if you would die, you instead shut down and appear dead to anyone not familiar with UniSol biology. Until you finish a long rest or an enzyme solution is administered to you, you cannot regain hit points or become conscious. If your body is completely destroyed, you die as normal.

Military Solidarity. You gain advantage on Charisma (Persuasion) and Charisma (Intimidation) checks when interacting with members of the armed forces.

Legally Dead. You are impossible to track through legal means, but you also cannot provide any documentation of your existence when requested.

Payback. You gain a +2 bonus on one attack roll against an opponent who has damaged you since the end of your

last turn. You can use this talent once during your turn. You can decide to use Payback after making your attack roll, but before determining the result.

Tough as Nails. You gain damage reduction 2 (against all damage types).

Get Down. If you are in cover and within 10 feet of a willing ally, you can take a bonus action on your turn to move that ally into cover. You can move up to 15 feet during this action to make room for your ally.

Take a Bullet. When an ally within 5 feet is hit by an attack, you can use your reaction to cause the attack to hit you instead of your ally.

Come Get Some. As a bonus action, choose one opponent that you can see. That opponent has disadvantage when it attacks anyone other than you before the start of your next turn, as long as it can see you and you are in range of its attack.

Friendly Fire. You can ignore cover provided by your allies that are in your line of fire or in melee combat with your target. In addition, you do not damage allies if you roll a critical miss when firing into close combat.

Harrier. You are adept at melee combat and can protect yourself from close quarters combatants. If you are hit with a melee attack while wielding a melee weapon you are proficient in, you can use your reaction to add your proficiency bonus (+2) to your Defense against the attack, potentially turning the hit into a miss.

Cybernetics

Auto Targeting. This advanced targeting software assists you in combat, allowing you to keep steady aim in adverse conditions. You ignore disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, you treat their cover as if it were one category lower for purposes of their Defense. So, three-

quarters cover is treated as half cover, and half cover is treated as no cover.

Cyberbrain. This miniature computer is implanted inside of your brain and functions as an extension of it, allowing you to communicate with it via thought alone, and allowing it to automate portions of your body, both cybernetic and biological. The computer is capable of performing any function a typical smartphone could, operated mentally rather than by touch, with the exception of physical traits such as a light or camera, though if you have similar enhancements, or remotely connect to devices, your cyberbrain can operate them.

Emotional Regulator. This software allows your cyberbrain to keep your emotions in check. You can activate or deactivate this software as a bonus action. While the regulator software is active, you cannot be Distracted or Frightened and you are immune to any effect that affects your emotions, including beneficial ones.

Mind Port. This external port is connected to your Cyberbrain, allowing for wired connection between your cyberbrain and external devices. This is much safer than wireless connection under most circumstances, but you cannot turn the port off. Anyone with access to the port and a compatible device can attempt to hack your cyberbrain.

Reflex Enhancer. This software allows your cyberbrain to take control of your reflexes, keeping you alert and ready at all times. You cannot be surprised and you have advantage on Dexterity saving throws.

Helix Executive

Ties to Helix

— YOU OWN A THIRD.

Did anyone in the boardroom agree with you two decades ago? When you told them Dr. Sharpe was a fraud and a C level doctor at best? No. No they didn't. In fact, they cut him into the company and took away a large portion of your shares. It was the equivalent of being chucked out the fiftieth-floor window for being the one sane person in the room. As a consequence of being exiled, you ensured you never touched a single cybernetic or any of their high-risk operations. Rather you bided your time with an army of lawyers and mountains of money to take back your corporation and set them back on the right course ... of course you are going to do it from the front lines. All those years of hunting weren't for sport.

[Smart | Billionaire] Level 3

Origin Human

Background Juvenile Delinquent

Profession Finance

Wealth 6

Defense 13

Hit Points 11 (3d6 hit dice)

Armor Light Ballistic Vest (+2 save, AV 2, Ballistic)

Str	Dex	Con	Int	Wis	Cha
12 (+1)	10 (+0)	8 (-1)	16 (+3)	12 (+1)	16 (+3)

Proficiency Bonus +2

Equipment Proficiencies Basic

Saves Int +5, Cha +5

Skills Deception +5, Insight +3, Perception +3, Persuasion +5, Social Sciences +5, Streetwise +3

Senses passive Perception 13

Equipment Decades old switchblade with a skull embedded, large office in every city, luxury car, executive pack, light ballistic vest, cluster launcher loaded with cluster rockets, three extra sets of cluster rockets.

Talents Plans, Genius, Mental Refresh, Employees, Filthy Rich

Feats Connections, Ability Score Training (Charisma)

Plans (4 Genius) The Best Money Can Buy, Bonuses All Around, Called Shot, I Hired Help.

Weapons

Unarmed. *Melee Attack:* +3 to hit. *Damage:* 1d4 + 1 bludgeoning, PV 1. *Properties:* light, finesse.

Cluster Launcher. *Launched Explosives (2400) Attack:* automatically hits chosen area. 16 (4d8) explosive, PV 3. *Properties:* area 30 ft., loud, restricted, two-handed.

Features and Talents

Underworld Contacts. You gain advantage on Wisdom (Streetwise) checks to buy or sell illicit goods and services.

Personal Assistant. You employ a personal assistant who runs routine errands for you whenever you need them.

Genius. You have 4 Genius points, which you can spend to enact plans. Your plan DC is 13.

Mental Refresh. When you take a short rest, you can refresh your mind with a nice snack, a power nap, and/or some light reading. You regain 1 Genius point when you finish that short rest. You can do this only once before you finish a long rest.

Employees. You have dozens of employees that you can call on to do mundane tasks for you. These employees won't put themselves in harm's way for you, but they can fetch you things, drive you places, wait in line for you, deliver messages, etc.

Filthy Rich. You are one of the richest people in the world. Your Wealth level increases to 6, allowing you to purchase almost anything for you and your team.

Connections. You have a level 3 contact within Helix Corporation on speed dial.

Plans

The Best Money Can Buy. You can enact this plan as a bonus action, or as a reaction to an ally making an attack, to have had your teammate's weapon loaded with superior ammunition, sharpened to a perfect edge, or otherwise temporarily improved. Choose a weapon one ally you are aware of is carrying. Attacks with that weapon deal an additional 1d6 damage for the next minute. The effect ends if you enact this plan again.

Bonuses All Around. As a bonus action, or a reaction to one of your allies making a roll, you can enact this plan to use your incredible wealth as motivation for your team. Choose up to six allies of which you are aware. You paid them a little extra as encouragement, and you feel good about it. You and each of those allies have advantage on any one ability check, attack roll, or saving throw made before finishing a short or long rest.

Called Shot. As an action, you can enact this plan to call in an attack, which comes in the form of a drive-by of hired goons, a drone strike, or similar sudden arrival and departure. Make two attacks with the following weapon. These attacks ignore cover.

- **Called Shot.** *Ranged (900/1800) Attack:* +5 to hit. *Damage:* 1d12 + 3 ballistic, PV 3. *Properties:* burst 3, loud.

I Hired Help. When you enact this plan, which takes no action, invent a contact with level 4 in one category, or level 3 in two categories. You have already requested help from that contact, who is available, nearby, and ready to aid you. The GM has discretion on who exactly the contact is.

The path to paradise is just a leap of faith away. For even in death, one can be reborn into an improved version of themselves. Washed away are the pains of regret or of mistakes made in a past life. Thanks to the science and visionary foresight of Dr. Christopher Gregor and Colonel Edward Perry, the world was forever changed when the UniSol program documents found their way to the press in a groundbreaking expose that shook the foundations of the CIA. Now, a genetic scientist named Dr. Sharpe returns to the public eye with new secrets. Secrets the public has begun to embrace with little regard to the consequences. The next generation of UniSols are the only thing that stands between a cult of personality and worldwide assimilation.

Universal Soldier™ is a ***Cinematic Sourcebook™*** for the ***Everyday Heroes™*** Roleplaying Game. You need the Everyday Heroes Core Rulebook to understand and play the contents of this book. Every Cinematic Sourcebook contains a wealth of lore about the world of the film, new hero building options, tools and guidance for game masters, and an incredible adventure.



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