



# UNIVERSAL SOLDIER™

A CINEMATIC SOURCEBOOK



COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

CA 1-05

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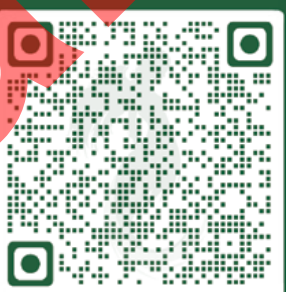
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# FOREWORD

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:** 14,13,12,10, 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.

<b>Weapon</b>	Called Shot
<b>Damage</b>	1d12 ballistic
<b>Range</b>	900/1800
<b>PV</b>	3
<b>Properties</b>	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.

