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U.S.H.E.R. Dossiers #1

By Charles Rice

Welcome to the U.S.H.E.R. Dossiers, agent. Here you will receive advanced training, information on next-generation weaponry and armor and read briefings of agencies around the world. Some of these agencies are our allies and some are bent on worldwide domination and destruction. And of course, today's ally could be tomorrow's enemy, so make sure you familiarize yourself with these groups and their goals.

Note: The agency featured in this book is best used in conjunction with *Blood and Circuits* and *Blood and Circuits: Cybernetics*.

Blood and Secrets Prestige Classes

Supersoldier

The supersoldier is the elite combat agent. These agents often work in small groups and are sent in to tackle the problems that lesser agents cannot handle. They are the superagent equivalent of the special operations unit. In addition to serving as the "heavy hitters" for their agencies in combat situations, supersoldiers are often tasked with field-testing the next generation of experimental equipment.

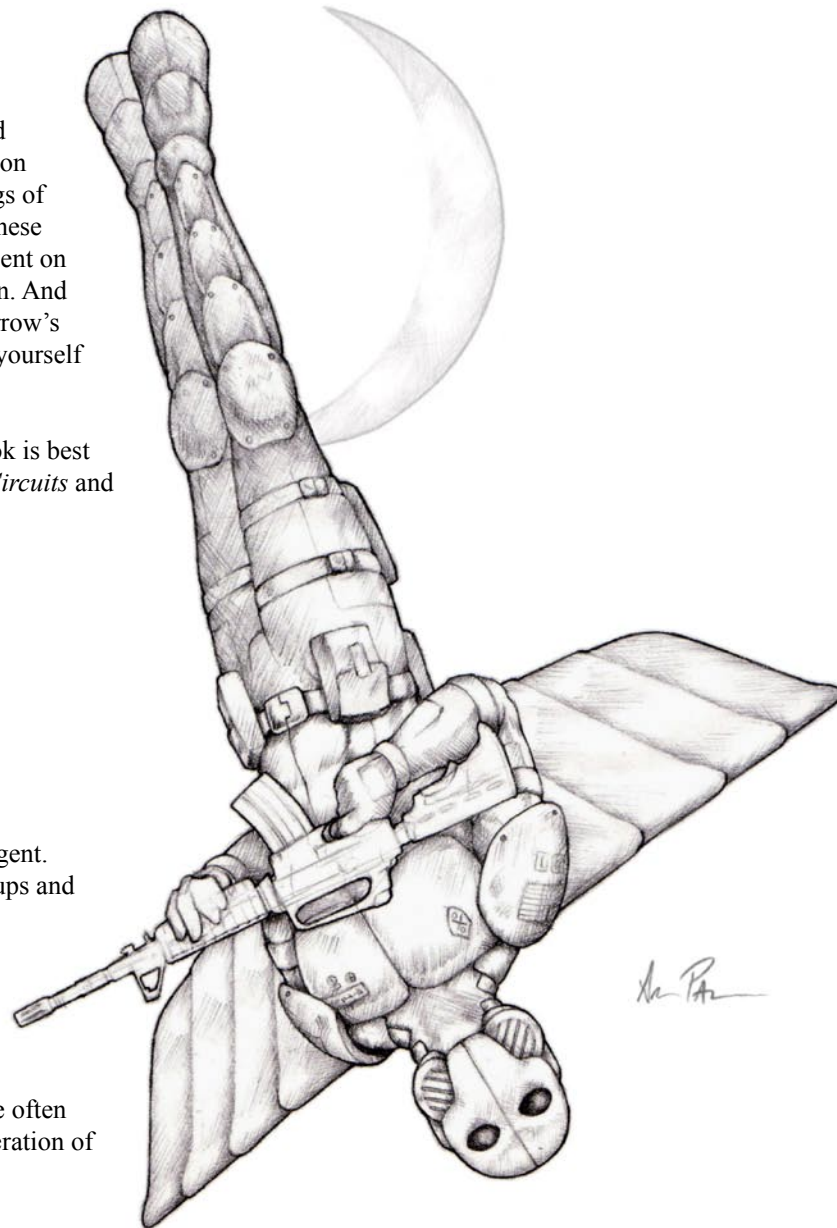


TABLE 1: THE SUPERSOLDIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+1	+1	+0	Agency Training; Weapon Focus	+1	+1
2 nd	+2	+2	+2	+0	Weapon Specialization	+1	+1
3 rd	+3	+2	+2	+1	Agency Training	+2	+1
4 th	+4	+2	+2	+1	Tactical Expertise	+2	+2
5 th	+5	+3	+3	+1	Agency Training	+3	+2

Requirements

To qualify to become a supersoldier a character must meet the following criteria.

Allegiances: Any one agency

Base Attack Bonus: +6

Skills: Knowledge (tactics) 10 ranks

Feats: Personal Firearms Proficiency

Class Information

The following information pertains to the supersoldier prestige class.

Hit Die: 1d10

Action Points: 7+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The supersoldier's class skills (and the ability for each skill) are: Climb (Str), Craft (structural) (Int), Demolitions (Int), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Spot (Wis), Survival (Wis) and Swim (Str)

Skill points at each level: 5+Int. modifier

Class Features

All of the following are features of the supersoldier prestige class.

Agency Training: At 1st, 3rd and 5th level the supersoldier may choose an ability from the agency training list (see Blood and Secrets for a list of agency training talents).

Weapon Focus: At 1st level the supersoldier gains this feat for a weapon of his choice.

Weapon Specialization: At 2nd level the supersoldier gains a +2 damage with the weapon he selected for his Weapon Focus feat at 1st level.

Tactical Expertise: At 4th level the supersoldier is a tactical expert, capable of granting those under his command a +2 bonus to Initiative checks. A number of characters equal to twice the supersoldier's Charisma modifier may be considered under the character's command for purposes of this ability.

This ability also grants the character a bonus on Knowledge (tactics) skill checks equal to his Reputation bonus.

Superspy

The superspy is the elite assassin and covert operative for superagencies. These agents usually work alone counting on their stealth skills as well as sheer bravado to carry them through to victory.

TABLE 2: THE SUPERSPY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Agency Training	+1	+0
2 nd	+1	+0	+3	+0	Sneak Attack +1d6	+2	+0
3 rd	+1	+1	+3	+1	Agency Training	+2	+0
4 th	+2	+1	+4	+1	Sneak Attack +2d6	+3	+0
5 th	+2	+1	+4	+1	Agency Training	+4	+1

Requirements

To qualify to become a superspy a character must meet the following criteria.

Skills: Hide 10 ranks, Move Silently 10 ranks

Feats: Low Profile

Class Information

The following information pertains to the superspy prestige class.

Hit Die: 1d6

Action Points: 7+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The superspy's class skills (and the ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (chemical, electronic) (Int), Demolitions (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (behavioral sciences, civics, current events, history, popular culture, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex)

Skill points at each level: 9+ Int. modifier

Class Features

All of the following are features of the superspy prestige class.

Agency Training: At 1st, 3rd and 5th level the

superspy may choose an ability from the agency training list (see Blood and Secrets for a list of agency training talents).

Sneak Attack: At 2nd and 4th level the superspy inflicts +1d6 damage on a flat-footed, flanked or surprised target. This ability otherwise functions as the Wetworks agency training ability. This ability stacks with all similar abilities including Wetworks (from Blood and Secrets) and Silent Kill (seen in Blood and Guts and Blood and Fists).

New Agency: Medusa

Cold Warriors

During the late 70's U.S.H.E.R. set up a special projects division on the shores of Lake Michigan. The goal was to build the world's most sophisticated cryptographic computer, one able to intercept any message, decode any signal. The project was to be headed personally by the mysterious Savant, who had run the R&D division of U.S.H.E.R. for years. Although the project, codenamed "Medusa" was labeled a success, the computer was shut down due to an unforeseen consequence of the experiment: Medusa was self-aware. Despite the value of the computer and its ability to intercept and decode at will, the computer's intelligence made it too unpredictable and it was shut down. Officially, the Savant and his team moved on to other research projects, including the pioneering research into the Hercules Exoskeleton and Atlas Battlesuit so important to the agency's cold war conflicts with Shturmovik.

Fall of the House of U.S.H.E.R.

As the cold war came to an end with a whimper and not a bang, U.S.H.E.R. like many government organizations faced budget cutbacks as weary governments looked for the "dividends" of peace. Radical new projects, including experiments involving cybernetics and genetic modification were deemed too expensive and too risky in human lives. The government was no longer willing to turn a blind eye to the Savant's experiments, which frequently cost the lives of valuable U.S.H.E.R. agents as well as civilian casualties. Knowing the Savant would object to any change in his maverick scientific protocols, the government used his failing health as a pretext to force him to retire.

To prevent any attempts at sabotage or thefts of government property, the forced retirement was kept strictly secret, known only to the top leaders of U.S.H.E.R. and the President's cabinet. On the day of his "retirement" however, things began to go horribly wrong. There was an explosion at the Savant's home, leaving no survivors. At the same moment, a massive fire distracted guards at U.S.H.E.R.'s Rock City base beneath Alcatraz Island. In the wake of the fire, it was found that the Savant's research materials had been stolen by unknown means. As investigators attempted to piece together how the Savant had such a detailed knowledge of their plans, they came to the frightening conclusion that he was able to read their internal communications, break through the most sophisticated encryption procedures: Medusa. An assault team was hastily assembled to storm the Lake Michigan complex but they were too late. It was discovered that the computer had been moved almost 10 years ago. The Savant had been in effect reading the government's mail for almost a decade. USHER suddenly had to contend with an enemy unlike any

they had faced in their history: an enemy who not only know all their methods, procedures and equipment but who could also intercept messages at will. Against this enemy, there could be so surprise, no subterfuge.

Membership Requirements

To become a member of Medusa a character must meet the following prerequisites.

Allegiances: Medusa

Feats: Enemy (U.S.H.E.R.)

Benefits of Membership

Special Access 1: +2 competence bonus to Computer Use and Knowledge (technology) skill checks

Special Access 2: Ghost in the Machine: Higher-ranking Medusa agents use the Medusa protocols to remove all traces of their existence from every government database. This increases the DC of any skill check required to determine the character's identity (including Investigate skill checks made to examine crime scene evidence) by +10.

Special Access 3: Medusa Protocol 1: The character can access medusa-placed backdoors in any computer by spending an action point. This allows the character administrator level access to any computer system with virtually no chance of detection (a Computer Use skill check DC 30 is required).

Special Access 4: Cutting Edge: The character has access to next-generation equipment, allowing him to requisition PL-6 equipment from Medusa.

If the campaign does not wish to use PL 6 items found in futuristic d20 supplements then the game master can assume the "next generation" items work like standard weapons and armor but are more effective, allowing up to a +2 enhancement bonus on weapons and armor. Increase the requisition DC by +5 for each +1 enhancement bonus.

Special Access 5: Medusa Protocol 2: Medusa's leader, the mysterious Savant, has complete control of the Medusa supercomputer and has tied its artificial intelligence matrix into the internet. The computer then worked its way into every networked computer on planet Earth in a bid to learn and grow.

This ability functions like the lower level Medusa protocol, allowing administrator level access to any networked computer but a character with this ability does not need to spend an action point to activate this ability.

Typical Agent of Medusa (Smart Hero 3): CR 3; Medium-size humanoid; HD 3d6+3; HP 14; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 13, flatfooted 14 (+0 size, +2 Dex, +1 class, +3 equipment); BAB +1; Grap +1; Atk +1 melee (1d6+0/19-20, Metal Baton), or +4 ranged (2d6+0, Glock 20); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Medusa; SV Fort +2, Ref +3, Will +1; AP 1; Rep +1; Str 10, Dex 14, Con 13, Int 15, Wis 8, Cha 12.

Occupation: Military (Drive, Pilot)

Skills: Computer Use +11, Craft (chemical) +8, Craft (electronic) +8, Craft (mechanical) +8, Craft (structural) +8, Decipher Script +5, Demolitions +8, Disable Device +8, Drive +8, Knowledge (Tactics) +5, Knowledge (Technology) +5, Pilot +5, Repair +5, Research +5

Feats: Armor Proficiency (light), Combat Expertise, Enemy (U.S.H.E.R.), Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (Medusa)

Talents (Smart Hero): Savant (Computer Use), Exploit Weakness

Possessions: Undercover Vest, Metal Baton, Glock 20

Medusa Special Units

Shadow Soldiers

At first Medusa seemed content to confine its activities to computers, using its highly trained agents to infiltrate every computer system and help Medusa plant backdoors and surveillance programs in systems around the world. Recently however more and more field agents have been making Medusa's presence felt beyond the virtual world, with an emphasis on technology theft, destruction of U.S.H.E.R. research facilities and planting wireless connections in systems that are cut off from network access.

Unit Requirements

To qualify for the Shadow soldiers a character must meet the following criteria.

Skills: Computer Use 10 ranks, Hide 10 ranks, Move Silently 10 ranks

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Stealthy

Talents: Commando 1-2

Unit Features

All of the following are features of the Shadow soldiers.

These specialties and abilities take effect 30 days after you join the unit and last until 30 days after he leaves the unit.

Unit Specialties: +4 competence bonus on Computer Use and Hide skill checks.

Unit Abilities: Morale bonus from Commando talents increased by +1.

Special: Members of this unit (and only members of this unit) may requisition Shadow armor from Medusa (see new equipment below).

Medusa Shadow Soldier (Fast Hero 3/Covert Agent 4): CR 7; Medium-size humanoid; HD 3d8+3 plus 4d6+4; HP 35; Mas 13; Init +5; Spd 40 ft; Defense 23, touch 19, flatfooted 20 (+0 size, +3 Dex, +6 class, +4 equipment); BAB +5; Grap +6; Atk +6 melee (1d6+1/19-20, Metal Baton), or +9 ranged (2d6+0, Glock 20); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Medusa; SV Fort +4, Ref +7, Will +1; AP 3; Rep +1; Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 10.

Occupation: Investigative (Computer Use, Forgery)

Skills: Balance +6, Climb +7, Computer Use +13, Disable Device +8, Drive +9, Escape Artist +6, Forgery +8, Hide +19, Knowledge (Tactics) +5, Listen +2, Move Silently +19, Spot +5, Tumble +9

Feats: Armor Proficiency (light), Dodge, Enemy (U.S.H.E.R.), Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Teamwork (Medusa)

Talents (Fast Hero): Evasion, Increased Speed

Talents (Covert Agent): Ghost, Lightning Reaction +2, Commando 1, Commando 2

Possessions: Shadow Armor, Metal Baton, Glock 20

The Savant (Smart Hero 3/Charismatic Hero 3/Inventor 10/Agency Leader 4): CR 20; Medium-size humanoid; HD 3d6 plus 3d6 plus 10d8 plus 4d8; HP 85; Mas 10; Init -1; Spd 30 ft; Defense 20, touch 17, flatfooted 21 (+0 size, -1 Dex, +8 class, +3 equipment); BAB +12; Grap +9; Atk +9 melee (1d6-3+special, Stun Baton), or +11 ranged (2d8+0, Laser Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Medusa; SV Fort +7, Ref +10, Will +13; AP 10; Rep +7; Str 5, Dex 8, Con 10, Int 20, Wis 16, Cha 18.

Occupation: Technician (Craft [electronic], Craft [mechanical], Repair)

Skills: Bluff +14, Computer Use +21, Craft (chemical) +21, Craft (electronic) +29, Craft (mechanical) +32, Craft (structural) +21, Demolitions +21, Diplomacy +14, Disable Device +21, Drive +9, Forgery +11, Handle Animal +10, Intimidate +14, Knowledge (Behavioral Sciences) +8, Knowledge (Civics) +9, Knowledge (Current Events) +9, Knowledge (Earth and Life Sciences) +17, Knowledge (Physical Sciences) +15, Knowledge (Tactics) +22, Knowledge (Technology) +23, Navigate +10, Pilot +9, Repair +29, Research +21, Sense Motive +7

Feats: Advanced Armor Design, Advanced Electronic Design, Advanced Vehicle Design, Advanced Weapon Design, Animal Companion x2 (Ophelia and Laertes), Armor Proficiency (light), Charismatic Plus, Cutting Edge, Cybernetic Engineering, Educated (Knowledge [Tactics], Knowledge [Technology]), Enemy (U.S.H.E.R.), Personal Firearms Proficiency, Sidekick, Simple Weapons Proficiency

Talents (Smart Hero): Savant (Craft [mechanical]), Exploit Weakness

Talents (Charismatic Hero): Coordinate, Inspiration, Greater Inspiration, Charm

Talents (Inventor): Magnum Opus +1, Bug Hunter +1, Bug Hunter +2, Magnum Opus +2, Bug Hunter +3, Master Inventor, Bug Hunter +4, Magnum Opus +3, Bug Hunter +5

Talents (Agency Leader): Charismatic Leader +1, Agency Contacts 1, Agency Contacts 2

Possessions: Undercover Vest, Stun Baton, Laser Pistol

Background: Nigel Crenshaw had been with U.S.H.E.R. from the beginning, designing experimental weapons and aircraft for the agency and serving in the field during World War II. During the Cold War, when the agency tried to cut his

TABLE 3: NEW ARMOR

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max Dex	Armor Penalty	Speed (30 ft.)	Weight	Requisition DC	Restriction
Shadow Armor	Light	+4	+1	+6	-0	30 ft.	10 lbs.	25	Medusa Shadow Soldiers only (PL 6 Mil. +8)

department's funding and force him to retire, this Medal of Honor winner, a true American hero, suffered a nervous breakdown. He had devoted his life to the cause of freedom and now he was just going to be swept aside to serve his twilight years in some retirement home? He vowed he would make the government regret taking his service for granted. He would destroy all those who had wronged him, beginning with U.S.H.E.R. and ending with the government of the United States.

Note: The Savant is the character seen in the flavor text of *Blood and Circuits* version 1.1.

Ophelia and Laertes: CR 1; Medium-size animal; HD 12d8+36; hp 90; Mas 16; Init +6; Spd 50 ft.; Defense 29, touch 16, flatfooted 23 (+6 Dex, +13 natural); BAB +9/+4; Grap +15; Atk +15 melee (2d6+6, bite); Full Atk +14/+9 melee (2d6+6, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Darkvision 60 ft. (Night Eye 2), scent, link, evasion, devotion, improved evasion; AL Savant; SV Fort +11, Ref +14, Will +5 (+9 vs. mental powers and effects); AP 0; Rep +0; Str 22, Dex 22, Con 16, Int 2, Wis 12, Cha 6.

Skills: Jump +8, Listen +5, Spot +9 (+4 Telescopic Eye 2), Survival +1 (+5 when tracking by scent), Swim +9.

Feats: Cybersocket (x3): Skull (150 pts: Fang 3), Eye (150 pts: Night Eye 2, Telescopic Eye 2), Leg (150 pts: Motive Enhancement 2)

Note: The cybernetic equipment listed above was designed according to the rules found in *Blood and Circuits: Cybernetics*.

New Equipment

Shadow Armor

This armor is designed to help the Shadow Soldiers, Medusa's elite operatives in the fulfillment of their mission. In keeping with the clandestine nature of the agency, this armor is designed more for stealth and hacking than for direct confrontations.

In addition to the armor's protective qualities, Shadow armor contains a built-in radio allowing members of a shadow unit to communicate. The armor also contains next-generation nightvision equipment that provides Darkvision to a range of 120 ft. The armor's sensory package is completed by a motion detector that allows the wearer to make Spot checks through intervening barriers and to ignore concealment when making attacks or Spot checks to a range of 60 ft.

The armor contains a built-in computer interface that grants the wearer a +4 equipment bonus to Computer Use skill checks. These computers are PL 6 and allow Computer Use skill checks to be made in one-fourth the regular time. Finally the armor contains storage disks that allow a vast amount of information to be downloaded from a computer and stored in the armor for physical transfer (for practical purposes the armor's storage should be considered unlimited).

Finally the computer can connect to any Medusa-requisitioned firearm and provide the wearer with range-finding and target-acquisition assistance, granting a +1 equipment bonus to all ranged attacks and a +4 equipment bonus to negate range penalties only.

Medusa

This PL 7 supercomputer represents perhaps the greatest achievement in the Savant's career, overshadowing even his creation of the first jet aircraft in 1942 and the creation of the Atlas battlesuit and Hercules exoskeleton during the Cold War. Shut down because of its awareness, the Savant secretly smuggled the computer out years ago, considering it the closest thing to a child that he had and connected it to the internet. From there it began learning on its own.

Programs: Command Directive (Obey Savant), Deluxe Internet Connection, Deluxe Security, Electronic Warfare, Encryption, Computer Use +35, Craft (electronic) +22, Craft (mechanical) +22, Knowledge (Current Events) +22, Knowledge (Technology) +22, 12 points free

Modifiers: Processor (+450), Memory (+500), Huge (-150)

Note: Medusa was designed using the computer design rules found in *Blood and Circuits*.

TABLE 4: NEW COMPUTER

Computer	Processor	Int. Mod.	Programs	Memory	Size	Invention Points (Craft Electronic)	Purchase DC	Res.
Medusa	34	+12	17	112	Huge	800 (80)	47	III. (+4)

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