StarGate SG1 / Commander Montgome

Name: Commander Montgomery Scott Naval Officer Scientist 9 Expert 3 (O-5)

Init: +7 (+5 Class, +2 Dex)

Defense: 22 (+10 Class, +2 Dex)

Speed: 30 ft WP: 13 VP: 64

Attack: +6 melee, +7 ranged

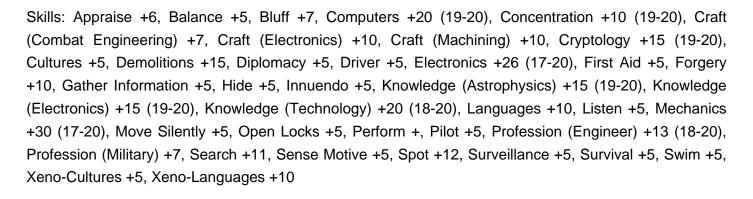
SQ: Brilliant +2, Field of Expertise* (basic, advanced), Improvise +5, Learned, Macro-Specialty (+4 on all cooperation bonuses granted, +4 Profession (Military) and Swim skills), Meticulous, PhD (Mechanics), Professor, Research (Applied Knowledge, Mathematical Genius), Versatility 6 (Bluff, Move

Silently, Open Locks, Pilot, Sense Motive, Xeno-Cultures)

SV: Fort +5, Ref +7, Will +11

SZ: M

Abilities: Str: 12, Dex: 14, Con: 13, Int: 20, Wis: 14, Chr: 14



Feats: Academic Contacts, Advanced Skill Mastery (Grease Monkey), Applied Knowledge (Grease Monkey), Armor Proficiency (light), Electronic Warfare Basics, Grand Skill Mastery (Grease Monkey), Grease Monkey, Mark of a Professional (Grease Monkey), Mathematical Genius, Scholarly, Weapon Group Proficiency (handgun, melee)Attacks

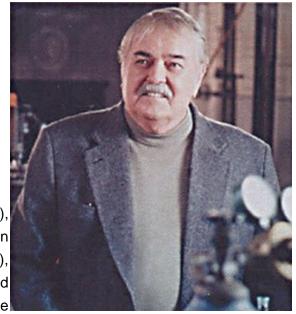
Beretta Model 92FS +7 1d10+1

FN P90 +6 1d10+1

Unarmed +6 1d3+1

Gear: SG Team Bundle, other bundles as needed (by mission).

* Field of Expertise skills Electronics, Knowledge (Technology), Profession (Engineer).



Background:

U.S. Navy Commander Montgomery Scott.

He is a truly gifted engineer who frequently exaggerates how hard repairing things are for him.

Due to his high levels of skill and hard work he has been assigned to work on the Stargate Program.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.