



Name: Lt. Matt Daniels

US Marine Infantry Officer Soldier 8 Grunt 4 (O-2)

Init: +11 (+8 Class, +3 Dex)

Defense: 16 (+3 Armor, +3 Dex) (+5 Class)

Speed: 30 ft

WP: 15

VP: 102

Attack: +14 melee, +15 ranged

SQ: Accurate, Alpha-Strike, Armor Use +2, Damage Reduction

1/-, Fire Team, Forced March, Hot-Blooded, Macro-Specialty (Profession (Military) as class skill, +2 Will save bonus, +4 to Cover and Concealment Defense bonuses), Overkill (+1d8 1/session), Portable Cover (1/4 Cover), Weapon Specialization (Rifles)

SV: Fort +8, Ref +6, Will +16

SZ: M

Abilities: Str: 14, Dex: 16, Con: 15, Int: 14, Wis: 14, Chr: 10

Skills: Balance +8, Climb +7, Concentration +7, Demolitions +7, Driver +8, First Aid +7, Intimidate +7/+5, Jump +7, Listen +8, Profession (Military) +7, Search +12, Sport (Skydiving) +8, Spot +12, Surveillance +3, Survival +7, Swim +4, Tumble +8

Feats: Armor Proficiency (light, medium, heavy), Controlled Burst, Controlled Strafe, Coordinate Fire, Endurance, Hail of Bullets, Iron Will, Machine Gun Basics, Machine Gun Mastery, Martial Arts, Point Blank Shot, Precise Shot, Rapid Shot, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical) Attacks

FN P90 +14 1d10+3

Colt CAR-15 +15 4d4+2

Colt M203 +14 2d10+4

Unarmed +14 1d6+2

Gear: SG Team Bundle, Kevlar Vest with Insert (DM +1, DR 5, ACP -2), other bundles as needed (by mission).

Background:

U.S. Marine Lieutenant Matt Daniels was born in Honolulu, Hawaii, USA.

He enlisted in the Marine Force Reconnaissance and was trained at the Marine Corps Recruit Depot (MCRD) San Diego, a United States military installation in San Diego, California.

After training he was assigned to the 1st Force Reconnaissance, based at Camp Pendleton, California.

His skill with machineguns and tactical weapons enabled him to quickly join one of the SG teams.

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