

Name: Spec. 6 Terry Thorne

Diplomatic Corp Pointman 6 Field Analyst 3 Tactician 2 (Grade 6)

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

Defense: 18 (+6 Class, +2 Dex)

Speed: 30 ft

WP: 12

VP: 71

Attack: +9 melee, +10 ranged

SQ: Assistance (1/2 time), Cross-class Ability (cold read), Evidence Analyst (basic, advanced), Eye for Detail, Favor for a Favor 1/session, Generous, Lead 2/session, Macro-Specialty (Diplomacy as class skill, +3 to threat ranges of Cultures and Diplomacy checks, +4 Skill points at 1st level and +1 per level thereafter), Stratagem (self), Tactics 1/session, Tempo (surge), Versatility 8 (Concentration, Gather Information, Hide, Listen, Move Silently, Search, Spot, Surveillance)

SV: Fort +5, Ref +10, Will +10

SZ: M



Abilities: Str: 12, Dex: 14, Con: 12, Int: 14, Wis: 14, Chr: 16

Skills: Bluff +10 (19-20), Bureaucracy +8, Concentration +10, Cryptography +10, Cultures +10, Diplomacy +15 (19-20), Gather Information +15 (18-20), Hide +10, Intimidate +6/+8 (19-20), Listen +8 (19-20), Knowledge (Military History) +7, Languages +5, Move Silently +10, Profession (Military) +6, Search +12 (18-20), Sense Motive +12, Spot +15 (19-20), Surveillance +12 (18-20), Survival +7

Feats: Alertness, Armor Proficiency (light, medium), Combat Instincts, Mark, Persuasive, Quick Draw, Surge of Speed, Weapon Group Proficiency (handgun, melee, rifle) Attacks

FN P90 +9 1d10+3

Unarmed +9 1d3+1

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

Background:

U.S. Army Specialist Terry Thorne was born in Cleveland, Ohio.

He transferred to the Diplomatic Corps.

He is a highly trained negotiator and an expert in tactics and weapons. He specializes in recovering kidnap victims and counter-terrorist intelligence.

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