

Name: Capt. Elisabeth Campbell

US Army Psychological Operations Officer Pointman 4 (O-2)

Init: +4 (+2 Class, +2 Dex)

Defense: 14 (+2 Class, +2 Dex)

Speed: 30 ft

WP: 13

VP: 29

Attack: +4 melee, +5 ranged

SQ: Assistance (1/2 time), Generous, Lead 1/session, Macro-Specialty (Cultures and Profession (Military) as class skill, +1 Reflex save bonus, +2 to Bluff and Knowledge (Psychology) skill checks), Tactics 1/session, Versatility 7 (Concentration, Gather Information, Hide, Move Silently, Search, Spot, Surveillance)

SV: Fort +3, Ref +5, Will +5

SZ: M



Abilities: Str: 12, Dex: 14, Con: 13, Int: 14, Wis: 13, Chr: 15

Skills: Bluff +11 (19-20), Bureaucracy +6, Concentration +4, Cultures +4, Diplomacy +11 (19-20), Driver +3, First Aid +2, Gather Information +4, Hide +3, Intimidate +7/+8 (19-20), Knowledge (Psychology) +8, Move Silently +3, Profession (Military) +3, Search +4, Sense Motive +6, Spot +5, Surveillance +4

Feats: Armor Proficiency (light, medium), Credible, Hard Core, Persuasion, Point Blank Shot, Undermine, Weapon Group Proficiency (handgun, melee, rifle) Attacks

Beretta Model 92FS +5 1d10+1

Unarmed +4 1d3+1

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

Background:

U.S. Army Captain Elisabeth Campbell was born in Fargo, North Dakota, USA.

She was valedictorian in high school and attended The United States Military Academy or West Point in New York, like her father.

Captain Elisabeth Campbell is an intelligent, disciplined, and well-regarded, the very model of an ideal female officer.

Her father is US Army LT. General Joseph Campbell.

She went on a night training exercise in where she was badly injured due to male soldiers sexist negligence.

Fort MacCallum.

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