StarGate SG1 / TSgt. Matt Eversmann E

Name: TSgt. Matt Eversmann
Enlisted Army Ranger Soldier 8 (E-6)
Init: +9 (+6 Class, +3 Dex)
Defense: 16 (+3 Armor, +3 Dex) (+3 Class)
Speed: 30 ft
WP: 14
VP: 62
Attack: +9 melee, +11 ranged
SQ: Accurate, Armor Use +2, Damage Reduction 1/-, Macro-Specialty (+3 to Move Silently and Survival, +3 to damage rolls using ready action), Weapon Specialization (Rifles)
SV: Fort +6, Ref +5, Will +6
SZ: M

Abilities: Str: 12, Dex: 17, Con: 14, Int: 14, Wis: 14, Chr: 10

Skills: Balance +5, Climb +9, Concentration +10, Demolitions +4, Driver +5, First Aid +3, Jump +7, Move Silently +5, Spot +10, Survival +5

Feats: Armor Proficiency (light, medium, heavy), Combat Instincts, Controlled Burst, Controlled Strafe, Coolness Under Fire, Machine Gun Basics, Point Blank Shot, Rapid Shot, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical)Attacks
Colt M16A3 +11 4d4+2
FN P90 +10 1d10+1
Unarmed +9 1d3+1

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

Background:
U.S. Army Ranger Technical Sergeant Matt Eversmann was born in San Francisco, California.
He attended the State University of New York.
He enlisted in the Army Rangers, where he served abroad before coming to the SGC.
He is a skilled soldier with a Colt M16A3 or any rifle, though he is starting to like the SGC standard issue FN P90.

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