StarGate SG1 / Colonel Giacinta "Jinx" Johns



Name: Colonel Giacinta "Jinx" Johnson
NID Rogue Stargate Team Member Faceman 8 Scout 2 (O-6)
Init: +10 (+8 Class, +2 Dex)
Defense: 23 (+6 Class, +2 Dex, +3 Specialty, +2 Natural Armor)
Speed: 30 ft
WP: 12
VP: 65
Attack: +7 melee, +9 ranged
SQ: Adaptable, Backup 2/session, Cold Read 1/session, Fake It 1/session, Linguist +4, Macro-Specialty (+3 Defense bonus, +3 Bluff and Disguise checks), Quick Change 3/session, Rough Living +2, Stalker
SV: Fort +8, Ref +6, Will +6
SZ: M

Abilities: Str: 10, Dex: 14, Con: 12, Int: 16, Wis: 14, Chr: 16

Skills: Bluff +21 (19-20), Concentration +8, Cultures +8, Diplomacy +15 (19-20), Disguise +19, Driver +7, Forgery +8, Gather Information +8, Handle Animal +5 (19-20), Hide +8, Intimidate +2/+5 (19-20), Innuendo +7, Knowledge (Goa'uld) +8, Languages +8, Move Silently +8, Open Locks +7, Profession (Military) +3, Search +8, Sense Motive +7, Sleight of Hand +7, Spot +7, Survival +9 (19-20), Xeno-Cultures +3, Xeno-Languages +5

Feats: Armor Proficiency (light, medium, heavy), Combat Instincts, Flawless Identity, Mingling Basics, Outdoorsman, Persuasive, The Look, Weapon Group Proficiency (handgun, hurled, melee, rifle)Attacks
Unarmed +7 1d3

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

Background:
Ishta was born on the Cordai Plains of Chulak.
She is a handmaiden of the Goa'uld System Lords and serves them loyally. Ishta was trained from a young age how to serve others and become a proper woman in full service her Lords. At the age of 12, she was taken to the temple by her father and sent from there to work as a handmaiden for the Goa'uld. Over the next few years, she worked her way up from the bottom to become one of her masters' favorite servants in all aspects.

U.S. Army Colonel Giacinta Johnson was born in Cleveland, Ohio.
She is a military brat and a career soldier. She has recently started serving with the National

Intelligence Department.
Using her skills and streetwise ability she is equal to any challenge.

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