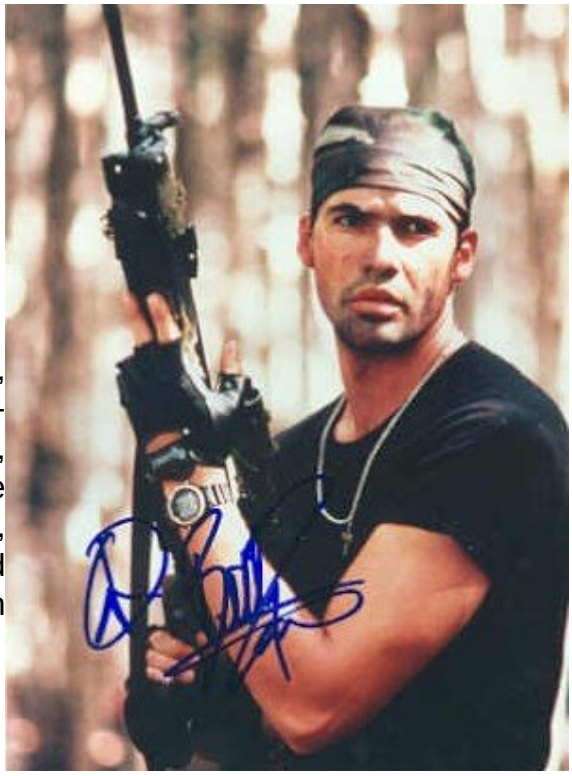
StarGate SG1 / MSgt. Richard Miller Enlisted



Name: MSgt. Richard Miller
Enlisted Air Force Recruit Soldier 10 Sniper 10 (E-7)
Init: +21 (+16 Class, +5 Dex)
Defense: 25 (+10 Class, +5 Dex)
Speed: 40 ft
WP: 12
VP: 136
Attack: +21 melee, +27 ranged
SQ: Accurate, Armor Use +2, Damage Reduction 1/-, Deadly Aim (sneak attack +2d6), Disappear, Macro-Specialty (Cultures, Electronics, Escape Artist, Hide, Listen, Mechanics and Pilot as class skills, +6 Reflex save bonus), Magic Touch +2, Million Dollar Skill, One Shot, Portable Cover (1/4 Cover), Precise, Reposition (Increased Speed, Mobility, Run), Surprise Shot, Weapon Specialization (Rifles, SMGs)
SV: Fort +9, Ref +21, Will +12
SZ: M

Abilities: Str: 12, Dex: 20, Con: 12, Int: 16, Wis: 14, Chr: 10

Skills: Balance +10, Bluff +5, Climb +10, Concentration +10, Cultures +5, Demolitions +5, Disguise +3, Driver +6, Electronics +10, Escape Artist +10, First Aid +4, Hide +28 (18-20), Intimidate +4/+3, Jump +5, Listen +20 (17-20), Mechanics +10, Move Silently +28 (18-20), Open Locks +15, Pilot +6, Search +25 (17-20), Spot +25 (17-20), Survival +10, Swim +5, Tumble +10

Feats: Advanced Skill Mastery (Alertness), Advanced Skill Mastery (Stealthy), Alertness, Armor Proficiency (light, medium, heavy), Bullseye, Extreme Range, Far Shot, Grand Skill Mastery (Alertness), Increased Precision, Increased Speed, Marksman, Master Sniper, Mobility, Perfect Stance, Point Blank Shot, Precise Shot, Run, Sharp-Shooting, Sniper, Stealthy, Track, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical)Attacks
FN P90 +26 1d10+3
Glock 17 +27 1d10+1
H&K PSG-1* +27 4d4+4
Kalashnikov AK-107 +27 3d6+3
Unarmed +21 1d3+1

Gear: SG Team Bundle, Trail Leader Bundle, Rifle with Whisper-Lock & Suppressed, Day/Night Weapon Sight, other bundles as needed (by mission).
* with the Double Trigger modification.

Background:
U.S. Air Force Master Sergeant Richard Miller was born in Chicago, Illinois.

He attended Westwood College in Chicago, Illinois and studied mechanics.
He enlisted in the Air Force Security Force, members perform the military police function within the Air Force.
He is a highly trained marksman and an expert in all weapons.
He went through the Army Sniper School at Fort Benning, Georgia. He also went through the Air National Guard-run counter-sniper school at Camp Joseph T. Robinson, Arkansas. But it's the five-week course at the elite Army school that makes him valuable to any group. He learned advanced marksmanship skills, to measure wind effects and estimate the range to targets. He also learned to detect, track and stalk targets, counter-stalking and camouflage. And he learned to select sites for, and set up, forward-listening and observation posts, also mastering how to stay undetected in them.
Blending in with the countryside. That's what MSgt. Richard Miller does when he dons his camouflaged Ghillie suit and turns sniper.
He has had previous mission assignments with the CIA, some in South America, but like most of his file they are highly classified.
He likes the Kalashnikov AK-107, sometimes taking it instead of, or as well as a standard issue FN P90. If he feels the need, he will take a sniper rifle and often does. He is a highly skilled operative, who is sometimes sent into the field alone or to cover SG teams.

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