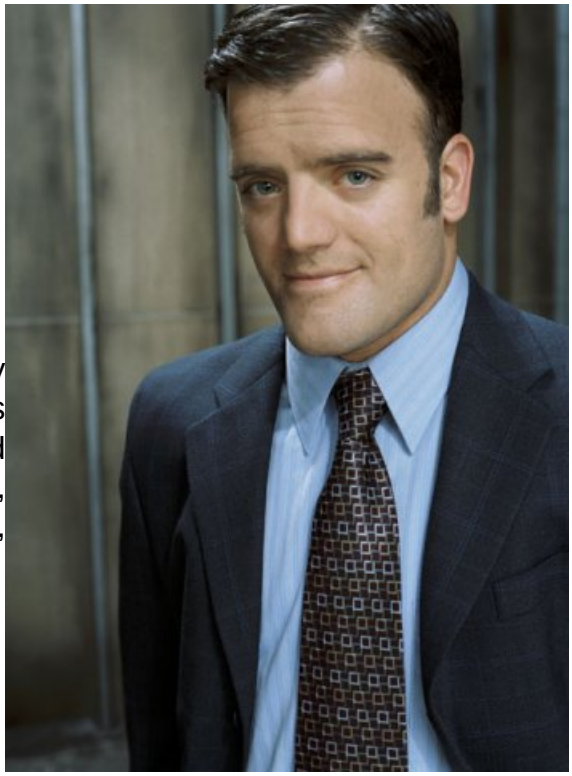
StarGate SG1 / Marshall Flinkman, PhD Civili



Name: Marshall Flinkman, PhD
Civilian Specialist Scientist 9 (Grade 4)
Init: +4 (+4 Class)
Defense: 17 (+7 Class)
Speed: 30 ft
WP: 12
VP: 50
Attack: +4 melee, +4 ranged
SQ: Brilliant +2, Improvise +5, Learned, Macro-Specialty (Knowledge (Chemistry), Knowledge (Physics) as class skills, May take 10 with Knowledge (Chemistry) and Knowledge (Physics), +3 bonus with education checks), PhD (Computers), Professor, Research (Grease Monkey, False Start)
SV: Fort +4, Ref +3, Will +8
SZ: M

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

Skills: Computers +27 (18-20), Concentration +10 (19-20), Craft (Electronics) +17, Cryptology +20 (18-20), Demolitions +17, Driver +5, Electronics +20 (18-20), First Aid +3, Forgery +17, Knowledge (Chemistry) +13 (19-20), Knowledge (Physics) +19 (19-20), Listen +5, Mechanics +20 (18-20), Search +17, Sense Motive +5, Spot +14, Surveillance +14, Survival +3, Xeno-Languages (Ewok) +6

Feats: Advanced Skill Mastery (Grease Monkey), Advanced Skill Mastery (Mathematical Genius), Armor Proficiency (light), Electronic Warfare Basics, False Start (Grease Monkey), False Start (Mathematical Genius), Grease Monkey, Mathematical Genius, Scholarly, Weapon Group Proficiency (handgun, melee) Attacks
Unarmed +4 1d3

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

Background:
Civilian specialist Marshall J. Flinkman was born in Los Angeles, California.
He attended Cal Tech in Pasadena, California, while there he learned some Spanish.
He gained his PhD in Robot Physics.
Marshall Flinkman has a photographic memory, which helps him in research.
Marshall meets Carrie Bowman an agent for the NSA while working on an assignment and started a relationship.
With the birth of his baby Mitchell, Marshall has taken an interest in medical matters to help keep a paranoid eye on his son.
He was with the CIA as a technical specialist, before his transfer to the Stargate Project.

He is the head of research and development for the new off-world base and an expert in computers and electronics.
His current assignment is to conduct research and analysis of alien devices and provide technical information for the teams at the SGA.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by K, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.