StarGate SG1 / Lieutenant Colonel John Shep



Name: Lieutenant Colonel John Sheppard
Air Force Officer Wheelman 5 Soldier 6 Ace 2 (O-4)
Init: +12 (+9 Class, +3 Dex)
Defense: 19 (+6 Class, +3 Dex)
Speed: 30 ft
WP: 14
VP: 110
Attack: +15 melee, +16 ranged
SQ: Acurate, Armor Use +1, Aviator (basic), Battle Born, Custom Ride, Custom Rider (5 RP), Damage Reduction 1/-, Daredevil, Familiarity +1, Fancy Flying (Hardness), Kick Start 1/session, Macro-Specialty (Bluff, Bureaucracy, Diplomacy, Knowledge, Listen and Pilot as class skills, +4 Bureaucracy and Pilot skills), Taking Wing, Weapon Specialization (SMGs)
SV: Fort +6, Ref +12, Will +10
SZ: M

Abilities: Str: 14, Dex: 16, Con: 14, Int: 14, Wis: 14, Chr: 13

Skills: Balance +5, Bluff +8 (19-20), Boating +4 (19-20), Bureaucracy +9, Climb +6, Concentration +7, Demolitions +10, Diplomacy +11 (19-20), Driver +4 (19-20), Electronics +3, First Aid +3, Intimidate +11/+10 (19-20), Jump +6, Knowledge (Aircraft) +9 (19-20), Knowledge (Mathematics) +7, Knowledge (Military History) +6, Listen +6, Mechanic +3, Pilot +17 (19-20), Profession (Military) +6, Sport (Skydiving) +7, Spot +14 (19-20), Survival +9, Tumble +8

Feats: Armor Proficiency (light, medium, heavy), Coolness Under Fire, Firm Hand, Hard Core, Perfect Stance, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Speed Demon, Speed Trigger, Unconventional, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical), Wind RiderAttacks
Beretta Model 92FS +16 1d10+1
FN P90 +15 1d10+3
Unarmed +15 1d3+2

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

Background:
U.S. Air Force Lieutenant Colonel and a highly skilled pilot with a checkered past, John Sheppard is in command of the flagship reconnaissance team from Earth’s Atlantis base. He travelled to the Pegasus Galaxy with the Atlantis expedition under the command of Dr. Elizabeth Weir, and became the base’s ranking military officer following the death of Colonel Marshall Sumner at the hands of the Wraith. He leads the base's flagship reconnaissance team in exploring other worlds through the Stargate.

While still a Major Sheppard was based at McMurdo Air Force Base possibly due to the black mark on his record and preferred the quiet of the Antarctic. He was assigned to fly General Jack O'Neill to the remains of the Ancient outpost to oversee the research team's latest developments. There he discovered that he possesses the rare gene that allows him to use Ancient technology and unlike most others who possess the gene, he is a natural at it. Weir implored O'Neill to allow Sheppard to be a part of her team despite his record, tarnished for disobeying orders to save two team-mates in Afghanistan.

Once in the Pegasus Galaxy Sheppard was sent on a mission to planet Athos in the hopes of recovering additional ZPMs to power the sunken city of Atlantis. He met the Athosian leader Teyla Emmagan and her people, and the two immediately hit it off. He learned of the threat of the Wraith, who had once defeated the Ancients, and witnessed a culling of the Athosians including Teyla and Sumner, his commanding officer. Sheppard returned to Atlantis with the surviving Athosians, and embarked on a daring rescue mission to recover them. He was successful, but in the process Sheppard was responsible for reawakening the entire Wraith civilization when he killed the Wraith Keeper.

Sheppard enjoys ferris wheels, college football, and "anything that goes faster than 200 miles per hour." He is kind and generous, and not afraid to voice his opinions, particularly when the end result is in the best interests of a needy team-mate.

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.