StarGate SG1 / Dr. Carson Beckett, M.D. Civil



Name: Dr. Carson Beckett, M.D.
Civilian Specialist Scientist 7 Field Medic 2 (Grade 5)
Init: +5 (+4 Class, +1 Dex)
Defense: 18 (+7 Class, +1 Dex)
Speed: 30 ft
WP: 13
VP: 51
Attack: +4 melee, +4 ranged
SQ: Angel, Brilliant +1, Buddy Care, Field Medicine (first aid kit), Improvise +4, Learned, Macro-Specialty (Knowledge (Biology) and Knowledge (Medicine), as class skills, May take 10 with Knowledge (Biology) and Knowledge (Medicine), +2 bonus with education checks), PhD (Knowledge (Medicine)), Professor, Research (False Start)
SV: Fort +5, Ref +6, Will +10
SZ: M

Abilities: Str: 10, Dex: 12, Con: 13, Int: 18, Wis: 14, Chr: 14

Skills: Computers +6, Concentration +17, Cultures +8 (18-20), Diplomacy +7, Driver +5, Electronics +6, First Aid +17 (18-20), Knowledge (Biology) +19 (18-20), Knowledge (Chemistry) +19 (18-20), Knowledge (Genetics) +19 (18-20), Knowledge (Medicine) +27 (18-20), Languages +8 (18-20), Listen +10, Mechanics +5, Pilot +5, Profession (Doctor) +14, Search +10, Sense Motive +5, Spot +10, Survival +8, Swim +5, Xeno-Languages +7

Feats: Advanced Skill Mastery (Scholarly), Advanced Skill Mastery (World Traveler), Armor Proficiency (light, medium), Bandage, Charmer, False Start (Scholarly), Scholarly, Weapon Group Proficiency (handgun, melee), World Traveler Attacks
Unarmed +3 1d3

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

Background:
Doctor Carson Beckett is the Atlantis team's biologist and Chief Medical Doctor in the Pegasus Galaxy.
Beckett was originally assigned as a representative from Scotland to the Ancient outpost in the Antarctic, where it was discovered that he possessed a rare gene from the Ancients that allows him to use their technology. In fact, it was Beckett who discovered the gene necessary to operate many Ancient devices.
The lovable Scottish physician has a witty sense of humor and his ability to activate 'Ancient' technology frequently lands him in compromising situations.

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