StarGate SG1 / Lieutenant Colonel Simon Bar



Name: Lieutenant Colonel Simon Barker
Air Force Officer Pointman 3 (O-5)
Init: +5 (+2 Class, +2 Dex, +1 Knowledge (Military History))
Defense: 14 (+2 Class, +2 Dex)
Speed: 30 ft
WP: 10
VP: 21
Attack: +3 melee, +5 ranged
SQ: Assistance (1/2 time), Generous, Lead 1/session, Macro-Specialty (Gather Information, Hide and Pilot as class skills, +2 Bureaucracy and Pilot skills), Tactics 1/session, Versatility 7 (Intimidate, Move Silently, Search, Spot, Xeno-Cultures, Xeno-Languages)
SV: Fort +2, Ref +4, Will +5
SZ: M

Abilities: Str: 10, Dex: 14, Con: 10, Int: 17, Wis: 14, Chr: 14

Skills: Bluff +6 (19-20), Bureaucracy +7, Diplomacy +10 (19-20), First Aid +4, Gather Information +6, Hide +5, Intimidate +6/+8 (19-20), Knowledge (Goa'uld) +5, Knowledge (Military History) +8, Move Silently +4, Pilot +3, Search +6, Sense Motive +5, Spot +5, Xeno-Cultures +5, Xeno-Languages (Ancient, Goa'uld) +7

Feats: Armor Proficiency (light, medium), Expertise, Hard Core, Persuasive, Weapon Group Proficiency (handgun, melee, rifle)Attacks
Beretta Model 92FS +5 1d10+1
FN P90 +4 1d10+1
Unarmed +3 1d3

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

Background:
U.S. Air Force Lieutenant Colonel Simon Barker.
He is the commander for SG-Alpha team and an expert in many different fields.

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