

## StarGate SG1 / Sgt. Tom Highway Enl

Name: Sgt. Tom Highway  
Enlisted Marine Soldier 4 (E-6)  
Init: +3 (+1 Class, +2 Dex)  
Defense: 14 (+2 Class, +2 Dex)  
Speed: 30 ft  
WP: 16  
VP: 49  
Attack: +5 melee, +6 ranged  
SQ: Accurate, Armor Use +1, Damage Reduction 1/-, Macro-Specialty (+1 WP, +4 VP)  
SV: Fort +4, Ref +4, Will +7  
SZ: M



Abilities: Str: 13, Dex: 15, Con: 14, Int: 10, Wis: 14, Chr: 10

4Skills: Balance +5, Climb +9, Concentration +10, Demolitions +4, Driver +5, First Aid +3, Jump +7, Spot +10, Survival +5, Swim +3, Tumble +5

Feats: Armor Proficiency (light, medium, heavy), Endurance, Iron Will, Machine Gun Basics, Perfect Stance, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical) Attacks  
Beretta Model 92FS +4 1d10+1  
FN P90 +3 1d10+1  
Unarmed +2 1d3+1

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

### Background:

U.S. Marine Sergeant Tom Highway was born in San Francisco, California, USA.

His endurance and dedication and skill with machineguns and tactical weapons enabled him to quickly join one of Stargate Command's teams.

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](#).