StarGate SG1 / TSgt. John Grimes Enlisted A



Name: TSgt. John Grimes
Enlisted Army Ranger Soldier 7 (E-6)
Init: +9 (+6 Class, +3 Dex)
Defense: 15 (+2 Armor, +3 Dex) (+3 Class)
Speed: 30 ft
WP: 14
VP: 62
Attack: +8 melee, +10 ranged
SQ: Accurate, Armor Use +1, Damage Reduction 1/-, Macro-Specialty (+2 to Move Silently and Survival, +2 to damage rolls using ready action), Weapon Specialization (Rifles)
SV: Fort +6, Ref +5, Will +6
SZ: M

Abilities: Str: 12, Dex: 16, Con: 14, Int: 12, Wis: 12, Chr: 10

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

Feats: Armor Proficiency (light, medium, heavy), Combat Instincts, Controlled Burst, Controlled Strafe, Coolness Under Fire, Machine Gun Basics, Point Blank Shot, Rapid Shot, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical)Attacks
Colt M16A3 +10 4d4+2
Colt M203 +9 By Grenade Type
FN P90 +9 1d10+1
Unarmed +8 1d3+1

Gear: SG Team Bundle, Kevlar Vest (DM +1, DR 4, ACP -1), other bundles as needed (by mission).

Background:
U.S. Army Ranger Technical Sergeant John Grimes was born in Chicago, Illinois.
He originally joined the armed forces so he could to later go to college.
He enlisted in the Army Rangers, where he served abroad before coming to the SGC.
He is a skilled soldier with a Colt M16A3 or any rifle, though he is starting to like the SGC standard issue FN P90.

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