StarGate SG1 / Ull Asgard Protected Planets



Name: Ull
Asgard Protected Planets Enforcer Explorer 4 Scout 3 Valkyrie 3 (O-5)
Init: +15 (+8 Class, +4 Dex, +3 Specialty)
Defense: 13 (+6 Class, +4 Dex, +1 Size, +2 Natural Armor)
Speed: 30 ft
WP: 12
VP: 64
Attack: +9 melee, +13 ranged
SQ: All Over the World, Bookworm (1/2 time), Bushmaster (Forest Training), Direction Sense +3, Favored Foe (Jaffa), Macro-Specialty (+5 to education checks, +3 to Initiative, Small (+1 to Defense, +1 to attack rolls, +4 to Hide checks all included)), Rough Living +2, Stalker, Thunderstrike, Trailblazer, Uncanny Dodge (Dex Bonus), Weapon Specialization (Zat'nik'tel)
SV: Fort +7, Ref +11, Will +8
SZ: S

Abilities: Str: 10, Dex: 18, Con: 12, Int: 14, Wis: 16, Chr: 12

Skills: Balance +9, Bluff +6, Climb +5, Computers +7, Concentration +10, Cryptography +7, Cultures +8 (19-20), Gather Information +6, Hide +15, Knowledge (Goa'uld) +7, Knowledge (Tactics) +10, Listen +8, Move Silently +15, Pilot +9, Search +7, Sense Motive +8, Spot +13, Survival +8

Feats: Armor Proficiency (light, medium, heavy), Far Shot, Forest Training, Goa'uld Hunter, Increased Speed, Perfect Stance, Point Blank Shot, Run, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle), World TravelerAttacks
Unarmed +9 1d3
Zat'nik'tel +13 3d6+2

Gear: Zat'nik'tel.

Background:
Ull was the god of winter, death, skiing, the chase, overall combat, archery, hunting and trapping, and snowshoes.
Asgard Protected Planets Enforcer.
Ull is different to the other Asgard as he is more physical and he often appears to be slightly less intellectual.
He is soft spoken and articulate like all the Asgard.

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