StarGate SG1 / Varia Near-Human Primitive S



Name: Varia
Near-Human Primitive Society Soldier 6 Scout 1 (E-6)
Init: +8 (+6 Class, +2 Dex)
Defense: 14 (+2 Armor, +2 Dex) (+2 Class)
Speed: 30 ft
WP: 16
VP: 61
Attack: +8 melee, +8 ranged
SQ: Accurate, Armor Use +1, Damage Reduction 1/-, Macro-Specialty (+2 WP, +2 to Jump and Survival checks), Stalker, Weapon Specialization (Sword)
SV: Fort +7, Ref +5, Will +7
SZ: M

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

54+8Skills: Balance +4, Climb +5, Concentration +5, Driver +4, Escape Artist +4, First Aid +1, Hide +5, Intimidate +3/+3, Jump +2, Listen +2, Move Silently +5, Search +5, Spot +5, Survival +5 (19-20), Swim +3, Tumble +5

Feats: Ambidexterity (Paired Weapon), Armor Proficiency (light, medium, heavy), Cleave, Cleaving Charge, Combat Instincts, Great Cleave, Improved Two-Weapon Fighting, Jungle Training, Mobility, Outdoorsman, Paired Weapon Basics*, Paired Weapon Mastery*, Power Attack, Two-Weapon Fighting (Paired Weapon), Weapon Group Proficiency (hurled, melee), Weapon Specialization (Short Sword) Attacks
Short Sword +8 1d6+5
Short Sword +8 1d6+5
Unarmed +8 1d3+2

Gear: SG Team Bundle, 2xShort Swords, Undercover Vest (DM +1, DR 2, ACP -1), other bundles as needed (by mission).

* This Paired Weapon Basics & Mastery feats are from the Shadowforce Archer Pan-Asian Collective page 48.

Background:
Varia's people were brought to the planet by the Goa'uld System Lord, Artemis.
In recent years the numbers of all the tribes of Varia's people have decreased.

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