

StarGate SG1 / Major Karen Emma Walden

Name: Major Karen Emma Walden
Air Force Officer Wheelman 5 Ace 1 (O-4)
Init: +7 (+4 Class, +3 Dex)
Defense: 16 (+3 Class, +3 Dex)
Speed: 30 ft
WP: 12
VP: 47
Attack: +7 melee, +9 ranged
SQ: Aviator (basic), Battle Born, Custom Ride, Custom Rider (5 RP), Daredevil, Familiarity +1, Kick Start 1/session, Lucky, Macro-Specialty (Concentration, Knowledge, Listen and Pilot as class skills, +2 Bureaucracy and Pilot skills), Taking Wing
SV: Fort +2, Ref +9, Will +4
SZ: M



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

Skills: Balance +8, Boating +10 (19-20), Concentration +7, Driver +10 (19-20), Intimidate +5/+4, Jump +6, Knowledge (Aircraft) +10 (19-20), Listen +7, Mechanic +10, Pilot +18 (19-20), Search +11, Sport (Skydiving) +8, Spot +12 (19-20), Surveillance +4, Survival +4

Feats: Armor Proficiency (light, medium), Coolness Under Fire, Firm Hand, Hard Core, Point Blank Shot, Speed Demon, Weapon Group Proficiency (handgun, melee, rifle, tactical), Wind Rider Attacks

Beretta Model 92FS +9 1d10+1

FN P90 +8 1d10+1

Unarmed +7 1d3+1

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

Background:

U.S. Air Force Major Karen Emma Walden was born in Fairfield, Connecticut.

She attended New York University.

She enlisted to be an officer in the Air Force.

She is a highly trained pilot and an expert in all vehicles.

She went through training from the rotary-wing courses to advanced courses in aviation safety at Fort Rucker, Alabama.

Captain Karen Walden, was a pilot of a rescue copter in Desert Storm. She made a spectacular rescue of a downed helicopter crew, then held her own crew together to fight off the Iraqis after her copter crashed. Shortly after this she was promoted to Major and later assigned to work on the Stargate Program.

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