StarGate SG1 / Sgt. Brenda Mitchell Army Tec



Name: Sgt. Brenda Mitchell
Army Technician Soldier 10 (E-5)
Init: +13 (+8 Class, +2 Dex, +3 Specialty)
Defense: 17 (+5 Armor, +2 Dex) (+4 Class)
Speed: 30 ft
WP: 14
VP: 84
Attack: +9 melee, +11 ranged
SQ: Accurate, Armor Use +2, Damage Reduction 1/-, Encouragement, Lead the Charge (damage), Macro-Specialty (+3 to damage rolls using ready action, +3 Electronics and Survival), Tactics 1/session (+2 bonus), Weapon Specialization (SMG)
SV: Fort +8, Ref +6, Will +11
SZ: M

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

Skills: Bluff +9 (19-20), Bureaucracy +9, Climb +6, Concentration +5, Cultures +3, Demolitions +11, Diplomacy +12 (19-20), Driver +8, First Aid +3, Innuendo +3, Intimidate +8/+10 (19-20), Jump +6, Knowledge (Military History) +8, Profession (Military) +5, Sense Motive +5, Spot +14, Survival +10, Tumble +8

Feats: Armor Proficiency (light, medium, heavy), Electronic Warfare Basics, Hard Core, Perfect Stance, Persuasive, Point Blank Shot, Precise Shot, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical)Attacks
Beretta Model 92FS +11 1d10+1
FN P90 +10 1d10+3
Unarmed +9 1d3

Gear: SG Team Bundle, Kevlar Vest with Insert and Ballistic Helmet (DM +3, DR 5, ACP -3), other bundles as needed (by mission).

Background:
U.S. Army Sgt. Brenda Mitchell was born in Hennessey, Oklahoma, USA.
She attended Fordham University in New York City.
She has served as a mechanic during the Iraq conflict.
Her assignment to the Stargate programme is only a recent accomplishment.

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