

Name: Col. L. Ferretti

Air Force Officer Pointman 6 Officer 2 (O-6)

Init: +5 (+4 Class, +1 Dex)

Defense: 14 (+3 Class, +1 Dex)

Speed: 30 ft

WP: 14

VP: 61

Attack: +5 melee, +6 ranged

SQ: Assistance (1/2 time), Cross-class Ability (Point Blank Shot), Encouragement, Generous, Lead 2/session, Lead the Charge (damage), Macro-Specialty (Climb, Concentration, Demolitions, Jump and Pilot as class skills, +3 Bureaucracy and Pilot), Tactics 2/session (+2 bonus), Versatility 8 (Gather Information, Hide, Intimidate, Move Silently, Search, Spot, Surveillance, Tumble)

SV: Fort +7, Ref +6, Will +10

SZ: M



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

Skills: Bluff +14 (19-20), Bureaucracy +14, Climb +2, Concentration +9, Cultures +7, Demolitions +6, Diplomacy +14 (19-20), First Aid +3, Gather Information +12, Hide +5, Intimidate +8/+10 (19-20), Jump +2, Knowledge (Military History) +5, Move Silently +5, Pilot +6, Profession (Military) +6, Search +5, Sense Motive +9, Spot +5, Surveillance +5, Survival +5, Tumble +3

Feats: Armor Proficiency (light, medium), Command Decision, Hard Core, Persuasive, Political Favors, Point Blank Shot, Weapon Group Proficiency (handgun, melee, rifle) Attacks

Unarmed +5 1d3

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

Background:

U.S. Air Force Col. Louis Ferretti was born in Albuquerque, New Mexico.

One of the original team to go to Abydos, who confronted and destroyed the Goa'uld System Lord Ra. When the Stargate was opened by Dr. Daniel Jackson in 1996.

He survived the Abydos mission and returned a year later to uncover a new Goa'uld threat led by Apophis. In the process he suffered severe injuries, but survived to deliver the gate coordinates that would allow SG-1 and SG-2 access to the world of Chulak.

His experiences on Abydos and the years between have changed him into a mature, confident and

responsible officer.

Air Force Col. Louis Ferretti, former commander of SG-2. Now promoted and in command of the new off-world base, Alpha Base.

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