



StarGate SG1 / Ronon Dex Specialist AI

Name: Ronon Dex

Specialist Air Force Recruit Soldier 9 (Grade 4)

Init: +10 (+6 Class, +4 Dex)

Defense: 17 (+3 Class, +4 Dex)

Speed: 30 ft

WP: 14

VP: 69

Attack: +13 melee, +13 ranged

SQ: Accurate, Armor Use +2, Damage Reduction 1/-, Macro-Specialty (Escape Artist, Hide, Listen and Search as class skills, +3 Reflex save bonus), Weapon Specialization (Pistols, Swords)

SV: Fort +6, Ref +10, Will +8

SZ: M

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

6Skills: Balance +5, Climb +5, Concentration +5, Demolitions +5, Driver +, Escape Artist +5, First Aid +1, Hide +5, Intimidate +/+, Jump +5, Listen +5, Move Silently +5, Search +5, Sleight of Hand +, Spot +5, Survival +5, Tumble +5

Feats: Armor Proficiency (light, medium, heavy), Cleave, Combat Instincts, Coolness Under Fire, Great Cleave, Martial Arts, Point Blank Shot, Power Attack, Rapid Shot, Speed Trigger, Weapon Group Proficiency (handgun, hurled, melee, rifle, tactical) Attacks

Blaster Pistol +13 3d6+2*

Blaster Rifle +13 3d8

FN P90 +12 1d10+1

Sword +13 1d8+7

Unarmed +13 1d6+5

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

* Ronon's blaster pistol can either do normal damage or subdual with a stun effect exactly the same as a Zat'nik'tel.

Background:

Ronon Dex was once a soldier on the planet Sateda.

A human native to the Pegasus Galaxy who fought the Wraith in defense of his planet, Ronon Dex was captured, tortured and then released to become a "runner," the target of a Wraith hunting ritual. He has evaded capture for seven years.

Ronon has a physical presence to be reckoned with. His "kill first – ask questions later" approach to interstellar negotiations brings an explosive and foreboding element to the team and their volatile off-

world excursions.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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