

# STARGATE

UNISYSTEM CHARACTER SHEET



LIFE POINTS 41  
 DRAMA POINTS 10  
 EXPERIENCE POINTS \_\_\_\_\_



CHARACTER NAME Cameron Mitchell  
 CHARACTER TYPE The new leader of SG-1  
 DESCRIPTION Season Nine Hero

## ATTRIBUTES

|              |          |              |          |
|--------------|----------|--------------|----------|
| STRENGTH     | <u>3</u> | INTELLIGENCE | <u>3</u> |
| DEXTERITY    | <u>4</u> | PERCEPTION   | <u>4</u> |
| CONSTITUTION | <u>4</u> | WILLPOWER    | <u>6</u> |

## QUALITIES

|                          |                       |
|--------------------------|-----------------------|
| Attractiveness + 3       | Fast Reaction Time    |
| Hard to Kill 1           | Military Officer      |
| Military Rank 6 (Lt Col) | Situational Awareness |
| SGC Training             | Soldier               |

## SKILLS

|              |          |           |          |
|--------------|----------|-----------|----------|
| ART          | _____    | MEDICINE  | _____    |
| ATHLETICS    | <u>3</u> | MELEE     | <u>3</u> |
| COMPUTERS    | <u>1</u> | MYTHOLOGY | _____    |
| DEMOLITIONS  | <u>2</u> | NOTICE    | <u>4</u> |
| DRIVE        | <u>1</u> | PILOT     | <u>6</u> |
| EDUCATION    | <u>3</u> | REPAIR    | <u>1</u> |
| HAND-TO-HAND | <u>3</u> | SCIENCES  | _____    |
| INFLUENCE    | <u>5</u> | STARGATE  | <u>2</u> |
| LANGUAGES    | _____    | STEALTH   | <u>4</u> |
| MARKSMANSHIP | <u>5</u> | WILD CARD | _____    |

## DRAWBACKS

|                       |                        |
|-----------------------|------------------------|
| Adversary (Tons) 5    | Clown                  |
| Honorable (Major)     | Obligation (US; Total) |
| Obligation (Team; Mj) | Secret (Stargate)      |

## USEFUL INFORMATION

INITIATIVE (D10+DEX) \_\_\_\_\_  
 PERCEPTION (D10+PER+NOTICE) \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT MANEUVERS

| Type    | Atk      | Dmg       | Notes                |
|---------|----------|-----------|----------------------|
| P90     | <u>9</u> | <u>16</u> | Bullet; Auto-fire    |
| Zat Gun | <u>9</u> | Varies    | Forces Survival Test |
| Beretta | <u>9</u> | <u>12</u> | Bullet               |
| Grenade | <u>7</u> | <u>30</u> | Kaboom               |
| Punch   | <u>7</u> | <u>6</u>  | Bashing              |
| Kick    | <u>6</u> | <u>8</u>  | Bashing              |

## NOTES

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### SUCCESS LEVELS TABLE

| ROLL TOTAL | SUCCESS LEVELS | DESCRIPTION   |
|------------|----------------|---------------|
| 9-10       | 1              | ADEQUATE      |
| 11-12      | 2              | DECENT        |
| 13-14      | 3              | GOOD          |
| 15-16      | 4              | VERY GOOD     |
| 17-20      | 5              | EXCELLENT     |
| 21-23      | 6              | EXTRAORDINARY |
| 24-26      | 7              | MIND-BOGGLING |
| 27-29      | 8              | OUTRAGEOUS    |
| 30-32      | 9              | SUPERHEROIC   |
| 33-35      | 10             | GOD-LIKE      |
| +3         | +1             |               |