

GI JOE

THE RISE OF COBRA

"DUKE"



Conrad "Duke" Hauser
Grade: Major (O-4)

Serial Number:
234-55-GI89

Conrad "Duke" Hauser is an integral member of the GI Joe team and a former Special Forces Army captain. To battle COBRA forces, he wears reactive impact armor that is flexible until hit by weapons fire, when it instantly changes to a super-protective shield.



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Characteristics



Smarts: 6
Willpower: 6
Presence: 8
Hand-Eye Coordination: 6
Reflexes: 6
Strength: 6
Body: 6
Constitution: 8
Movement: 6

Derived

STUN: 60
HITS: 60
Initiative: 12
Actions: 6
Attack: 14
Evade: 14
Education: 14
Perception: 14
Tiers: Basic Civilian: 4, Army Career: 8, Special Forces: 8, Linguistics <French/German/Han Chinese/South East Asian>: 6, Specialty <Artillery>: 8, Small Arms: 8, GI Joe: 8

Armor:

Reactive Impact Armor: 20 KD vs. Ballistics/25 KD vs. Blunt Physical
Gear: 2 Spare Clips, Wrist Communicator, Binoculars

Weapons:

Grenade: 1d10x10 Lethal Damage
Combat Knife: 1d6+STR LETHAL Damage
Automatic Rifle: 6d6 LETHAL Damage, 30 Ammo
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo



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"HAWK"



**General Clayton
Abernathy**
Grade: General (O-8)

Serial Number:
142-27-CM46

General Clayton "Hawk" Abernathy commands the GI Joe team with the skills and experience of a battle-hardened warrior. He equips his team with cutting-edge battle gear such as the air combat and reconnaissance (ACR) flight pack.



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Characteristics

Smarts: 6
Willpower: 6
Presence: 8
Hand-Eye Coordination: 6
Reflexes: 6
Strength: 6
Body: 5
Constitution: 7
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 12
Actions: 5
Attack: 14
Evade: 14
Education: 14
Perception: 14
Tiers: Basic Civilian: 4, Army Career: 8, Special Forces: 8, Specialty <Tactics>: 8, Military Officer: 8, GI Joe: 8
Gear: 2 Spare Clips, Wrist Communicator
Weapons:
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo



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"RIPCORD"



Wallace Weems
 Grade: Master Sergeant
 (E-8)
 Serial Number:
 845-99-WA76

Military pilot Wallace "Ripcord" Weems is the best friend of Conrad "Duke" Hauser. While chasing villains in Paris, he uses an accelerator suit that increases his speed and strength and has gas-propelled grappling spears and a spinning Gatling gun.



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Characteristics



Smarts: 5
 Willpower: 5
 Presence: 5
 Hand-Eye Coordination: 5
 Reflexes: 5
 Strength: 5
 Body: 5
 Constitution: 6
 Movement: 6

Derived

STUN: 50
 HITS: 50
 Initiative: 10
 Actions: 6
 Attack: 13
 Evade: 13
 Education: 13
 Perception: 13
 Tiers: Basic Civilian: 4, Army Career: 8, Special Forces: 8, Pilot Path: 8, Specialty <Aircraft>: 8, GI Joe: 8
 Gear: 2 Clips (SMG), Wrist Communicator
 Armor:

Reactive Impact Armor: 20 KD vs. Ballistics/25 KD vs.

Blunt Physical

Gear: 2 Spare Clips, Wrist Communicator,

Weapons:

Grenade: 1d10x10 Lethal Damage

Combat Knife: 1d6+STR LETHAL Damage

Automatic Rifle: 6d6 LETHAL Damage, 30 Ammo

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo



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"SNAKE-EYES"

CLASSIFIED
Grade:***CLASSIFIED**

Serial Number:
CLASSIFIED

Snake Eyes is a Ninja master and military commando who trains the G. I. Joe team in hand-to-hand combat. He received martial arts training in the Arashikage Clan and is the enemy of COBRA ninja Storm Shadow. Silent and mysterious, this skilled ninja wears a visor that conceals his face.



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Characteristics

Smarts: 4
Willpower: 8
Presence: 4
Hand-Eye Coordination: 7
Reflexes: 7
Strength: 5
Body: 7
Constitution: 7
Movement: 7

Derived

STUN: 70
HITS: 70
Initiative: 11
Actions: 7
Attack: 12 (13 for Martial Arts)
Evade: 12 (13 for Martial Arts)
Education: 9
Perception: 9 (13 for Martial Arts)
Tiers: Basic Civilian: 4, Army Career: 5, Martial Arts Career: 6, Martial Arts Expert: 6, Martial Arts: Master: 6, Special Forces: 5, Specialty <NATO Small Arms>: 5, Specialty <Warsaw Pact Small Arms>: 5, College <Holistic Medicine>: 5, GI Joe: 5
Gear: Wrist Communicator, 2 Clips (SMG)

Weapons:

Combat Knife (2): 1d6+STR LETHAL Damage
Oriental Sword: 5d6+STR Armor
Piercing LETHAL Damage
Submachine-Gun: 4d6 LETHAL
Damage, 32 Ammo



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"SCARLETT"

Shana O'Hara
Grade: Sergeant (E-5)
Serial Number:
624-29-SC34

The G.I. Joe team's intelligence specialist. Shana "Scarlett" O'Hara is also an accomplished warrior. descending from her zipline, she defends an embattled desert convoy. Her reactive impact armor protects her from weapons fire as she battles with speed and skill.



Characteristics

Smarts: 8
Willpower: 5
Presence: 5
Hand-Eye Coordination: 6
Reflexes: 6
Strength: 3
Body: 5
Constitution: 5
Movement: 6

Derived

STUN: 50
HITS: 50
Initiative: 13
Actions: 6
Attack: 11
Evade: 11
Education: 8
Perception: 8
Tiers: Basic Civilian: 4, Martial Arts Career: 5, Army Career: 5, Special Forces: 5, Specialty <Sniper>: 5, Specialty <Crossbow>: 5, Specialty <Military Intelligence>: 5, GI Joe: 5
Gear: 2 Clips, 6 Arrows, Wrist Communicator
Weapons:

Combat Knife: 1d6+STR LETHAL Damage
15P Laser-Guided Solid Alloy Compound Crossbow
with Scope: 1d10x10 Armor Piercing LETHAL
Damage, 50 RNG, 10 Ammo
-Also contains digital recorder which can be
used for 'smart' targeting.

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"HEAVY DUTY"

Hershel Dalton
Grade: Sergeant (E-5)
Serial Number:
807-46-LM65

Heavy Duty supports the G.I. Joe team with his tactical expertise and muscular might. Already a formidable fighter, he becomes even more powerful when he wears advanced body armor that is light and flexible yet easily deflects weapons fire.



For Official Identification ONLY



Characteristics

Smarts: 3
Willpower: 5
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 9
Body: 9
Constitution: 9
Movement: 4

Derived

STUN: 90
HITS: 90
Initiative: 8
Actions: 5
Attack: 10
Evade: 10
Education: 8
Perception: 8
Tiers: Basic Civilian: 4, Army Career Path: 5, Specialty <Cook>: 5, Specialty <.50 Cal. Machine Gun>: 5, Specialty <Warsaw Pact Heavy Machine Guns>: 5, GI Joe: 5
Gear: Ammo Belt (100 Rounds), Wrist Communicator
Armor:

Reactive Impact Armor: 20 KD vs. Ballistics/25 KD vs. Blunt

Physical

Weapons:

Mini-Gun: 7d6+25 LETHAL Damage, 30

Ammo

Automatic Pistol: 3d6 LETHAL Damage,
10 Ammo



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"BREAKER"



Abel Shaz
Grade: Corporal (E-4)

Serial Number:
757-79-AR35

Abel "Breaker" Shaz is a communications specialist for the G.I. Joe team who applies his innovative thinking to technological problems. In other words, he's a supremely gifted hacker who can manipulate the digital and electronic worlds to achieve the desired results.



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Characteristics



Smarts: 8
Willpower: 5
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 4
Body: 5
Constitution: 5
Movement: 4

Derived

STUN: 50
HITS: 50
Initiative: 10
Actions: 6
Attack: 10
Evade: 10
Education: 10 (16 for all computer, hacking and electronics rolls)
Perception: 10
Tiers: Basic Civilian: 4, Army Career: 4, Special Forces: 4, College <Electronics>: 8, College <Computers>: 8, Specialty <Military Intelligence>: 4, Specialty <Hacking>: 8, GI Joe: 4

Armor:

Reactive Impact Armor: 20 KD vs. Ballistics/25 KD vs. Blunt Physical



Gear: 2 Spare Clips, Wrist Communicator, Cerebral Scanner (Scans memory patterns of the recently deceased), Smart-Link Eye-Piece (Offers direct link to GI Joe mainframe), Portable Data-Pad

Weapons:

Automatic Rifle: 6d6 LETHAL Damage, 30 Ammo

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