



Jay Libby Presents:

GI JOE
THE RPG

Joe Files #2

Mountain Trooper

Code Name: Alpine



File Name: Pine, Albert M. SN: 237-51-3844
 Primary Military Specialty: Mountain Trooper
 Secondary Military Specialty: Finance Clerk
 Place of Birth: Minidoka, Idaho
 Grade: E-4

From the middle of the flat Snake River Plain where Alpine was born he could see the mountains on the horizon in almost every direction like a physical barrier between him and the world he wanted. He took up mountain climbing during college and continued as a recreational climber during his brief tenure as an accountant for a large publishing firm. The GI Joe team gave Alpine the most hazardous of all conditions: With COBRA shooting at him!
 Graduated Ranger School, Fort Benning. Qualified Expert: M-16, M-14, M-60, M1911A1

“Every time Alpine scales a sheer cliff face piton by piton, overcoming granite and gravity with muscle and persistence, he is symbolically climbing out of the quagmire of his past. That’s why we send him up first on vertical assaults. He doesn’t take to being knocked down too easily.”

Characteristics

Smarts: 3
 Willpower: 4
 Presence: 3
 Hand-Eye Coordination: 4
 Reflexes: 4
 Strength: 5
 Body: 5
 Constitution: 5
 Movement: 4
Derived
 STUN: 50
 HITS: 50
 Initiative: 7
 Actions: 4
 Attack: 8 (10 for Climbing related Actions)
 Evade: 8
 Education: 7
 Perception: 7
 Tiers: Basic Civilian: 4, Army Career: 4, College
 <Accounting>: 4, Specialty <Mountaineering>: 6,
 GI Joe: 4

EQUIPMENT

Gear: 2 Clips (SMG), 200 Feet of Rope, Grappling Hook, Backpack (w/ Survival and Climbing Gear)
 Weapons:
 Pick Axe: 3d6+STR LETHAL Damage
 Grappling Rifle: 3d6 STUN Damage (Used for climbing)
 Light Submachine Gun: 3d6 LETHAL Damage, 20 Ammo

MARINE

Code Name: Leatherneck



File Name: Metzger, Wendell A. SN: RA 368-10-0025

Primary Military Specialty: Infantry

Secondary Military Specialty: Drill Sergeant

Birthplace: Stromsburg, Nebraska

Grade: Gunnery Sergeant (E-7)

Leatherneck was the hardest gunny that ever slogged through the mud of Camp Lejeune. Before that, he was the roughest tech sergeant of the 1st Recon Battalion in Viet Nam. Before THAT, he was the meanest corporal in Gitmo. Civilian badness just doesn't count.

"He is uncouth, opinionated and overbearing. And he has no patience at all with the indecisive, the lazy and the dishonest. Not a man you can like, but one you can trust."

Characteristics

Smarts: 3

Willpower: 6

Presence: 6

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 6

Body: 6

Constitution: 6

Movement: 5

Derived

STUN: 60

HITS: 60

Initiative: 8

Actions: 5

Attack: 12

Evade: 12

Education: 10

Perception: 10

Tiers: Basic Civilian: 4, Marine Career: 7, Special

Forces <Recon>: 7, GI Joe: 7

EQUIPMENT

Gear: 2 Clips (Assault Rifle), 5 Rifle Grenades, Backpack (w/ Survival Gear)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Grenade (2): 1d10x10 LETHAL Damage

Assault Rifle: 7d7 LETHAL Damage, 30 Ammo

w/ Grenade Launcher: 1d10x10 LETHAL Damage

TOMOHAWK PILOT

Code Name: Lift-Ticket



File Name: Sikorski, Victor W. SN: 675-51-5671
 Primary Military Specialty: Rotary Wing Aircraft Pilot
 Secondary Military Specialty: Fixed Wing Aircraft
 Birthplace: Lawton, Oklahoma
 Grade: WO-2

Lift-Ticket was one of those guys who joined the Army to get out of his hometown. The big difference with Lift-Ticket is that he scored so high on the aptitude test, that he qualified for West Point Prep, OCS (Officer Candidate School) and Flight Warrant Officer School. Nobody in Lawton ever suspected he was smart. Apparently, neither did Lift-Ticket, since he opted for Flight Warrant School over the others, thinking that it was the only one that offered training applicable to civilian employment.

“Getting into a target area is comparatively easy—you wait until dark and get sneaky. Now, getting out after some caps have been popped and a can o’-firefight’s been opened; well, that’s another story. All you can do is squat on the LZ (Landing Zone) and hope that whoever’s driving the extraction chopper is skillful, persistent, lucky and bulletproof. Lift-Ticket satisfies the first three requirements...and he’s working on the fourth!”

Characteristics

Smarts: 5
 Willpower: 6
 Presence: 3
 Hand-Eye Coordination: 4
 Reflexes: 4
 Strength: 4
 Body: 4
 Constitution: 4
 Movement: 4
Derived
 STUN: 40
 HITS: 40
 Initiative: 9
 Actions: 4
 Attack: 10
 Evade: 10
 Education: 11
 Perception: 11
 Tiers: Basic Civilian: 4, Army Career: 6, Pilot
 <Helicopters>: 6, Combat Pilot <Helicopter>: 6,
 GI Joe: 6

EQUIPMENT

Gear: 2 Clips (Pistol)
 Armor:
 Flight Helmet: 12 KD
 w/ Radio Communications
 Flight Vest: 10 KD
 Weapons:
 Combat Knife: 1d6+STR LETHAL Damage
 Automatic Pistol: 2d6 LETHAL Damage, 10 Ammo

NIGHT SPOTTER

Code Name: Low-Light



File Name: MacBride, Cooper G. SN: RA 827-48-5037
 Primary Military Specialty: Infantry
 Secondary Military Specialty: Marksman Instructor
 Birthplace: Crosby, North Dakota
 Grade: E-6

As a child in North Dakota, Low-Light was afraid of the dark, timid with animals and shy of loud noises...until one precarious hunting expedition with his father, Low-Light somehow lost his way in the impenetrable darkness. He was found three weeks later with his flashlight, .22 rifle and a grin from ear to ear. Ten years later he was an instructor at the Army marksmanship program in Fort Benning and self-taught expert on image intensification.

“The Joes like to have Low-Light along for the ride. They know that if something gets really hairy, and that’s bound to happen sooner or later, all they have to do is wait until dark...it doesn’t matter what field of fire the bad guys control—the night belongs to Low-Light.”

Characteristics

Smarts: 4
 Willpower: 6
 Presence: 5
 Hand-Eye Coordination: 6
 Reflexes: 6
 Strength: 5
 Body: 5
 Constitution: 5
 Movement: 5

Derived

STUN: 50
 HITS: 50
 Initiative: 10
 Actions: 5
 Attack: 12
 Evade: 12
 Education: 10
 Perception: 10
 Tiers: Basic Civilian: 4, Army Career: 6, Specialty <Sniper>: 6, Specialty <Image Intensification>: 6, GI Joe: 6

EQUIPMENT

Gear: 2 Clips (SMG), 2 Clips (Rifle), Infrared Goggles (+4 to see in the dark), Backpack (w/ Survival Gear)
 Weapons:
 Combat Knife: 1d6+STR LETHAL Damage
 Grenade (1): 1d10x10 LETHAL Damage
 Light Submachine Gun: 3d6 LETHAL Damage, 20 Ammo
 Sniper Rifle: 10d6 LETHAL Damage, 10 Ammo w/High Powered Scope/Night Vision

SILENT WEAPONS

Code Name: Quick Kick



File Name: Ito, MacArthur S. SN: 631-42-7104
 Primary Military Specialty: Infantry
 Secondary Military Specialty: Intelligence
 Birthplace: Los Angeles, CA
 Grade: E-4

Subject's Japanese father and Korean mother owned a grocery store in Watts. Not accepted by either the Japanese or Koreans because of his mixed ancestry and too short to play basketball, Quick Kick turned to martial arts. All martial arts. He is a ranking black belt in Tae Kwan Do, Go Ju Ryu, Southern Praying Mantis Hung-Fu, Tai-Chi Sword, Zen Sword, and Wing-Chun. He was working as a stunt man in Hollywood when he was recruited for the GI Joe team.
 Qualified Expert: All NATO and Warsaw Pact small arms

"Here's the situation. You want to gain access to a fortified villa. Twelve foot tall continuous wall topped with razor-spiral and only one gate through it. Two inch steel plate on the gate, two sand-bagged guard houses with direct telephone link to the main house, four guard with submachine guns, two Dobermans and a silent alarm hooked to a deadman's switch that one of the guards is leaning on at all times. How to do it? Have Quick Kick hit it, that's how!"

Characteristics

Smarts: 3
 Willpower: 5
 Presence: 5
 Hand-Eye Coordination: 6
 Reflexes: 6
 Strength: 4
 Body: 5
 Constitution: 6
 Movement: 5
Derived
 STUN: 50
 HITS: 50
 Initiative: 9
 Actions: 5
 Attack: 10 (11 for Martial Arts Rolls)
 Evade: 10 (11 for Martial Arts Rolls)
 Education: 7
 Perception: 7
 Tiers: Basic Civilian: 4, General Military Career: 4, Martial Arts Career Path: 5, Martial Arts Expert < Tae Kwan Do, Go Ju Ryu, Southern Praying Mantis Hung-Fu, Tai-Chi Sword, Zen Sword, and Wing-Chun>: 5, GI Joe: 4

EQUIPMENT

Gear: Backpack (w/ Survival Gear)
 Weapons:
 Throwing Stars (3): 1d6+STR LETHAL Damage
 Nunchuks: 2d6+STR STUN Damage
 Chinese Sword: 4d6STR LETHAL Damage

NAVY SEAL

Code Name: Wet-Suit



File Name: Forrest, Brian M. SN RA 701-54-8793
Primary Military Specialty: SEAL
Secondary Military Specialty: UDT (Underwater Demolitions)
Birthplace: Myrtle Beach, South Carolina
Grade: E-5

SEALS are the guys who were too nasty for Airborne Rangers or Marines. The Navy keeps their SEALS locked up below deck until something bad becomes worse. That's when they all get dumped in the soup on a rubber raft with a knife, gun, and all the ammo and explosives they can carry. Wet-Suit may just as well be the roughest one of the bunch. He's wild and unruly—but he's simply the best at what he does.

"Wet-Suit may be mean to the bone, but he's also quite bright, being well-read in both the classics and the standard texts of military tactics. Pretty amazing considering that the level to which he has developed his toughness would seem to indicate full-time occupation..."

Characteristics

Smarts: 4
Willpower: 6
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 10
Evade: 10
Education: 9
Perception: 9
Tiers: Basic Civilian: 4, NAVY Career: 5, Navy
SEALS: 5, Specialty <SCUBA>: 5, Specialty
<Underwater Demolitions>: 5, GI Joe: 5

EQUIPMENT

Gear: Diving Suit, Air Tank (1 Hour Oxygen), Underwater Sled (20 Hits, 10 Movement), Flashlight, Fins

Weapons:

Diving Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo