

GI JOE

THE RISE OF COBRA



Cobra Commander

RL The deviously brilliant leader of COBRA demands complete allegiance from his followers as he works toward his ultimate goal of controlling the world. He hides a deadly secret few others know, just as his mask covers disfiguring damage from a fiery accident.

0788



Characteristics

Smarts: 8
Willpower: 6
Presence: 8
Hand-Eye Coordination: 4
Reflexes: 4

RL

Strength: 4
Body: 5
Constitution: 5
Movement: 4
Derived
STUN: 50
HITS: 50
Initiative: 12
Actions: 4
Attack: 12
Evade: 12
Education: 16
Perception: 16
Tiers: Basic Civilian: 6, Basic Terrorist: 8, Army Career: 8, College <Medical>: 8, College <Computer Programming>: 8, Specialty <Military Intelligence>: 8, Specialty <Experimental Weapons>: 8, Military Officer: 8, COBRA: 8
Nanomites: Rapid Healing (5 points per turn, Rapid Recovery: Can recover from poisons and toxins in seconds, Ignores Pain: There are no penalties for massive traumatic injuries)
Gear: Mask: 20 KD (Built in Communications, Explosive Booby-Trap: 1d10x10 LETHAL Damage, Environmental Seal), Nanomite Injector and Kill switch
Armor: Kevlar Uniform: 10 KD

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MIC NUMBER:0001 - JM

DESTRO

James McCullen
Destro XXIV

M DESTRO is the arrogant, egotistical founder of M.A.R.S. Industries and, like his ancestors, a brilliant designer of military weapons that he sells to the highest bidder. His burned face is repaired with an injection of nanomites that heals the burns but changes the skin into a silver mask.

00100



MIC NUMBER:0001 - JM

Characteristics

Smarts: 7
Willpower: 7
Presence: 8
Hand-Eye Coordination: 5
Reflexes: 5

Strength: 8

Body: 8

Constitution: 8

Movement: 5

Derived

STUN: 80

HITS: 80

Initiative: 12

Actions: 5

Attack: 12

Evade: 12

Education: 14

Perception: 14

Tiers: Basic Civilian: 6, Basic Terrorist: 7, College Career

<Engineering>: 7, General Military Career: 7, Specialty

<Weapon Development>: 7, Specialty <Combat Engineering>: 7, COBRA: 7

Nanomites: Rapid Healing (5 points per turn, Rapid Recovery:

Can recover from poisons and toxins in seconds, Ignores Pain:

There are no penalties for massive traumatic injuries)

Armor: Nanomite Battle Mask: 30 KD

Micro-Armor: 12 KD

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GI JOE

THE RISE OF COBRA



Baroness
Anastasia Decobray

AD
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0501

As dangerous as she is beautiful, BARONESS is a master spy for COBRA and a powerful, high-ranking figure at M.A.R.S. Industries. She carries out her plans with icy efficiency, but her cold, cruel personality hides a painful secret from her past.



Characteristics
Smarts: 5
Willpower: 5
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 4

AD
-
0501

Body: 4
Constitution: 5
Movement: 5
Derived
STUN: 40
HITS: 40
Initiative: 10
Actions: 5
Attack: 11
Evade: 11
Education: 11
Perception: 11
Tiers: Basic Civilian: 4, Basic Terrorist: 6, General Military Career: 6, College <International Studies>: 6, Special Forces: 6, Specialty <Espionage>: 6, Specialty <Military Intelligence>: 6, Military Officer: 6, COBRA: 6
Nanomites: Rapid Healing (5 points per turn, Rapid Recovery: Can recover from poisons and toxins in seconds, Ignores Pain: There are no penalties for massive traumatic injuries)
Armor: Ceramic Anti-Ballistic Plates: 20 KD
Weapons:
Combat Knife: 1d6+STR
MARS EE Electromagnetic Pistol: 1d10x10 STUN Damage (Energy Based), 100 RNG, 20 Shots

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STORM SHADOW

✖ A ninja mercenary hired by COBRA, STORM SHADOW can be counted on to carry out his employer's orders. The ruthless martial arts master is sent to Paris to make sure a destructive demonstration of powerful, new nanomite technology goes according to plan.



Characteristics

Smarts: 5
 Willpower: 8
 Presence: 8
 Hand-Eye Coordination: 7
 Reflexes: 7

✖ Strength: 6
 ✖ Body: 8
 ✖ Constitution: 8
 ✖ Movement: 8
 ✖ Derived
 ✖ STUN: 80
 ✖ HITS: 80
 ✖ Initiative: 12
 ✖ Actions: 7
 ✖ Attack: 14
 ✖ Evade: 14
 ✖ Education: 12
 ✖ Perception: 12
 ✖ Tiers: Basic Civilian: 4, Basic Terrorist: 7, Martial Arts Career: 7, Martial Arts Expert: 7, Martial Arts Master: 7, General Military Career: 7, COBRA: 7
 ✖ Nanomites: Rapid Healing (5 points per turn, Rapid Recovery: Can recover from poisons and toxins in seconds, Ignores Pain: There are no penalties for massive traumatic injuries)
 ✖ Weapons:
 ✖ Throwing Stars (4): 1d6 LETHAL Damage
 ✖ Knife: 1d6+STR LETHAL Damage
 ✖ Swords: 4d6+STR LETHAL Damage

CLASSIFIED



ZARTAN

ZN ZARTAN, who has been injected with nanomites, is a master of disguise and expert mimic who can impersonate anyone; he's also a COBRA mercenary and covert agent. He impersonates a G.I. Joe agent to infiltrate the Pit and retrieve the nanomite weapon prototypes, but it's his next impersonation that will be the culmination of his devious career.

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0690

CLASSIFIED



Characteristics

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

ZN Constitution: 6
Movement: 5
Derived
STUN: 60
HITS: 60
Initiative: 10
Actions: 5
Attack: 11
Evade: 11
Education: 11
Perception: 11

0603
0690

Tiers: Basic Civilian: 5, Basic Terrorist: 6, General Military Career: 6, Martial Arts Career: 6, Special Forces: 6, Specialty <Espionage>: 6, Specialty <Military Intelligence>: 6, Specialty <Disguise>: 6, Linguist <Speaks 20 Languages>: 6, COBRA: 6
Special Ability: Chameleon Skin <+10 to Hide>
Nanomites: Rapid Healing (5 points per turn, Rapid Recovery: Can recover from poisons and toxins in seconds, Ignores Pain: There are no penalties for massive traumatic injuries)
*Special: Zartan can change his appearance using the nanomites. -5 to all rolls attempting to tell him apart from the person he is portraying.
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

GI JOE

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MIC Number 1005 - NV

NEO-VIPER

NV Neo-Vipers are cold-blooded commandos whose minds and instincts have been altered to change them into warriors incapable of fear or pain. Their enhanced physical abilities make them inhumanly strong, fast and deadly, and their advanced composite body armor resists most ammunition.

1005



MIC Number 1005 - NV

Characteristics

Smarts: 3
Willpower: 4
Presence: 4
Hand-Eye Coordination: 6
Reflexes: 6
Strength: 10

NV

Body: 10
Constitution: 6
Movement: 6
Derived
STUN: 100
HITS: 100
Initiative: 9
Actions: 6
Attack: 12
Evade: 12
Education: 9
Perception: 9
Tiers: Basic Civilian: 5, Basic Terrorist: 6, General Military Career: 6, Martial Arts Career: 6, Specialty <Espionage>: 6, COBRA: 6
Special: Rapid Healing: 5 points per turn, Rapid Recovery: Can recover from poisons and toxins in seconds, Ignores Pain: There are no penalties for massive traumatic injuries.
Gear: 2 Clips (Assault Rifle), 2 Clips (SMG), 1 Clip (Pistol)
Armor:
Neo-Viper Helmet: 15 KD w/ Built in Communication, Night Vision, Light Filter (vs. Flash Attacks)
-Eye pieces offer no protection.
Neo-Viper Anti-Ballistic Chest Armor: 25 KD w/ Heat/Cold Resistance (20 KD)
Neo-Viper Under-Armor: 10 KD w/Heat/Cold Resistance (20 KD)
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
MARS D57-B Extreme Environment Electromagnetic Rifle: 2d10x10 STUN Damage (Energy Based)
MARS Extreme Environment Electromagnetic Pistol: 1d10x10 STUN Damage (Energy Based)

1005

Jay Libby Presents:
The Rise of Cobra Plug-In
For GI Joe the RPG