Snake Eyes

File Name: Classified  Primary MOS: Infantry/Commando
Grade: E-7 Sergeant First Class  Secondary Military Specialty: Martial Arts Instructor
Age: Unknown  Height: 6'0"  Weight: 160 lbs  Gender: Male  Place of Birth: Classified

Physical Description: Snake Eyes is rarely seen out of uniform which consists of a full black body-suit, tactical web gear, and full face visor. He is always carrying at least one weapon, whether in or out of uniform.

Background: Much of Snake Eyes’ history prior to becoming a member of the G.I. Joe team is still considered classified by the United States government. During the course of his work with the Joes, Snake Eyes has revealed some details of his prior service as a member of a Long Range Reconnaissance Patrol (LRRP) alongside Stalker, and Storm Shadow. It was during his last mission with the LRRPs that Snake Eyes suffered damage that disfigured his face, and severed his vocal chords.

After the war, he trained under the martial arts master of the Arashikage Clan, the family of Storm Shadow. After the death of the Hard Master, and the consequent split up of the clan, Snake Eyes returned to the United States, eventually joining the GI Joe team.

Agility 3D+1  Mechanical 3D
acrobatics 7D  gunnery 5D+1
Brawling 8D  navigation 7D+2
martial arts 12D+2  piloting 6D
 Dodge 8D  sensors
Firearms 6D  vehicle operation 5D+2
Pistols 10D+1
Rifles 10D
Submachine guns 10D+2  bargain
melee combat 7D  command 8D+2
Edged Weapons 10D+1  con
Ninja-to 12D+2  gambling
Running 7D+1  hide 11D
Sleight of hand 7D+1  investigation 6D+1
Throwing 7D+1  persuasion
Strength 2D+2  Search 7D
climb/jump 7D  Sneak 10D+2
Lift 6D  Natural Weapons: Claws
Stamina 8D+2  +1D, teeth +1D, thick fur
Swim 7D+1  +2 vs physical
Knowledge 2D+1  Technical 2D+2
bureaucracy 8D+2  comp. ops/repair
cultures 5D  demolitions 6D
Intimidation 8D+1  firearms repair
languages 5D  Medicine 4D+1
Streetwise 9D+1  personal equip. repair
Survival 8D+2  Security 8D+1
Tactics 10D  Vehicle repair
Willpower 10D

Wound Level
- Stunned
- Wounded
- Severely Wounded
- Incapacitated
- Mortally Wounded
- Dead

Gear
Ninja-to (x2) +2D+2, trench knife (x2) +1D, Uzi 3D+2, shuriken (several) +1, hand grenades(3) 6D, armored body suit (+1D vs Physical damage), visor (+1D vs visual sensory attacks), web gear

Companion
Timber
Type:  Wolf
Fighting:  5D
Dodge:  6D
Running:  6D
Search:  4D
Tracking:  10D
Command:  4D
Intimidation:  4D
Strength Damage:  2D
Move:  10
Natural Weapons: Claws +1D, teeth +1D, thick fur +2 vs physical