

JAY LIBBY PRESENTS

G.I. JOE
THE RPG



COBRA FILES

#2

Code Name: Big Boa

COBRA Trainer



File Name: Unknown

COBRA Troopers can be an unruly bunch at times. They aren't motivated by patriotism, unit loyalty, honour or sense of duty. It takes a brutal, unfeeling taskmaster to whip them into fighting trim and Big Boa fits the bill to a tee. He has a voice like a bullhorn, fists the size of frozen turkeys and the disposition of a bear with a sore head.

"Big Boa kicks open the COBRA barracks door at 0500 and makes everyone do a low crawl up the mountain while pushing a bowling ball with their noses. Then, it's a twenty mile run through the bramble thickets, more push-ups than you want to know about, and a two mile swim upstream with flak jacket and helmet. After breakfast, he starts on the HARD stuff!"

Characteristics

Smarts: 3

Willpower: 6

Presence: 6

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 8

Body: 8

Constitution: 8

Movement: 6

Derived

STUN: 80

HITS: 80

Initiative: 9

Actions: 6

Attack: 12

Evade: 12

Education: 9

Perception: 9

Tiers: Basic Civilian: 4, Basic Terrorist: 6, General Military

Career: 6, Specialty <Drill Instructor>: 6, Specialty <Boxing>:

6, COBRA: 6

Gear: Boxing Gloves, Punching Bag

Armor: Helmet: 14 KD (Built in communications, Gas Mask, Internal Cooling)

COBRA Reptile Trainer

Code Name: Croc Master



File Name: Unknown

A casual visitor to COBRA Island might find his access to certain areas blocked by a maze-like system of shallow canals. These interconnecting waterways are abundantly stocked with ravenously hungry crocodiles that have been deliberately conditioned to be especially hostile and fast. The man responsible for these ultra-aggressive reptiles is Croc Master, a former alligator wrestler and burglar alarm salesman who founded Guard-Gators, Inc. in an effort to commercialize the use of alligators for home security.

“Croc Master spends his leisure hours dozing in a tub of tepid bath water with only his nose breaking the surface. He dreams strange green dreams while grinding his teeth and clenching his powerful jaws. He has a hunger that never leaves him.”



Characteristics

Smarts: 3

Willpower: 5

Presence: 5

Hand-Eye Coordination: 4

Reflexes: 5

Strength: 6

Body: 6

Constitution: 6

Movement: 5

Derived

STUN: 60

HITS: 60

Initiative: 8

Actions: 5

Attack: 9 (HEC), 10 (REF)

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 4, Basic Terrorist: 5, General Military

Career: 5, College <Criminal Justice>: 5, Specialty <Security>:

5, Specialty <Wrestling: Alligators>: 5, COBRA: 5

Gear: Wetsuit, Mini-Oxygen Tank (15 minutes), Diving Mask (w/ filter), Spare Ammo (6 Ammo for Magnum)

Armor: Gator Hide: 8KD

Weapons:

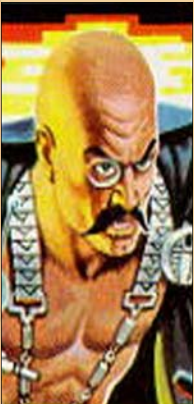
Combat Knife: 1d6+STR LETHAL Damage

Heavy Revolver: 4d6 LETHAL Damage, 6 Ammo

Pet Croc: 40 Hits/40 Stun, Natural Armor: 8KD, Bite: 2d6+6 LETHAL Damage, Tail: 3d6+6 STUN Damage

Dr. Mindbender

Master of Mind Control



Dr. Mindbender was at one time an excellent orthodontist and very kind and honest man. Tinkering with electric brainwave stimulation as a means of relieving dental pain, the good doctor made the tragic mistake of experimenting on himself. He underwent a complete personality change and became hateful, deceitful, and vain!

Dr. Mindbender abandoned his practice and devoted all his time to perfecting his digital brain-scrambling into a hand-portable weapon system capable of reducing the most strong-willed individual into a cowering wimp.

“Dr. Mindbender doesn’t think he’s deluded—he feels he used to be. Now that he has seen the light, or the dark if you will, he feels it is his personal mission to bring the miracle of thought control to each and every one of you!”

Characteristics

Smarts: 8

Willpower: 5

Presence: 3

Hand-Eye Coordination: 3

Reflexes: 3

Strength: 2

Body: 3

Constitution: 3

Movement: 2

Derived

STUN: 30

HITS: 30

Initiative: 5

Actions: 2

Attack: 9

Evade: 9

Education: 16

Perception: 16

Tiers: Basic Civilian: 6, Basic Terrorist: 6, College <Dental>: 8,

College <Medical>: 8, College <Bio-Chemistry>: 8, College

<Electronics>: 8, Specialty <Mind Manipulation>: 8, COBRA:

6

Gear: Laptop, Glasses, 2 Clips (Pistol)

Armor: Concealed Kevlar: 10KD

Weapons:

Mind Wave Manipulator: WILL save difficulty 12 or fall under the control of Dr. Mindbender

Medium Automatic Pistol: 4d6 LETHAL Damage, 15 Ammo

Mercenary

Code Name: Major Bludd



File Name: Bludd, Sebastian
Primary Military Specialty: Mercenary
Secondary Military Specialty: Weapons and Tactics
Birthplace: Sydney, Australia
Grade: O-4 (Major)



Major Bludd received initial military training in the Australian Special Air Service, and later joined the French Foreign Legion. He worked as a military advisor and is wanted for crimes in several countries. He is proficient with every form of infantry weapon in current use. He has a tactical mind that can calculate and anticipate multiple strategies to achieve the most effective outcome. As a mercenary, he hires himself out to the highest bidder, although he particularly enjoys working for COBRA Commander, whose corrupt nature closely matches his own.

“Heroic fools like the GI Joe team are easily defeated because they limit their actions to those that they deem honorable, whereas I, having no such moral restrictions, will use any means necessary to reach my goal.”

Characteristics

Smarts: 4

Willpower: 6

Presence: 6

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 4

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 9

Actions: 4

Attack: 11

Evade: 11

Education: 10

Perception: 10

Tiers: Basic Civilian: 4, Basic Terrorist: 6, General Military

Career: 6, Special Forces: 6, Specialty <Tactics>: 6, Specialty

<Modern Arms>: 6, COBRA: 6

Gear: Utility Belt (w/ Min-tools), Backpack (w/ 3 Rockets)

Armor:

Helmet: 10 KD

Chest Plate: 14 KD

Right Arm Support Armor: 18 KD (w/ built in communicator, GPS)

Weapons:

Rocket Pistol: 3d10x10 LETHAL Damage, 4 Ammo (including backpack)

Anti-Armor Specialist

Code Name: Scrap-Iron



File Name: Classified

Primary Military Specialty: Armored Vehicle Destroyer

Birthplace: Classified

It is believed that Scrap-Iron is a product designer for the armament company owned by Destro. Scrap-Iron carries out initial field-testing on all new armor-piercing munitions and submunitions. His area of specialization is remote-launched, laser-guided, rocket-propelled piezoelectric fused anti-tank weapons. These weapons are categorized beyond the "smart" stage and are known by the nomenclature "brilliant." He is methodical and precise; he plots moves, countermoves and counter-countermoves, anticipating all possible scenarios for a given situation. He frequently irritates others with his demands for perfection, but he is tolerated because everyone knows that he always gets the ultimate job done: to completely disable any and all approaching enemy vehicles.



"Imperfection in any form repels me."

Characteristics

Smarts: 6

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 5

Actions: 4

Attack: 10

Evade: 10

Education: 11 (14 for Tactics)

Perception: 11

Tiers: Basic Civilian: 4, Basic Terrorist: 5, General Military: 5,

Specialty <Weapons Engineering>: 5, Specialty <Anti-Tank

Weapons>: 5, Specialty <Tactics>: 8, COBRA: 5

Gear: 2 Clips (Pistol)

Armor: Helmet: 15 KD (w/ Communications, Targeting)

Body Armor: 15 KD

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Laser Guided Anti-Tank Rocket System: 3x10x20 LETHAL

Armor Piercing Damage, 2 Rockets