

For use with the "James Bond 007 RPG" from 'Victory Games'



Arthur Bishop

STR: 10 DEX: 8 WIL: 9 PER: 11 INT: 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (2/12), Demolitions (13/23), Diving (4/13), Driving (8/17), Electronics (4/14), Evasion (4/13), Fire Combat (11/20), Hand-to-Hand Combat (9/19), Local Customs (5/16), Lockpicking/Safecracking (7/15), Piloting (9/18), Sixth Sense (4/14), Stealth (13/22),

Abilities: Connoisseur, First Aid, Photography

HEIGHT: 6'0

SPEED: 2

WEIGHT: 155

HAND-TO-HAND DAMAGE CLASS: B

AGE: 44

STAMINA: 30 hrs

APPEARANCE: Normal

RUNNING/SWIMMING: 40 minutes

FAME POINTS: 38

CARRYING: 101-150 lbs

SURVIVAL POINTS: 4

WEAPON: Colt Woodsman with Silencer, Walther PPK

Fields of Experience: Chemistry, Fine Arts, Toxicology, Mechanical Engineering

WEAKNESSES: none

IDIOSYNCRASIES: Studies a target for many days to learn their patterns before assassinating them.

Note: Arthur is a for hire assassin.

Colt Woodsman with Silencer:

PM	S/R	AMMO	DC	CLOS	LONG	CON	JAM	DRAW	RL	COST
+2	2	10	E	0-7	20-30	+1	99	0	2	120

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