

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



Frank

STR: 8 DEX: 9 WIL: 9 PER: 8 INT: 7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (2/12), Demolitions (4/11), Driving (2/10), Electronics (7/14),
Fire Combat (6/14), Hand-to-Hand Combat (2/10), Interrogation(2/9),
Local Custom (4/11), Lockpicking & Safecracking (10/19), Mountaineering (3/11)
Seduction (2/8), Stealth (3/13),

Abilities: none

HEIGHT: 5'9

SPEED: 2

WEIGHT: 151

HAND-TO-HAND DAMAGE CLASS: A

AGE: 41

STAMINA: 28 hrs

APPEARANCE: Good Looking

RUNNING/SWIMMING: 25 min

FAME POINTS: 26

CARRYING: 101- 150 lbs

SURVIVAL POINTS: 2

WEAPON: Colt Model M1911A1

Fields of Experience: Jewelry, Economics/Business, Mechanical Engineering

WEAKNESSES: Greed

IDIOSYNCRASIES: Will only steal diamonds or cash. Has a Scar on lower left cheek, Bronx accent (New York). Has a quick temper.

Notes: Frank is an American who makes his living as an international jewel thief. He launders his stolen money through his two businesses located in Chicago USA, a car dealership and a Bar. He has worked for the Italian Mafia in the past. Frank's last name is unknown.

Frank has access to custom safecracking equipment that can break into some of the finest safes in the world.

Because Frank runs a car dealership, he has access to any American made car listed in the 'Q Manual'. Once a month, there is a 25% chance he will have one European car of his choice available on the car lot for sale or his personal use.



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