

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



## **Han**

**STR: 8 DEX: 11 WIL: 12 PER: 10 INT: 11**

### **SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Charisma (6/18), Evasion (5/14), Hand-to-Hand Combat (10/18), Interrogation (3/14), Local Custom (3/14), Stealth (8/20), Torture (3/14)

**Abilities:** none

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|--------------------------|--|
| HEIGHT: 5'9              | SPEED: 2                               |
| WEIGHT: 155              | HAND-TO-HAND DAMAGE CLASS: **see below |
| AGE: 60                  | STAMINA: 30 hrs                        |
| APPEARANCE: Good Looking | RUNNING/SWIMMING: 40 minutes           |
| FAME POINTS: 59          | CARRYING: 101-150 lbs                  |
| SURVIVAL POINTS: 7       | WEAPON: **see below                    |

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**Fields of Experience:** Economics/Business, International Law, Rare Collectibles

**WEAKNESSES:** Greed, Sadism

**IDIOSYNCRASIES:** Missing his left hand and wrist. Always wears black gloves to hide the fact he is missing his left hand. Mainly dresses in traditional Chinese clothing. He will not use firearms.

**Note:** Is involved in drug trafficking and runs a prostitution ring. He runs a martial arts school to protect his drug operations, as well as holding his martial arts tournament (On his secluded island off the coast of Hong Kong) every three years to recruit international talent to expand his criminal business. He was once a Shaolin student, but had been expelled from their order for abusing their code of conduct. Because of Han's background in Shaolin, he receives a +2 Ease Factor bonus to Pain Resistance rolls.



\*\* Han is missing his left hand and wrist. His artificial left wrist has been customized so that he can use a series of attachments for Hand to Hand Combat purposes. Below are the game rules for each of the attachments.



**Black metal left hand:** Han does Damage Class 'B' when using this attachment. Anyone attacking Han with a Hand to Hand Combat Skill Level less than '10' will receive a -1 Damage Level penalty (i.e. Light Wound becomes Stun) when attacking him with Hand to Hand Combat. This is because of his expertise using the metal hand defensively. This is

the attachment he uses most often.



**Knives Hand:** Han does Damage Class 'B' with Knives Hand. Due to the light weight and length of the Knives, Han gets a +1 Hand To Hand Combat Ease Factor bonus when attacking with this attachment.



**Bear Claw:** Han does Damage Class 'C' with Bear Claw. The gouging effect causes any character Han's strikes to get a -1 to Pain Resistance rolls. Because of the long 'nails' on the Bear Claw, If Hans rolls a 100 when attacking with this attachment, the Claw gets stuck in a table, wall etc. (depending on the environment of course) and the Bear Claw must become detached from Hans wrist for him

to keep on fighting (Opponent gets one free attack while Hans is removing himself from the Bear Claw).

*Note: Han's Hand to Hand Damage Class when doing a Kick is 'B'.*

