

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



John Shaft

STR: 9 DEX: 10 WIL: 12 PER: 11 INT: 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (3/13), Charisma (9/21), Driving (3/13), Evasion (12/21), Fire Combat (9/19),
Hand-to-Hand Combat (9/18), Interrogation (4/13), Local Customs (5/14),
Lockpicking/Safecracking (2/12), Seduction (14/26), Sixth Sense (4/14), Stealth (10/22)

Abilities: Photography

HEIGHT: 6'3	SPEED: 2
WEIGHT: 176	HAND-TO-HAND DAMAGE CLASS: B
AGE: 32	STAMINA: 30 hrs
APPEARANCE: striking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 40	CARRYING: 101-150 lbs
HERO POINTS: 8	WEAPON: Colt Cobra .38, High Standard Model 10B Shotgun

Fields of Experience: Law

WEAKNESSES: Members of the opposite sex

IDIOSYNCRASIES: Has a Tough attitude with a cautious demeanor. Will frequently use slang terms like "Brother", "baby" or "Cat" when referring to other people.

High Standard Model 10B Shotgun:

PM	S/R	AMMO	DC	CLOS	LONG	CON	JAM	DRAW	RL	COST
0	2	5	H	0-10	20-50	na	92-99	-2	3	110



Burgundy 1972 Plymouth Satellite Sebring:

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	80	130	180	3	7	2600

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