

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



Antonio "Tony" Montana

STR: 7 DEX: 8 WIL: 13 PER: 9 INT: 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (8/21), Driving (5/13), Evasion (6/13), Fire Combat (6/14),
Hand-to-Hand Combat (6/13), Local Customs (6/14), Seduction (2/12),
Sixth Sense (2/12), Stealth (3/16), Torture (2/12),

Abilities: none

HEIGHT: 5'7	SPEED: 2
WEIGHT: 158 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 39	STAMINA: 30 hrs
APPEARANCE: Good Looking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 30	CARRYING: 101-150
<u>SURVIVAL POINTS: 8</u>	<u>WEAPON: Beretta .81(cheetah)</u>

Fields of Experience: Economics/business

WEAKNESSES: Greed, Close Personal Tie (sister), Dependence on drugs (cocaine),

IDIOSYNCRASIES: Large scar over his left eye. Very arrogant, boisterous, curses a lot and has a Cuban accent.

Beretta .81 (Cheetah):

PM	S/R	AMMO	DC	CLOS	LONG	CON	JAM	DRAW	RL	COST
0	2	12	E	0-20	80-120	-4	98-99	0	1	100

Tony drives a Silver 1979 Porsche 928S.



Silver 1979 Porsche 928S:

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	100	146	360	2	7	25300

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