

*\*\*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.



**Follow on Twitter: @jamesbondrpg**