

For use with the “James Bond 007” RPG from ‘Victory Games’



The Jackal

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (4/14), Disguise (7/18), Driving (6/15), Evasion (4/13),
Fire Combat (11/20), Hand-to-Hand Combat (12/22), Local Customs (12/23),
Seduction (6/13), Sixth Sense (4/14), Stealth (8/18)

Abilities: Connoisseur, First Aid, Photography

HEIGHT: 6'0	SPEED: 2
WEIGHT: 162	HAND-TO-HAND DAMAGE CLASS: B
AGE: 32	STAMINA: 28 hrs
APPEARANCE: Attractive	RUNNING/SWIMMING: 25 min
FAME POINTS: 23	CARRYING: 101-150 lbs
SURVIVAL POINTS: 3	WEAPON: Walking Crutch Sniper Rifle

Fields of Experience: International Law

WEAKNESSES: none

IDIOSYNCRASIES: Wears a sports jacket whenever possible, likes wearing a tie or an ascot.

Notes: Likes to impersonate a French man, Dutch man, and an elderly English man for cover. His main cover when he needs to get close to his target is to disguise as an old war veteran on crutches. The crutches can be assembled into a .22 caliber sniper rifle.

He is a for hire assassin

His real name is unknown.



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Intelligence reports The Jackal likes to drive a 1961 Alfa Romeo Giulietta...



White 1961 Alfa Romeo Giulietta Sprint Speciale:

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	60	105	320	2	4	6000



Crutch Sniper Rifle:

PM	S/R	AMMO	DC	CLOS	LONG	CON	JAM	DRAW	RL	COST
0	1	1	E	0-15	44-50	-4	98	-3	2	500

The 'crutch sniper rifle' uses .22 caliber hollow tips filled with mercury in liquid form, to make them "explosive."

Game info: The explosive bullets will cause two Wound Levels higher on any target. It takes 8 rounds to assemble the crutch sniper rifle.



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