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

Hannibal "The Cannibal" Lecter

STR: 9   **DEX:** 10   **WIL:** 13   **PER:** 15   **INT:** 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Cryptography (5/17), Charisma (13/25), Disguise (4/16), Evasion (8/17), Hand-to-Hand Combat (8/17), Interrogation (11/23), Local Customs (9/21), Lockpicking & Safecracking (7/17), Science (6/18), Sixth Sense (11/24), Stealth (11/24), Torture (9/21)

Abilities: Connoisseur, First Aid, Photography

HEIGHT: 5'10	SPEED: 3
WEIGHT: 175	HAND-TO-HAND DAMAGE CLASS: B
AGE: 47	STAMINA: 30 hrs
APPEARANCE: Normal	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 96	CARRYING: 101-150 lbs
SURVIVAL POINTS: 4	WEAPON: **see below

Fields of Experience: Chemistry**,** Economics/Business, Fine Arts, Medicine/Physiology, Rare Collectables,

WEAKNESSES: Sadism

IDIOSYNCRASIES:. He carries an air of superiority whenever engaging someone socially. He speaks slowly with a mono tone hiss. His hair is always slicked back. He has a slight British accent.

Note: Hannibal Lecter is an aristocratic cannibalistic serial killer.

**Weapon: Hannibal always uses the element of surprise when making an attack on a victim. He won't use Fire Arms. He prefers to get up close (either by Charm or sneaking up on them) and drugging his victims with a rag of Halothane, or in more pressing situations, he will sneak up on them and slice their throat with a surgical scalpel. Hannibal is also known on occasion to attack with a full on bite. He will only attempt a Bite attack when cornered or without his scalpel or Halothane.

Game Info on Hannibal's Choice Attacks:

Rag of Halothane: When Hannibal attempts to hold a rag of Halothane over someone's face it is considered a Specific Attack (-2 to his Ease Factor) and it can play out as follows:

> Hannibal will attempt to hide the rag until he gets close enough to his target, this is done with Hannibal rolling a Stealth Skill roll at Ease Factor '5'. For the target to notice the rag of Halothane they would then roll on their Perception or Sixth Sense Skill (if they have it) at an Ease Factor equal to Hannibal's Stealth Skill Quality Rating roll. If the Victim is successful, the Victim notices the rag and regular Hand to Hand Combat begins, if the Victim fails, Hannibal gets close enough without the rag being noticed and he would then get to roll his Hand to Hand Combat Skill roll at a +4 Ease Factor Surprise bonus for his attempt to get the rag placed well enough on the victims face. If Hannibal's roll is a Failure, he doesn't get the rag on the targets face and standard Hand to Hand Combat begins but if the roll is successful, Hannibal manages to properly place the rag on the victims face and the target is now drugged by the Halothane.

> *Game rules for the effects of Halothane can be found in the "Q Manual".*

Scalpel Attack:

> The same rules for the Halothane attack will apply if Hannibal is going to use his scalpel but instead of knocking them out, Hannibal would be attempting to quickly slice the victim's throat for maximum damage. This Specific Attack would give Hannibal two wound Levels higher in damage (i.e. a Light Wound would be a Heavy Wound).

Scalpel:

PM	S/R	AMMO	DC	CLOS	LONG	CON	JAM	DRAW	RL	COST
0	NA	NA	+1	NA	NA	-4	NA	0	NA	35

Scalpel

The scalpel blade is only good for three successful attacks. After that the blade will need to be sharpened to maintain its full +1 Damage Class bonus. If the blade is used after three successful attacks, it still maintains a +1 Damage Class but at one Damage Level lower (i.e. A Medium Wound becomes a Light Wound) until it is sharpened.

Bite: If Hannibal bites, he will go for the face for maximum damage, which makes it a Specific Attack (-2 Ease Factor penalty). The bite attack does Damage Class 'B' but because it's a Specific Attack it does two Wound Levels higher i.e. A Light Wound becomes a Heavy Wound. If Hannibal is successful with the Bite and the damage is a Medium Wound, there is a 50% chance it will leave a scar on the victim. If the bites damage is a Heavy Wound there is a 70% chance it will leave a scar. In either case, this will give the victim 20 Fame Points…if they survive.