



Savage Bond 007

“Savaged, Not Stirred!”
Version 2.3



A James Bond 007 Role Playing Game
to Savage Worlds Conversion

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JAMES BOND
007^{ET}



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SAVAGE BOND 007

The James Bond 007 Role Playing Game (RPG) by Victory Games, Inc. did a great job depicting the James Bond world. However, with the arrival of Savage Worlds, converting the James Bond RPG has allowed for a more free-flowing feel to running missions in the flamboyant world of James Bond. It is hoped that this conversion will help make James Bond's world "Fast! Furious! Fun!" or better yet, "Savaged, Not Stirred!"

By the way, if you're a James Bond fan and you don't have the James Bond RPG rulebooks and adventures, you need to get them. The breadth of source material is unmatched, even though some of it is now outdated.

SKILLS

The following Savage Worlds skills are either new, enhanced, or not used in Savage Bond 007.

- **Guts** - this skill is not used; use Spirit instead.
- **Knowledge (Languages)** - this determines how many languages are known by a character (die type / 2).
- **Lock Picking** - includes the knowledge of safecracking.
- **Swimming** - includes the knowledge of diving.
- **Tech** - this skill is new. Includes the technology typically found in the spy business: knowledge of demolitions, electronics, surveillance, and computer operation.

Languages

Characters are fluent in their native tongue. Further languages can be learnt by using the Knowledge (Languages) skill; this is explained later in these notes. Fluency is based on the Smarts of the character. Literacy is assumed unless the Illiterate hindrance has been chosen.

HINDRANCES

The following additional Hindrances are included in Savage Bond 007.

Attraction to Members of the Opposite / Same Sex (Minor)

If the person afflicted were not a secret agent, he would simply be considered healthy; however, agents are supposed to be immune to emotional involvements. Your character lets his guard down when dealing with members of the opposite sex and he suffers a -2 modifier during Seduction attempts against him.

Close Personal Tie (Minor)

The character has one or more loved ones who put many demands on his time. Such relationships make the character vulnerable to extortion or threats to the loved ones' lives.

Phobia (Minor or Major)

Phobias are provided in the updated Savage Worlds rules. Also, when a Major Phobia is initially encountered, the character must make a Spirit roll or immediately become Shaken.

The following table provides examples of common phobias:

Phobia	The Fear of...
Acrophobia	High, unprotected perches.
Agoraphobia	Large, open spaces.
Arachnophobia	Spiders, especially tarantulas.
Claustrophobia	Small, enclosed spaces.
Ophidiophobia	Snakes, especially poisonous ones.



Superstitions (Minor or Major)

Your character believes in charms, ill omens, and bad luck. He does not walk under ladders, cringes at the sight of a black cat, and so forth. Some superstitions can cause fear and produce the same results as a phobia when encountered.

EDGES

Edges may also be used to enhance Fields of Experience.

The following additional Edges are included in Savage Bond 007.

Connoisseur (Social)

Seasoned, Smarts d8

The character has the ability to assess the quality, place of origin, and/or point of information concerning any item of food, drink, or etiquette. The character adds +2 to all Common Knowledge rolls when assessing the finer things in life.

When the character successfully uses his connoisseur knowledge to impress a member of the opposite sex, he gains a +2 modifier during a Seduction attempt later with that character.

Demolitionist (Professional)

Seasoned, Tech d8, Agility d8

The character adds +2 to Repair rolls when setting or removing explosive charges. Additionally, the character adds +2 to Common Knowledge rolls when attempting to answer questions related to explosives and the act of demolition.

Gambler (Social)

Novice, Gambling d8, Notice d8

The character has a special gift for games of chance and lady luck is on his side. The character adds +2 to Gambling rolls and is only caught cheating if the dice show snake eyes.

Hacker (Professional)

Seasoned, Tech d8, Smarts d8

Hackers are the spies of the new world. Espionage can now be done through electronic gadgets and satellite beams.

The character adds +2 to Tech rolls when it involves the operation and care of all electronic or computer-based equipment—detecting if a room is bugged, removing a bug if it is found, planting a bug, wiretapping, or breaking into a computer system.

Additionally, the character adds +2 to Common Knowledge rolls when attempting to answer questions related to electronics or basic computer operations.

Local Customs (Social)

Seasoned, Smarts d8, Streetwise d8

The character has the ability to pass himself off as a local resident wherever he may be—in short, “when in Rome...” The character adds a +2 to all disguise-related rolls when appropriate and adds +2 to all Streetwise rolls.

Martial Artist (Professional)

Novice, Unarmed Fighter, Spirit d8, Vigour d6

The character has trained extensively in Martial Arts and has honed his body to be a lethal weapon. Martial Artists are considered armed when fighting without a weapon (negates Unarmed Defender penalty).

Also, the character's body (a hand/foot) is considered a weapon, so Edges like Trademark Weapon can apply.

Master of Disguise (Professional)

Seasoned, Persuasion d8, Stealth d8, Streetwise d6

The character adds +2 to all Persuasion and Stealth rolls when the character attempts to pass as something he is not. See the Disguises section on page 7 for details.

Natural Athlete (Professional)

Novice, Agility d8

The character adds +2 to Agility rolls in land-based sports, such as skiing, golf, soccer, etc.

M.I.6 Agent (Professional)

Seasoned, Agility d8, Smarts d6, Spirit d6

An M.I.6 Agent is usually someone promoted from within the Rookie ranks of the Investigation and Enforcement Branch of M.I.6, and who has previously demonstrated resourcefulness and ingenuity in the field.

An Agent at Seasoned rank or higher is one who has usually been in the branch for some time and has refined his skills and abilities through hard work and experience. He has acquired some degree of fame, and the opposition is aware of his status in the intelligence community. He does not have the License to Kill; however, he does have higher priority when it comes to choice of both equipment and missions.

When becoming an M.I.6 Agent, the character gains 4 skill points (which can be used to gain new skills or upgrade existing skills without the linked attribute penalty). This is due to the intense training that the characters continue to experience whilst working for the Secret Intelligence Service. Also, M.I.6 Agents add +2 to all Investigation and Streetwise rolls.

“00” Agent (Professional)

Veteran, M.I.6 Agent, Shooting d10, Spirit d8

The elite of the agency are the “00” agents. They have the License to Kill and are legally protected by M.I.6. “00” agents are England's answer to terrorism, extortion, and anything else evil that the world has to offer.

There are only nine “00's” so, just because a character meets all the requirements, does not mean there is room for another “00”. “00” agents get priority on equipment and missions, and they are often sent on assignments whose outcomes will affect many people, even nations. They are quite well-known to the opposition, and enemy missions will often be generated to assassinate them. Their major disadvantage is their fame; it is difficult for them to operate without being recognized. In fact, the opposition gains +1 on all Fame checks against “00” agents.

“00” agents are intensely trained to perform “one shot, one kill,” so they add +2 to all Called Shot rolls.

This edge may only be selected at the express agreement of the GM, who must first decide whether or not the character's record warrants the privilege of “00” status.



Unarmed Fighter (Combat)

Novice, Fighting d8

The character has training in boxing or any one of the martial arts. All unarmed damage is +1 and grappling rolls are at +1.

Improved Unarmed Fighter (Combat)

Seasoned, Unarmed Fighter

All unarmed damage is +2 and grappling rolls are at +2.

SEDUCTION

James Bond wouldn't be the same without special rules for seduction and the chance for an "Oh James!" moment. The James Bond 007 RPG did a great job capturing this very important element of the James Bond world.

Seduction is used to establish a close, romantic relationship with an NPC of the opposite sex with the intent of changing the NPC's disposition towards the character. The relationship will probably develop to include some kind of physical encounter.

In game terms, a Seduction attempt is an opposed Persuasion roll through several stages, each becoming progressively more of a challenge for the character.

These stages do not have to take place over a specific stretch of time; they can all occur in one evening or over a week's time. And, the character may stop his attempt at any stage. The GM will keep track of the stages for the NPC and the reactions for future encounters.

Stages of a Seduction:

1. The Look/Opening Line (-1)
2. Witty Conversation/Beginning Intimacies (-2)
3. When and Where (-4)



If the character succeeds at one stage, he can continue to the next. Each raise during a stage gives the character a +2 modifier at the next stage.

If the character does not succeed at a stage (the character does not succeed at the opposed Persuasion roll), the Seduction attempt may be broken off at this point by the NPC. The character can make another try at it, beginning the Seduction sequence again at the first stage (with a -2 modifier for a previous failure). The -2 modifier is removed if a new Seduction attempt is tried at a different time or environment.

Once a Seduction attempt has completely succeeded (that is, when the NPC did not pretend to be seduced), the NPC's attitude automatically changes to Helpful. The consequences of "When and Where" are pretty powerful!

Seduction Modifiers:

- Previous Seduction attempt failure (-2)
- Raise on previous Seduction attempt (+2)
- Charisma Modifier
- Connoisseur Edge previously used (+2)
- Hostile (-2)
- Uncooperative (-1)
- Friendly (+1)
- Helpful (+2)

If the NPC succeeds against a Seduction attempt but you feel the NPC would wish to let the Seduction occur anyway, you may elect to have the NPC pretend to have the Seduction continue. This ploy may be used by the NPC to toy with the character to lure him into a trap.

Seduction is used primarily by characters on NPCs. If an NPC uses seduction against a character, the character can choose not to perform an opposed Persuasion roll and let the stages succeed. However, there are occasions when the character will want to resist a foe's attempts and then he must roll to stop the Seduction attempt.

Example: James Bond is trying to seduce Anya Amasova after she finds out Bond killed her lover. James starts with the opening stage (The Look/Opening Line) and there was not a previous situation to use his Connoisseur Edge. His modifiers include:

- The Look /Opening Line (-1)
- Hostile (-2)
- Bond's Charisma (+4)

So, Bond gets to add a +1 to his Persuasion roll (d10) against Amasova's Spirit (d10). If Bond succeeds (beats Amasova's roll), he gets to move on to the next stage.

DISGUISES

When impersonating a generic person, such as an airport security guard, street vendor, or an astronaut in a launching area, it is assumed that the disguise will take the form of a suit of clothes hastily donned in a closet or some similarly handy place. Any time your character procures clothes in this kind of situation, they will fit.

When impersonating a specific person, it assumes a complex make-up job, including latex applications, wigs and the like.

Disguise Rules:

- When a character tries to passively appear as someone else (part of a crowd, passing in the hallway), he has to make an opposed Stealth roll vs. the opponent's Notice roll.
- When a character must actively convince someone of who he is, he must also make an opposed Persuasion roll vs. the opponent (with no Charisma modifier).

Other modifiers should be used based on the person being impersonated and/or the quality of the disguise. Use a Smarts roll to check for the quality; success gives a +1 bonus on the Persuasion check and each raise gives an additional +1. A character without the Master of Disguise edge rolls a d4-2 instead of his Smarts to represent his lack of skill.

AGE

A character starts at the age of 27. A player may decide to have the character start at up to six years older (but no more).

For each extra year, the character gains one Field of Experience from a chosen profession or from the General Fields list (see Appendix 02 at the end of this document) and 4 Fame Points. A character may have been in one profession prior to joining M.I.6.

HEIGHT & WEIGHT

A player must decide his character's height and weight. To do this use the tables provided in Appendix 01 at the end of this document.

When creating his character a player is assigned 6 points to spend on the height and weight tables. He starts at the top or bottom of the relevant height or weight table. For each row up or down he moves on the table he must spend one point. Extra points gained from Hindrances may be used when assigning height and weight.

Points remaining from the 6 may be used to acquire further Fields of Experience (or increase those already known) at a one for one cost – they may not be used for any other purpose.

FAME POINTS

Fame may be good for movie stars, but it can be deadly when you are a spy.

The initial number of Fame Points is determined as follows:

- Use the height and weight tables in Appendix 01 at the end of this document.
- Add 15 fame points for each of the Attractive, Very Attractive and Charismatic edges owned by the character.
- Add four fame points for each year over 27 years of age.
- A character with the M.I.6 Agent or "00" edges adds 40 points for each of these edges.
- A female character subtracts 40 points (this may result in a negative number, which is fine).

Refer to Appendix 03 for rules on raising and lowering fame.

The next table shows how Fame Points affect Fame Checks:

Fame Points	Fame Check Modifier
Less than 50	0
51 – 100	+1
101 – 150	+2
151 or more	+3

FAME CHECKS

A Fame check enables an NPC to recognize a character and vice versa. To perform a Fame check, a character makes a Notice roll with modifiers.

The table provides the results of a successful Fame check:

Result	Information Known About Target Character
One Raise	Character is in the spy business.
Two Raises	What spy organization the character works for.
Three Raises	The name and background of the character.

Fame Check Modifiers:

- Target character is Veteran (+1)
- Target character is Legendary (+2)
- Target character is a "00" (+1)
- Target character is a Mastermind (+1)
- Target character is in Disguise (-1 to -4 based on quality)
- Fame Points (0 to +3)

All Fame checks are assumed to be made by characters “in the business”. If the character performing the Fame check is not part of the spy world, then there should be negative modifiers applied.

When recognized, the targeted character can always try to make an opposed Persuasion roll to convince the opponent otherwise if the opportunity presents itself.

GAMBLING

The gambling rules in the James Bond 007 RPG were excellent at replicating one of the most fun and important aspects of James Bond’s encounters.

It is **suggested** that the James Bond 007 RPG gambling rules be used unchanged. A Quality Rating 4 result in the James Bond 007 RPG is represented by a success in Savage Worlds. Each raise in Savage Worlds represents an improvement in the Quality Rating. Hence, 3 raises give a Quality Rating of 1.

SPEED

Speed measures how fast a character’s reflexes are.

To determine a character’s Speed Rating, add Smarts & Agility and compare on the table below:

Smarts + Agility	Speed Rating
Less than 8	0
8 – 10	1
12 – 16	2
18 – 24+	3

ACTIONS

The Speed Rating determines the maximum number of actions a character may attempt in a combat round (multi-action penalties apply). A Speed of 0 allows one action every other round.

PACE

To determine a character’s Pace, double his Speed Rating. When running, either follow the rules or double the Pace score.

FATE CHIPS

The James Bond 007 RPG introduced the concept of Hero Points. Savage Worlds uses Bennies and Deadlands Reloaded uses Fate Chips. Savage Bond 007 uses Fate Chips with a few variations listed below.

- At the start of a mission 40 white, 20 red and 10 blue chips

are placed in the “Fate Pot” by the GM. Each player draws three chips and the GM draws one chip per player for the villains. When a Wild Card villain enters the game the GM draws two more chips.

- Fate Chips can be carried over from one game session to the next, but only whilst on the same mission. As soon as a new mission is assigned Fate Chips revert back to three. At the beginning of each session players receive the chips they had remaining from the previous session, and draw three more for the new session. No player may have more than 10 chips (extras must be used immediately or be lost).
- Fate Chips come in three colours because each grants a different benefit but, regardless of colour, all allow players to attempt a Vigour roll to soak damage or remove a Shaken condition as usual.
- Fate Chips can (at the GM’s discretion) be gained by players in the usual manner described on page 113 of the Savage Worlds Rule Book. They may also be gained whenever a player gets an Ace on his die roll (but not on the Wild Die). Combat is excluded from this rule. The GM always has the final say on whether a Fate Chip is to be awarded. This will stop players from attempting useless tasks to generate Fate Chips, such as trying to seduce every female in a casino.
- Fate Chips are used as follows...

WHITE White Fate Chips are the most common sort and act just like regular bennies. So, if a player spends one, he gets to re-roll a trait roll and keep the best result. All the usual Savage Worlds rules on bennies apply to white Fate Chips.

RED A red chip allows a player to roll a d6 and add it to his current total (this die can Ace as usual). This negates a critical failure when rolling snake-eyes on a skill roll, should that be an issue. They can be used to re-roll ANY roll (damage rolls, rolls on a table, a malfunction check, and so on). A player may choose to use a red chip as a white chip. A player may also use a red chip to roll a d6 and reduce his opponents’ total. This may be countered by the opponent using a chip to boost his roll, which may then be countered again by the player (with a possible “chip war” ensuing).

The bad news is that the GM gets a free draw from the Fate Pot for his villains every time a player uses a red chip. The GM does not get a draw if a red chip is used as a white (to re-roll, soak a wound, or eliminate a Shaken condition).

BLUE Blue chips work exactly the same as red chips except for two differences. Firstly, using a blue chip as a red or white chip, doesn’t give the GM a free chip. Further, blue chips may be used to affect the environment in the character’s favour. James Bond always seems to have at hand the things he needs, and blue chips may be used to have a character discover something useful in an emergency. Changes in the environment must be within reason; a player cannot, for example, change a snowstorm into balmy weather. If a blue chip is used this way, the GM will get a free draw from the Fate Pot for his villains.

Example: Near the beginning of *Goldfinger* James Bond is attacked from behind. After a brief struggle Bond throws his adversary into a bath of water. Bond then looks around and happens to notice an electric heater at hand and, throwing it into the bath, electrocutes the potential assassin.

In the above example the GM might decide that the player needs to use a blue chip to find a heater which is also plugged in. The exact outcome is always dependant on the GM's approval.

LEGEND There's one more type of chip that might be seen after a successful mission or two. These babies aren't put in the pot when the campaign starts. They're added as the agents complete missions successfully and live to tell the tales.

At the beginning of a new mission (after a previously successful mission) the GM places one green chip in the pot for each player; this is the maximum number allowed. If, during the draw, the GM draws a Legend chip, he puts it back and draws again until he gets a different one; Legend chips are only for the heroes.

Legend chips are one-use affairs (spend 'em and they're gone) and can be used like a blue fate chip, **and** add +2 to the final total. Further, the GM never gets to draw from the Fate Pot when a Legend chip is used (even if the environment is changed).

Unused Legend chips are redrawn each session.

FIELDS OF EXPERIENCE

Fields of Experience essentially make use of the Common Knowledge rules in Savage Worlds.

Fields of Experience come in two types – Information and Performance. When using the Common Knowledge rules, Information Fields make use of the Smarts attribute, whilst Performance Fields use Agility (or whichever attribute the GM determines to be the most appropriate). Some fields may be better suited to assist with making skill checks.

There are three levels of competency as shown in the table:

Competency Level	Modifier
Unskilled	-2
Skilled	0 +1
Expert	+2 +3

A character without the relevant Field of Experience is always considered unskilled.

Each time a character advances in experience, he may choose a new Field of Experience instead of buying a new skill.

A character may also improve a known Field of Experience to expert competency at a cost of one point for each modifier.

USING SKILLS

The James Bond 007 RPG used a system of dice rolling that, through the use of tables, immediately confirmed not only if the roll was successful, but also how successful.

Savage Worlds lends itself very well to providing the same information through the use of Raises.

Use the following table to help determine how successful a task was resolved:

ATTRIBUTE	NUMBER OF RAISES				
	FAIL	-	1	2	3
Time (BASE x)	3	2	1	½	¼
Information (% TRUE)	False	50%	75%	90%	100%

Skill descriptions in the James Bond 007 RPG can be used to help determine base times.

GM NOTE: In Savage Bond 007 Opposed rolls **ALWAYS** have a target number of 4 and **results are dependant on the number of raises.**

CHASES

Both the James Bond 007 RPG and Savage Worlds handle chases very well.

An alternative option, however, is to make use of the "Burning Rubber" add-on for Savage Worlds written by Butch Curry. These rules will help create some very dramatic chases, and can easily be adapted to all types of chase (such as foot chases, ski chases etc). See the "Operative's Handbook".

WEAPONS

Yet again, both the James Bond 007 RPG and Savage Worlds games provide ample information. There is, once more, another option available; the use of the "Modern Weapons" add-on for Savage Worlds, written by Erron "Bo" Whitten, is strongly encouraged.

In addition, a number of factors from the James Bond 007 RPG (such as Performance Modifier, Concealment, Draw, Shots per Round and Reload) can be taken to create a weapon list specifically for the James Bond environment. A list of weapons is provided in the "Q Catalogue".

CHOOSING LANGUAGES

In the spirit of James Bond, players are allowed to select which languages their characters know at any time during a game session. All that is required is that they justify the choice of the language to the GM.

If the GM is satisfied with the explanation, the player can select the language and write it on the character sheet. The character now knows that language and cannot change it.

So long as a character has spare slots in his Knowledge (Languages) skill, he can do this. As soon as his allotment is full, he can only learn more languages by taking a further Knowledge (Languages) skill, at which point the process starts again.

EXPERIENCE

Experience points are gained differently in Savage Bond 007. I don't like giving out experience in the middle of a mission; it feels too unrealistic even for a James Bond setting.

In Savage Bond 007, experience is assigned by the GM at the completion of a mission.

Use the following scale to determine experience awards:

Reasons	Awards
Base Award	5
Operative/Rookie (Novice)	+1
Agent (Seasoned)	+2
"00" (Veteran +)	+3
Good Role-play	+1
Bad Role-play	-1
Mission Success	+2
Mission Failure	-1

Whilst some of these awards may seem harsh, they should act as a strong incentive for players to role-play well and act appropriately in a mission.

It should be noted that, in addition to purchasing Fields of Experience, experience points may also be used to reduce Fame Points on a one for one basis. This may not seem very generous but, at the higher levels, it may be enough to keep fame points in a lower category (and hence help maintain anonymity for as long as possible on further missions).

Needless to say, other than the above changes, the use of Experience Points and the Levelling Up process remain the same as in the Savage Worlds core rules.

OPTIONAL RULE (The Edge)

One final optional rule is for the GM to allow players to see if their characters are maintaining good fitness and training levels between missions.

At the beginning of every new mission a player should make a Spirit or Vigour check (whichever is lower). No wild die is allowed for this check and Fate Chips cannot be used to alter the result.

On a raise the player can decide to have a +1 applied to any two of the following...

Fighting
Notice
Shooting

On a natural roll of one a -1 is applied to one of the skills (player choice).

These modifiers are applied for the duration of the mission.

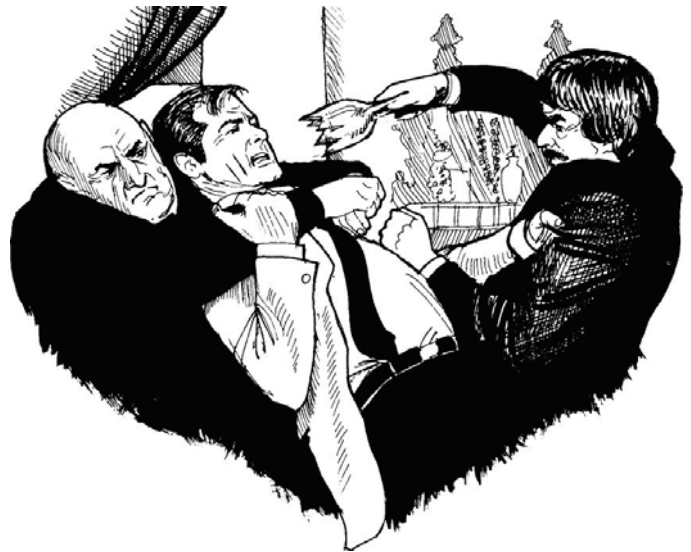
At the start of the next mission the player checks again to see if his character is maintaining his "edge".

Whilst the bonus may not seem very high, it could be the difference between life and death.

Another option is for the GM to automatically allow characters to have "The Edge" without them having to roll any trait checks. This would represent the characters being placed on intensive training by their organisation prior to the next mission.

This can be used as a tool by the GM to inform the players that the next mission is considered to be highly dangerous – a good way to stop the player's becoming too complacent as their characters become more accomplished.

Suffice to say, this option should be used sparingly or the impact will be lost on the players.



CONVERSION RULES

As with the Savage West conversion, it is difficult to perform a systematic conversion of a James Bond 007 character to Savage Bond 007. However, here are some tips to help.

Characteristics

In the James Bond 007 RPG, Attributes are called Characteristics. The following tables provide a translation between the James Bond 007 Characteristics and Savage Worlds Attributes, and a basic conversion chart to convert Characteristic and Skill Level values to Attribute and Skill values:

Characteristic	Attribute
Strength	Strength
Dexterity	Agility
Willpower	Spirit and Vigour
Perception	Notice skill
Intelligence	Smarts

Characteristic/Skill Level Value	Attribute/Skill Value
1 – 5	d4
6 – 9	d6
10 – 12	d8
13 – 14	d10
15+	d12

Skills

Most of the skills in the James Bond 007 RPG translate to Savage Worlds. The following table provides a quick reference on skill conversions:

James Bond 007 Skill	Savage Worlds Conversion
Boating	Boating skill
Charisma	Attractive Edge, Charisma, Charismatic Edge, Very Attractive Edge
Connoisseur	Connoisseur Edge
Cryptography	Knowledge (Cryptography) skill
Demolitions	Tech skill, Demolitionist Edge
Disguise	Persuasion skill, Master of Disguise Edge
Diving	Swimming skill
Driving	Driving skill

James Bond 007 Skill	Savage Worlds Conversion
Electronics	Tech skill, Hacker Edge
Evasion	Not used. Pace and Agility used instead.
Fire Combat	Shooting skill, Combat Edges
First Aid	Healing skill
Gambling	Gambling skill, Gambler Edge
Hand-to-Hand Combat	Fighting skill, Throwing skill, Combat Edges
Interrogation	Intimidation skill, Strong Willed Edge
Local Customs	Streetwise skill, Local Customs Edge
Lock Picking/Safecracking	Lock Picking skill
Mountaineering	Climbing skill
Photography	Knowledge (Photography)
Pickpocket	Stealth vs. Notice opposed roll; use "Thief" Edge
Piloting	Piloting skill
Riding	Riding skill
Science	Knowledge (Science) skill
Seduction	Persuasion skill
Sixth Sense	Notice skill, Danger Sense Edge
Stealth	Stealth skill
Torture	Not used. Use Intimidation skill or Strong Willed Edge. For NPCs only.

Some Savage Worlds skills were not specifically provided in the James Bond 007 RPG, but they still pertain to characters in James Bond or any spy genre: Investigation, Repair, Survival, Taunt, and Tracking.

Fields of Experience

Fields of Experience do not change.

Important Information Fields can be converted into Knowledge skills or be given a suitable level in Expert Competency.

Performance Fields can also be raised to Expert Competency.

Edges can assist in the use of Fields of Experience at the GM's discretion.

Rank

Use Savage Worlds ranks and the M.I.6 Agent and "00" Agent edges. Use "Operative" rank in place of Rookie and Novice.

Ease Factors

The Ease Factor in the James Bond 007 game is similar to the TN in Savage Worlds. When converting existing adventures, you can use the following table to convert Ease Factors into TN die modifiers:

Ease Factor	TN Modifier
½ – 1	–4
2 – 3	–2
4	–1
5	0
6	+1
7 – 8	+2
9 – 10	+4

Vehicles

Whilst Savage Worlds provides everything you need, some James Bond 007 RPG vehicle attributes that should be used are Performance Modifiers, Structure Points and Force Ratings. The Performance Modifiers and Force Ratings can be converted to Driving bonuses when using the vehicle.

For example, if a character is driving a car like the Aston Martin DB5 (Performance Modifier = +2), he can add +2 to all Driving rolls. This is something that is missing from the Savage Worlds rules for vehicles; it seems reasonable that a sports car should provide bonuses over a compact car.

Structure Points can still be used to determine the number of modifications that can be added to the vehicle.

Hero and Survival Points

The James Bond 007 RPG already used the concept of Bennies through Hero and Survival Points. Basically, use the Savage Worlds Bennies in place of Hero and Survival Points with the alterations suggested earlier in these rules.

Intimidation and Torture

The Intimidation Tests of Will rules can be used for Intimidation and Torture scenarios. More specific rules may be added later, but they are most probably not needed.

Distance and Ranges

If using maps from the James Bond 007 RPG, divide all Savage Worlds weapon ranges et al by 2.

For movement, instead of using Pace, just use the character's Speed rating to determine the number of inches that can be covered.

It should be remembered that the James Bond 007 RPG always used a scale of one inch equals ten feet.

SAVAGE 007 CHARACTERS



JAMES BOND



Rank: Legendary

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigour d10

Charisma: +4

Speed: 3 **Parry:** 7 **Toughness:** 7

Fields of Experience: Botany (I), Chemistry (I), Forensics (I), Golf (P), Military Science (I), Snow Skiing (P)

Skills: Boating d8, Climbing d6, Driving d10, Fighting d8, Gambling d10, Healing d4, Intimidation d6, Knowledge (Science) d4, Lock Picking d6, Notice d10, Persuasion d10, Piloting d8, Repair d6, Shooting d10, Stealth d10, Streetwise d8, Survival d6, Swimming d10, Taunt d8, Tech d6, Throwing d8

Hindrances: Loyal, Heroic, Attraction to Members of the Opposite Sex

Edges: Attractive, Block, Charismatic, Connoisseur, Danger Sense, Gambler, Hard to Kill, Natural Athlete, Improved Trademark Weapon (Walther PPK), Level Headed, Luck, Marksman, Martial Artist, Nerves of Steel, "00" Agent, Unarmed Fighter



ODDJOB

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigour d12

Speed: 1(+1) **Parry:** 7 **Toughness:** 9

Skills: Driving d6, Fighting d10, Notice d4, Intimidation d10, Stealth d6, Throwing d10,

Hindrances: Loyal, Mean, Over confident

Edges: Brawny, Improved Block, Combat Reflexes, Hard to Kill, Improved Frenzy, Improved Unarmed Fighter, Martial Artist, Nerves of Steel, Trademark Weapon (Derby)

Gear: Steel-lined Derby (3/6/12, Str +2, decapitation if successful damage with called shot to head).

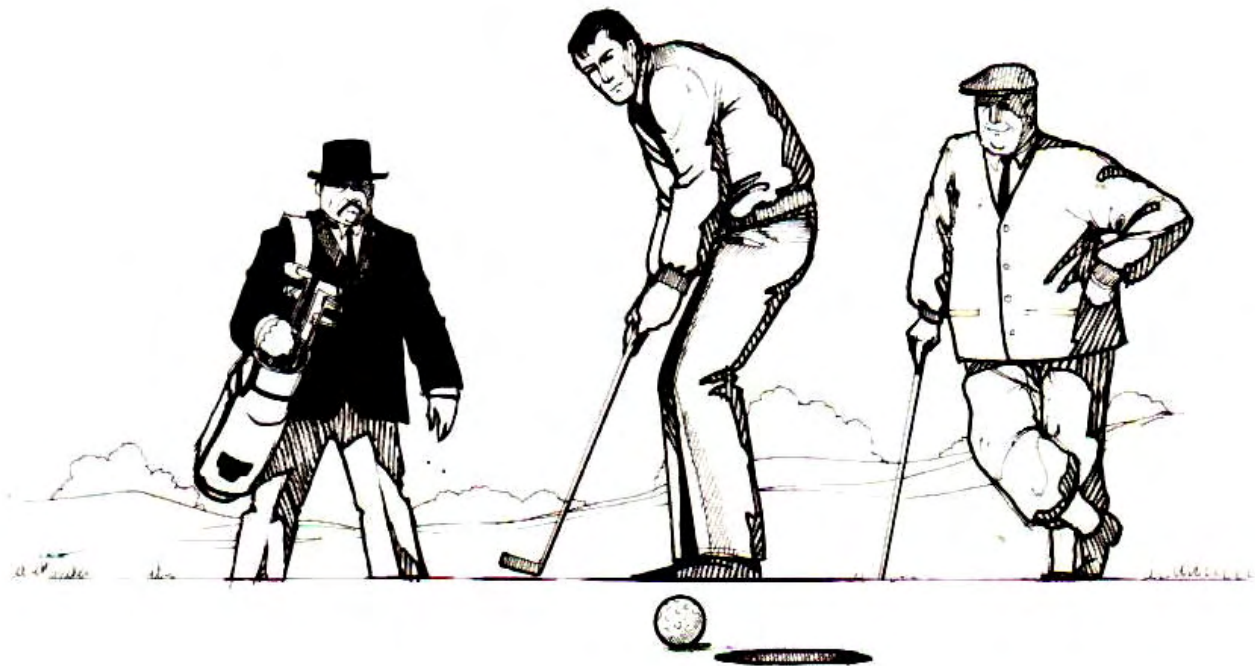


APPENDIX 01

Height and Weight Tables

HEIGHT:			
Male	Female	Cost	Fame Points
5'2" – 5'3"	4'10" – 4'11"	1	50
5'4" – 5'5"	5'0" – 5'1"	2	20
5'6" – 5'7"	5'2" – 5'3"	3	10
5'8" – 5'9"	5'4" – 5'5"	4	5
5'10" – 5'11"	5'6" – 5'7"	5	0
6'0" – 6'1"	5'8" – 5'9"	4	5
6'2" – 6'3"	5'10" – 5'11"	3	10
6'4" – 6'5"	6'0" – 6'1"	2	20
6'6"	6'2"	1	50

WEIGHT:			
Male	Female	Cost	Fame Points
120 – 134	95 – 104	1	50
135 – 149	105 – 114	2	20
150 – 164	115 – 119	3	10
165 – 179	120 – 124	4	5
180 – 194	125 – 134	5	0
195 – 209	135 – 149	4	5
210 – 224	150 – 174	3	10
225 – 239	175 – 189	2	20
240 – 260	190 – 205	1	50



APPENDIX 02

Fields of Experience

Profession	Fields of Experience
Freelance Operative	Economics/Business, International Law, Law, Political Science
Journalist	Computers, Political Science
Military	Computers, Mechanical Engineering, Military Science
Military Intelligence	Forensics, International Law, Microphotography, Military Science, Political Science, Toxicology
Police	Computers, Forensics, Law, Toxicology
Scientist	Biology/Biochemistry, Botany, Chemistry, Computers, Economics/Business, Medicine/Physiology, Space Sciences
Thief	Fine Arts, Jewellery, Law, Mechanical Engineering, Rare Collectibles
General Fields of Experience	Board Games, Cricket, Economics/Business, Football, Golf, Hockey, Law, Snow Skiing, Squash, Tennis, Wargaming, Water Skiing

Biology/Biochemistry: Having a working knowledge of biology labs and equipment. Being able to understand experiments dealing with everything from bacteriology to heart transplants. (Information Field)

Board Games: Being familiar with the rules and strategies of popular board games such as chess, backgammon, checkers, go, and the like. (Performance Field)

Botany: Being familiar with the procedures and equipment of botany labs. Understanding the effects of plants on people, detailing their natural environment, and identifying their various medicinal compounds by diagrams of their chemical make-up. (Information Field)

Chemistry: Being familiar with the procedures and equipment of chemical labs. Being able to identify chemicals by sight and smell, and accurately predicting the results of their use or combinations. (Information Field)

Computers: Understanding the functions and uses of computers. Being well versed in computer languages, programming, software and hardware. (Information Field)

Cricket: Understanding the game and its rules, and being able to play. (Performance Field)

Economics/Business: Having a thorough overview of current business affairs regarding major and/or international industries. Being able to interpret a corporate report, accounting books, or office files. (Information Field)

Fine Arts: Having a working knowledge of all forms of two- and three-dimensional art. Being able to judge the value of a piece of art to within a few pounds sterling. (Information Field)

Football: Understanding the game and its rules, and being able to play. Americans call this game soccer. (Performance Field)

Forensics: Having knowledge of the gathering and scientific interpretation of physical evidence and also the science of ballistics. (Information Field)

Golf: Understanding the game and its rules, and being able to play. (Performance Field)

Ice Hockey: Understanding the game and its rules, and being able to play. (Performance Field)

International Law: Having knowledge of international law and its effects on intelligence gathering operations. (Information Field)

Jewellery: Having knowledge of gems and jewellery such that the real McCoy can be distinguished from a phoney. Being able to judge the value of said items to within a few pounds. (Information Field)

Law: Having knowledge of the local laws governing citizens and tourists in a country. Also knowing the standard police procedures and legal systems, including crimes and punishments. (Information Field)

Mechanical Engineering: Being familiar with the workings of large machinery and factory layouts. Being able to pinpoint the probable locations of large items, such as air conditioners, from observation of an exterior. (Information Field)

Medicine/Physiology: Having knowledge of the human anatomy and diseases. (Information Field)

Microphotography: Being able to prepare, with the proper equipment, clear and intelligible microdots. (Performance Field)

Military Science: Being familiar with military protocol, rules and regulations. Having familiarity with the uniforms, accoutrements and hardware of all countries. (Information Field)

Political Science: Being familiar with current international relations and important world leaders. Being able to predict international repercussions from incidents and having intimate knowledge of the world's hot spots. (Information Field)

Rare Collectibles: Having knowledge of rare stamps, coins, and the like. Being able to identify such objects and estimate their value to within a few pounds. Included in this category are such items as furs and books. (Information Field)

Snow Skiing: Being able to snow ski, from cross-country to professional slalom. (Performance Field)

Space Sciences: Having knowledge of all space programs and the operations of major shuttlecraft, capsules and satellites. (Information Field)

Squash: Understanding the game and its rules, and being able to play. (Performance Field)

Tennis: Understanding the game and its rules, and being able to play. (Performance Field)

Toxicology: Having knowledge of the smell and identification of poisons, the symptoms from ingesting them, and their antidotes. (Information Field)

Wargaming: Understanding of board games of a complex and esoteric variety, and being able to play them. (Performance Field)

Water Skiing: Being able to water ski. (Performance Field)

APPENDIX 03

Fame Points

When a character is first created he starts with an initial number of Fame Points based on his height, weight, sex, appearance, rank and starting age (see page 6, Fame Points).

Over a period of time a character will gain additional Fame Points for such actions as killing an enemy, gaining a scar, attaining the "00" rank, and successfully completing an assignment. The GM decides when a character has undertaken an action which will gain him Fame Points. The Fame Point total should always be kept up to date on the character sheet.

All important NPC's should also have Fame Points determined by the GM that are kept secret from the players.

Whenever a Fame roll is made, the GM performs it in secret. If he is checking for an NPC's recognition of a Player Character, he plays out the result. When the roll is for a character trying to recognize an NPC, the GM will muddy the situation for anything but certain recognition. A player must ask for the Fame roll; it is never performed by the GM automatically when a character meets an NPC.

A character can temporarily reduce his chance of being recognized by successful disguise. A character can reduce his Fame Point total by expending Experience Points (see page 9); M.I.6 and the character are, in effect, feeding false information into the underworld grapevine.

It may happen that a character has such a high Fame Point total, he will be recognized by almost everyone he meets. At this point, the character **may** have to retire from the field and accept a desk job at M.I.6. A player may then create a new character. This should always be discussed between the GM and the player first; at no point should the player be forced into changing his character.

It is also possible to fake the character's death, which temporarily reduces his Fame Point total; once he is recognized by a member of an enemy organization, however, these points are restored.

For Player Characters, Fame Points are gained for the following reasons:

Fame Points	Reason
15	For each Major Villain the character kills
10	For each Privileged Henchman the character kills
5	For each person the character kills intentionally
3	For each mission the character completes (whether it is successful or unsuccessful)
20	For becoming a "00"
20	For each distinctive visible scar

The GM may add to this list as he sees fit.

The Fame Point "award" for killing someone is intended as a deterrent against the pointless killing of insignificant NPCs by characters. The GM should carefully weigh the character's (or *player's*) intent before allotting these points. If a particular campaign is blessed with little wanton bloodletting, this award may be lessened or eliminated altogether.

The fake death of a Player Character removes 75 Fame Points until he is recognized. To remove one Fame Point, a character must spend 1 Experience Point.



GM NOTE: The Fame Check "recognition" does not apply in situations where the NPCs or Player Characters have such items as accurate photographs to refer to. Nor does it apply if the character in question has been encountered previously and in the intervening time has not altered his appearance. In these situations, it is assumed the recognition is easy. It is up to the GM to decide when a Fame roll is called for by NPCs.

CASH			VEHICLE	PM	FCE	STR	TGH	CREW	CRUS	MAX	CLIMB			
On Hand:														
Banked:														
Stashed:														
EQUIPMENT CARRIED (maximum encumbrance value carried & status): ENC Carried ENC Worn _____ _____			INJURY STATUS & HEALING				EQUIPMENT							
			TOTAL WOUNDS		RECOVERY									
In Pack or Bag : Capacity (____) ENC (____)			NOTES											
Loc	Item	ENC	CONTACTS				CLOTHING & ARMOUR							
	(ON BELT)						ITEM				NOTES		AV	ENC
1 :														
2 :														
3 :														
4 :														
5 :														
6 :														
7 :														
8 :														
9 :														
10 :														
(CARRIED)														
L Slung :														
R Slung :														
L Hand :														
R Hand :														
(IN POCKETS)														
1 :														
2 :														
3 :														
4 :														
5 :														
6 :														
7 :														
Total ENC	Load Limit	Modifier					RECENT PHOTOGRAPH OR FINGERPRINT							
_____	_____	_____												

