

# James Bond 007 Role Playing Game – Quick Reference v2

MULTIPLICATION TABLE											
PRIMARY CHANCE	1/2	1	2	3	4	5	6	7	8	9	10
1	1	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
22	11	22	44	66	88	110	132	154	176	198	220
23	11	23	46	69	92	115	138	161	184	207	230
24	12	24	48	72	96	120	144	168	192	216	240
25	12	25	50	75	100	125	150	175	200	225	250
26	13	26	52	78	104	130	156	182	208	234	260
27	13	27	54	81	108	135	162	189	216	243	270
28	14	28	56	84	112	140	168	196	224	252	280
29	14	29	58	87	116	145	174	203	232	261	290
30	15	30	60	90	120	150	180	210	240	270	300

SKILL	PRIMARY CHANCE FORMULA*	SKILL	PRIMARY CHANCE FORMULA*	SKILL	PRIMARY CHANCE FORMULA*
Boating	(PER+DEX)/2	Evasion	(STR+DEX)/2	Pickpocket	DEX
Charisma	WIL	Fire Combat	(DEX+PER)/2	Piloting	(PER+DEX)/2
Cryptography	INT	Gambling	PER	Riding	(PER+WIL)/2
Demolitions	INT	Hand-to-Hand Combat	STR	Science	INT
Disguise	INT	Interrogation	INT	Seduction	(WIL+Charisma)/2
Diving	(STR+DEX)/2	Local Customs	PER	Sixth Sense	(INT+PER)/2
Driving	(PER+DEX)/2	Lockpicking/Safecracking	DEX	Stealth	WIL
Electronics	INT	Mountaineering	(WIL+STR)/2	Torture	(INT+WIL)/2

\*Plus skill level

<b>QUALITY RESULTS TABLE</b>				
<b>SUCCESS CHANCE RANGE</b>	<b>EXCELLENT 1</b>	<b>VERY GOOD 2</b>	<b>GOOD 3</b>	<b>ACCEPTABLE 4</b>
<b>01-10</b>	01	02	03-05	06-SC
<b>11-20</b>	01-02	03-04	05-10	11-SC
<b>21-30</b>	01-03	04-06	07-15	16-SC
<b>31-40</b>	01-04	05-08	09-20	21-SC
<b>41-50</b>	01-05	06-10	11-25	26-SC
<b>51-60</b>	01-06	07-12	13-30	31-SC
<b>61-70</b>	01-07	08-14	15-35	36-SC
<b>71-80</b>	01-08	09-16	17-40	41-SC
<b>81-90</b>	01-09	10-18	19-45	46-SC
<b>91-100</b>	01-10	11-20	21-50	51-SC
<b>101-110</b>	01-11	12-22	23-55	56-99
<b>111-120</b>	01-12	13-24	25-60	61-99
<b>121-130</b>	01-13	14-26	27-65	66-99
<b>131-140</b>	01-14	15-28	29-70	71-99
<b>141-150</b>	01-15	16-30	31-75	76-99
<b>151-160</b>	01-16	17-32	33-80	81-99
<b>161-170</b>	01-17	18-34	35-85	86-99
<b>171-180</b>	01-18	19-36	37-90	91-99
<b>181-190</b>	01-19	20-38	39-95	96-99
<b>191-200</b>	01-20	21-40	41-98	99
<b>201-210</b>	01-21	22-42	43-98	99
<b>211-220</b>	01-22	23-44	45-98	99
<b>221-230</b>	01-23	24-46	47-98	99
<b>231-240</b>	01-24	25-48	49-98	99
<b>241-250</b>	01-25	26-50	51-98	99
<b>251-260</b>	01-26	27-52	53-98	99
<b>261-270</b>	01-27	28-54	55-98	99
<b>271-280</b>	01-28	29-56	57-98	99
<b>281-290</b>	01-29	30-58	59-98	99
<b>291-300</b>	01-30	31-60	61-98	99

**NOTES:** An SC under the Quality Rating 4 stands for "Success Chance." If any dice result is greater than the Success Chance, the attempt has failed. For a Quality Rating of 1, 2, or 3, the dice result must fall within the ranges given on the table. For a Quality Rating 4, the dice result must fall between the number given and the Success Chance. A dice result of 100 is always a failure. When using guns, a Jam result supersedes a Quality Rating result.

<b>SKILL USE CHART</b>					
<b>ATTRIBUTE</b>	<b>FAILURE</b>	<b>QUALITY RATING</b>			
		<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
Time (BASE x)	3	2	1	1/2	1/4
Information (% TRUE)	FALSE	50%	75%	90%	100%

WOUND LEVEL CHART												
QUALITY RATING	WEAPON DAMAGE CLASS											
	A	B	C	D	E	F	G	H	I	J	K	L
4	ST	ST	ST	ST	LW	LW	LW	LW	LW	LW	MW	HW
3	ST	ST	LW	LW	LW	MW	MW	HW	IN	IN	IN	IN
2	LW	LW	MW	MW	HW	HW	IN	IN	KL	KL	KL	KL
1	LW	MW	MW	HW	HW	IN	IN	KL	KL	KL	KL	KL

**EXPLANATION OF WOUND LEVELS**

**ST=Stun:** If this result occurs from Fire Combat, the target must try to make an Ease Factor 8 Willpower roll to continue any actions. Until he succeeds, he cannot take any actions; he is pinned down by the gunfire, but he retains his weapon. The roll is performed every Action Round during the Declaration.

If the Stun is the result of Hand-to-Hand Combat, the target must try to make an Ease Factor 8 Strength roll. If it fails, the target falls to the ground, beaten senseless. He cannot take any actions for D6 rounds; the GM rolls the die in secret and does not tell the player the result until the character regains his senses at the beginning of the appropriate round.

**LW=Light Wound:** If a character receives this result, he must immediately try to make a Pain Resistance roll (an Ease Factor 7 Willpower roll) to resist the pain and continue taking actions. During the Declaration of each Action Round, the character makes the Pain Resistance roll, and until he succeeds, he can take no actions. If a character is stunned and then receives a wound, he must wait for the stun to wear off before he begin-ning his Pain Resistance rolls.

**MW=Medium Wound:** The results are the same as for a Light Wound, except the character must make the Pain Resistance roll at Ease Factor 5. Until he succeeds, he can take no actions.

**HW =Heavy Wound:** The results are the same as for a Light or Medium Wound, except the Pain Resistance roll is made at Ease Factor 3.

**IN=Incapacitated:** The character falls unconscious for a peri• od of D6 hours; the GM rolls the die in secret and at the end of that time announces that the character is conscious. The char-acter will have a Heavy Wound as a result of the combat. He will not need to perform any Pain Resistance rolls.

**KL=Killed:** The character has suffered the ultimate incapacitation. He is removed from play.

**PAIN RESISTANCE ROLL**

The Pain Resistance roll is performed the instant a character is hit by an attack, and the Ease Factor chosen is based on his current Wound Level. If the character is Stunned or Incapacitated, he does not begin making the Pain Resistance rolls until he regains consciousness.

If the Pain Resistance roll fails, the character falls prone, clutches at the wound, and cannot function. The character drops anything he was holding. At the beginning of each round, the character tries the roll again until he succeeds. If a character falls from a ledge, use the Fall Wound Chart to determine the wound received from the fall. Any damage from a fall is cumulative with damage from the wound that knocked the character off his perch.

## COMBAT

**Character Order:** Higher Speed first. Break ties with D6 (lowest roll wins). Once established, order is retained throughout the entire battle.

**Declaration:** Each round represents 3 to 5 seconds. Characters declare their actions starting with the lowest Speed. Characters are committed to their declared actions even if it takes place over multiple Rounds.

**Action:** Characters execute declared actions starting with the highest Speed.

### HAND-TO-HAND DAMAGE EXPLANATION

**Stun:** If the Stun is the result of Hand-to-Hand Combat, the target must try to make an Ease Factor 8 Strength roll. If it fails, the target falls to the ground, beaten senseless. He cannot take any actions for D6 rounds; the GM rolls the die in secret and does not tell the player the result until the character regains his senses at the beginning of the appropriate Action Round.

**Shaking Off Wounds:** In Hand-to-Hand Combat, if the target of the attack has a Strength of 14 or 15 and is not being attacked with a weapon that has-a stabbing point or a cutting edge, the target can lower any wound result by two levels if he succeeds in making an Ease Factor 5 Strength roll. He would thus be able to ignore a Stun and Light Wound results and would receive a Stun instead of a Medium Wound or a Light Wound instead of a Heavy Wound. If this roll fails, the target receives the wound at the normal level and must immediately begin making Pain Resistance rolls if necessary.

#### HAND-TO-HAND COMBAT MODIFIERS:

EASE FACTOR MODIFIERS	REASONS
0	For a Punch attack
-1	For a Kick attack
-2	For a Specific Blow
-2	Attacker moved into range during this round
0 to -3	For the target's Speed (a negative Ease Factor is applied to the attacker equal to the target's Speed)

## DRAW

Character that can still fire its weapon may Draw in reaction to others' actions. Character with higher modified speed roll (D6) fires first.

DRAW ADJUSTMENTS	
SPEED ROLL	
ADJUSTMENT	REASON
+Speed	Character's Speed rating
± Draw	Weapon's Draw rating
-2	Having to pull out the weapon to fire it
-1	Firer has Light Wound
-2	Firer has Medium Wound
-3	Firer has Heavy Wound

### FIRE COMBAT MODIFIERS

EASE FACTOR MODIFIER	REASON
-2	Firer moves this round
-2	Firer is attempting a Specific Shot
+3	Firer is Taking a Bead
-1	For each additional shot fired in a round after the first
+2	Target is within a range of 10 feet
+1	Target is in weapon's Close range
-1	Target is in weapon's Long range
-2	Target moved this round
-4	Target zigzagged this round
-2	Target has 1/3 cover (equals kneeling)
-4	Target has 2/3 cover (equals being prone)
+4	Target is surprised

### AREA WEAPON DAMAGE CHART

DAMAGE CLASS	DISTANCE (IN FEET)			
	0-10	11-20	21-30	31-40
I	HW	MW	LW	ST
J	IN	HW	MW	ST
K	KL	IN	HW	LW
L	KL	KL	IN	LW

<b>WOUND ADJUSTMENT CHART</b>	
<b>MATERIAL</b>	<b>ADJUSTMENT</b>
Vehicles (0-10 Struc. Points)	None (MW becomes LW)
Vehicles (11-50 Struc. Points)	1 level less
Vehicles (51-200 Struc. Points)	2 levels less
Vehicles (201 + Struc. Points)	3 levels less
Wood	None
Iron	1 level less
Steel	2 levels less

<b>DAMAGE ACCUMULATION CHART</b>				
<b>NEW WOUND</b>	<b>OLD WOUND</b>			
	<b>LW</b>	<b>MW</b>	<b>HW</b>	<b>IN</b>
<b>LW</b>	MW	HW	IN	IN
<b>MW</b>	HW	IN	IN	KL
<b>HW</b>	IN	IN	KL	KL
<b>IN</b>	IN	KL	KL	KL

<b>FALL WOUND CHART</b>	
<b>HEIGHT (IN FEET)</b>	<b>WOUND LEVEL</b>
0-10	No damage
11-20	Light Wound
21-60	Medium Wound
61-150	Heavy Wound
151-250	Incapacitated
251 or more	Killed

<b>SCAR CHANCE CHART</b>	
<b>WOUND LEVEL</b>	<b>SCAR CHANCE</b>
Medium Wound	05
Heavy Wound	15
Incapacitated	35

<b>SCAR LOCATION CHART</b>	
<b>D100 RESULT</b>	<b>LOCATION</b>
<b>01-12</b>	Face
<b>13-23</b>	Neck
<b>24-45</b>	Chest
<b>46-66</b>	Back
<b>67-74</b>	Left arm
<b>75-85</b>	Right arm
<b>86-93</b>	Left leg
<b>94-100</b>	Right leg

## CHASE SEQUENCE

1. The GM determines the range at which the chase begins; if this is not the first round, the range will be that determined by the maneuvers undertaken during the last round.
2. The bidding for this round is resolved.
3. The side which bid lower declares which side goes first.
4. The side going first declares which maneuver will be attempted.
5. The maneuver is resolved. If successful, the results are applied immediately; if unsuccessful, determine whether a mishap has occurred.
6. The first side can now fire any weapons it has.
7. The side going second declares which maneuver(s) it wishes to attempt; the maneuver is resolved as in step 5.
8. The second side can now fire its weapons.

RANGE TABLE	
DIE ROLL	RANGE
1	Close
2-3	Medium
4-5	Long
6	Distant

No chase can ever begin at Extreme range.

MANEUVER CHOICES	
MANEUVER	SAFETY EASE FACTOR
PURSUE/FLEE	6
FORCE	4
DOUBLE BACK	4
QUICK TURN	4
TRICK	3

PURSUE/FLEE CHART				
	QUALITY RATING			
	4	3	2	1
RANGES CHANGED →	1	2	3	4

CHASE MODIFIERS	
EASE FACTOR MODIFIERS	REASONS
-1	For rain snow, or mild storm
-2	For night
-2	For a severe storm
+1	For the characters being very familiar with the terrain/area of the chase
-1	For the character being drunk or drugged
-3 to +3	For the vehicle's given Performance Modifier

MISHAP DAMAGE CHART								
MANEUVER	EASE FACTOR BID							
	7	6	5	4	3	2	1	1/2
Pursue/Flee	LD	LD	LD	MD	MD	HD	HD	IN
Force	LD	LD	MD	MD	HD	HD	IN	KL
Quick Turn	LD	LD	LD	LD	LD	MD	MD	MD
Double Back	LD	LD	MD	MD	HD	HD	IN	IN
Trick	MD	MD	HD	HD	IN	IN	KL	KL

VEHICLE DAMAGE CHART		
VEHICLE DAMAGE STATUS	SPEED FRACTION	EASE FACTOR MODIFIER
Light	$\frac{3}{4}$	-1
Medium	$\frac{1}{2}$	-2
Heavy	$\frac{1}{4}$	-3

PERSUASION CHART					
WIL OF NPC	FAILURE	QUALITY RATING			
		4	3	2	1
1-5	N	?	Y	Y	Y
6-8	N	N	?	Y	Y
9-11	N	N	?	?	Y
12-13	N	N	?	?	?
14	N	N	N	?	?
15	N	N	N	N	?

Key: **N=No**; the NPC turns down the character.  
**?=Undecided**; the NPC has his choice to agree (his reaction will be checked again). **Y=Yes**; the NPC agrees willingly with the character.

**GM NOTE:** When you obtain a "?" result, re-roll the reaction at a point when the players would not automatically know what you are rolling for. Role-play the NPC as if he might change his mind.

PERSUASION MODIFIERS	
EASE FACTOR MODIFIER	REASON
-4	NPC is Opposed to character
-3	NPC is Antagonistic to character
-1	NPC is Neutral to character
+1	NPC is Friendly to character
+3	NPC is Enamored with character

INTERROGATION/TORTURE CHART					
WIL OF NPC	FAILURE	QUALITY RATING			
		4	3	2	1
1-5	3	2	2	1	1
6-8	4	3	3	2	1
9-11	F	4	3	2	2
12-13	F	F	F	4	3
14	F	F	F	4	3
15	F	F	F	F	3

INTERROGATION MODIFIERS	
EASE FACTOR MODIFIER	REASON
+2	Victim is exhausted
+1	For each Interrogation attempt after the first
-2	Interrogator is exhausted

TORTURE MODIFIERS	
EASE FACTOR MODIFIER	REASON
+1	Victim has Light Wound
-1	Victim has Medium Wound
-3	Victim has Heavy Wound

## SEDUCTION SEQUENCE

1. The Look (EASE FACTOR 10)
2. Opening Line (EASE FACTOR 9)
3. Witty Conversation (EASE FACTOR 8)
4. Beginning Intimacies (EASE FACTOR 5)
5. When and Where? (EASE FACTOR 4)

SEDUCTION MODIFIERS	
EASE FACTOR MODIFIER	REASON
-2	Attempting a Seduction on an NPC who has already successfully resisted
+2	If the NPC has an Attraction to Members of the Op-posite sex
+2	If the NPC is male and the Player Character is female
-3	If the Player Character's appearance is Plain
-1	If the Player Character's appearance is Normal
+1	If the Player Character's appearance is Attractive
+2	If the Player Character's appearance is Striking
+4	If the Player Character's appearance is Sensational

Once an NPC has been seduced (not just *allowed* himself to be seduced), his reaction to the Player Character should be re-rolled by you with a +5 modifier.

FAME CHART				
NUMBER OF FAME POINTS	QUALITY RATING			
	4	3	2	1
Less than 50	N	N	N	?
51-100	N	?	?	Y
101-150	?	?	Y	Y
151 or more	?	Y	Y	Y

**Key: N=No;** the character attempting the recognition does not succeed.  
**?=Maybe;** the character attempting the recognition thinks he recollects the other character, who may then attempt to Persuade the first character that he is mistaken. **Y=Yes;** the character does recognize the other character.

EASE FACTOR MODIFIERS	
EASE FACTOR MODIFIER	REASON
+2	For a failed Disguise attempt
-1	For a Disguise Quality Rating 3
-3	For a Disguise Quality Rating 2
-5	For a Disguise Quality Rating 1

REACTION CHART	
DICE RESULT	NPC REACTION
Failure	Opposed
Quality Rating 4	Antagonistic
Quality Rating 3	Neutral
Quality Rating 2	Friendly
Quality Rating 1	Enamored

**REACTION ROLL MODIFIER:**

There is a -6 modifier to the roll if the NPC is a member of an enemy organization (this modifier is applied only if the NPC recognizes the character for what he really is).

COLD AREA ENCOUNTER TABLE						
SECOND DIE ROLL	FIRST DIE ROLL					
	1	2	3	4	5	6
1	<i>Beautiful Foil (-1)</i>	Hijacking	Newspaper	Questioning	<i>Civilian (-1)</i>	Soldier
2	James Bond	<i>Shady Contact (-1)</i>	<i>Technician (-1)</i>	<i>Fellow Secret Agent</i>	Remote Control	<i>Civilian</i>
3	Arrest	Newspaper	<i>Beautiful Foil</i>	<i>Soldier</i>	Television	Informant
4	<i>Shady Contact (-1)</i>	Tourists	Hotel Operator	Frosty Reception	Soldier	<i>Technician (-1)</i>
5	Dead Body	<i>Civilian</i>	Chase (-2)	<i>Beautiful Foil</i>	<i>Fellow Secret Agent</i>	<i>Shady Contact</i>
6	Newspaper	Computer Foul Up	<i>Technician</i>	<i>Shady Contact</i>	Intuition	<i>Civilian</i>

HOT AREA ENCOUNTER TABLE						
SECOND DIE ROLL	FIRST DIE ROLL					
	1	2	3	4	5	6
1	<i>Beautiful Foil</i>	Vehicle Clue	<i>Technician (+1)</i>	Opportunity	Employment Offer	<i>Shady Contact (+1)</i>
2	Dead Body	Thief	<i>Soldiers (+1)</i>	Mysterious Note	<i>Soldiers (+2)</i>	<i>Fellow Secret Agent (+1)</i>
3	<i>Privileged Henchman</i>	Civilian (+1)	Opportunity	<i>Shady Contact (+2)</i>	Kidnapping	Assassin
4	Paging	<i>Technician (+2)</i>	<i>Beautiful Foil (+1)</i>	M.I.6	Suspicious Action	<i>Soldiers (+2)</i>
5	<i>Fellow Secret Agent (+2)</i>	<i>Soldiers (+2)</i>	Code Broken	Intuition	<i>Beautiful Foil (+3)</i>	Informant
6	<i>Technician (+2)</i>	<i>Shady Contact (+1)</i>	Attack	Chase	<i>Privileged Henchman</i>	<i>Major Villain</i>