

## Fields of Experience & Weakness



I found the Fields of Experience in the original version of the game lacking in actual use of dice rolling. I have decided to give a bonus to a Skill roll depending on what Field of Experience the player has.

Instead of a character 'just knowing' the information in a particular Field of Experience, I also implemented that the character rolls on Intelligence, Ease Factor of '8', to understand the information. If the player rolls a Quality Rating '1' on their Intelligence check I would also grant bonus Experience Points.

### **Steps for choosing a Field of Experience:**

1) The player rolls a D6 to determine how old they are: 27yrs old + D6.

The D6 roll also determines how many different Fields of experience the character will have.

2) The player rolls on the 'Fields of Experience' Chart below to see what fields of Experience they get.

3) For every '3' Fields of Experience' the player will roll on the Weakness Chart below to determine whether or not they have a weakness.



**Field of Experience Chart:**

<b>Roll 1-100</b>	<b>Field of Experience</b>	<b>Ease Factor Bonus</b>
<b>1-3</b>	<b>Biology/Biochemistry</b>	<b>+1 Science rolls</b>
<b>4-7</b>	<b>Board Games</b>	<b>+1 Gambling rolls</b>
<b>8-10</b>	<b>Botany</b>	<b>+1 Connoisseur rolls</b>
<b>11-13</b>	<b>Chemistry</b>	<b>+1 Demolitions rolls</b>
<b>14-17</b>	<b>Computers</b>	<b>+1 Electronics rolls</b>
<b>18-20</b>	<b>Cricket</b>	<b>+1 to Hand to Hand Combat when using blunt weapons.</b>
<b>21-23</b>	<b>Economics/business</b>	<b>+1 Charisma rolls</b>
<b>24-26</b>	<b>Fine Arts</b>	<b>+1 Seduction rolls</b>
<b>27-29</b>	<b>Football</b>	<b>+1 Evasion rolls on foot</b>
<b>30-32</b>	<b>Forensics</b>	<b>+1 Photography rolls</b>
<b>33-35</b>	<b>Golf</b>	<b>+1 Pickpocket</b>
<b>36-38</b>	<b>Ice Hockey</b>	<b>+1 Hand to Hand Combat rolls (can't be using a weapon of any kind for this bonus)</b>
<b>39-41</b>	<b>International Law</b>	<b>+1 Disguise rolls</b>
<b>42-44</b>	<b>Jewelry</b>	<b>+1 to Lockpicking/Safecracking rolls</b>
<b>45-47</b>	<b>Law</b>	<b>+1 Local Custom rolls</b>
<b>48-50</b>	<b>Mechanical Engineering</b>	<b>+1 Electronics rolls</b>
<b>51-53</b>	<b>Medicine/Physiology</b>	<b>+1 First Aid rolls</b>
<b>54-57</b>	<b>Microphotography</b>	<b>+1 Cryptography rolls</b>
<b>58-62</b>	<b>Military Science</b>	<b>+1 stealth rolls</b>
<b>63-66</b>	<b>Political Science</b>	<b>+1 Local Custom rolls</b>
<b>67-69</b>	<b>Rare Collectibles</b>	<b>+1 Connoisseur rolls</b>
<b>70-73</b>	<b>Snow Skiing</b>	<b>+1 Evasion rolls in winter/icy conditions when on foot</b>
<b>74-77</b>	<b>Space Sciences</b>	<b>+1 Piloting rolls</b>
<b>78-80</b>	<b>Squash</b>	<b>+1 Hand to Hand when using knives</b>
<b>81-83</b>	<b>Tennis</b>	<b>+1 Hand to Hand when using Long edged weapons.</b>
<b>84-87</b>	<b>Toxicology</b>	<b>+1 Interrogation/Torture rolls</b>
<b>88-91</b>	<b>Wargaming</b>	<b>+1 Sixth Sense</b>
<b>92-99</b>	<b>Water Skiing</b>	<b>+1 Dive rolls</b>
<b>100</b>	<b>Players Choice</b>	

**Weaknesses Chart:**

Roll 1-100	Weakness
1-4	Acrophobia
5-9	None
10-14	Agoraphobia
15-19	Attraction to Members of the Opposite Sex
20-24	None
25-29	Claustrophobia
30-34	Close Personal Tie
35-39	Dependence on Drugs
40-44	None
45-49	Dependence on Liquor
50-55	None
56-60	Fear of Spiders
61-67	None
68-72	Fear of Snakes
73-78	None
79-84	Gambling
85-87	None
88-91	Greed
92-93	None
94-98	Superstition
99	None
100	Players Choice of Weakness

Enjoy!

K.j



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