

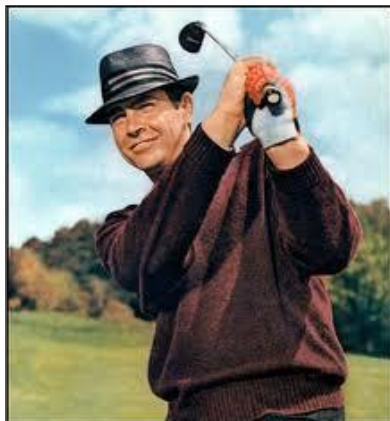


For Use with the 'James Bond RPG' by 'Victory Games'

1) Determine the players' 'Primary Chance'. The formula is: $(WIL + PER/2) + DEX$.

2) Determine how many holes will be played for the game, i.e. 9? 18?

3) The GM will determine what the 'Ease Factor' is for each hole. The general rule is the harder/longer the hole, the lower the Ease Factor. A good idea is to have the GM draw up a score card for the players showing the Hole Number, Ease Factor for each hole along with a box to insert each player's Quality Rating they scored. You may refer to a real golf card to get an idea.



4) Each player roles on their Primary Chance at the Ease Factor for that hole. The lower Quality Rating wins that hole. If the Quality Ratings are the same, the hole is a tie. Keep track on a golf card (made up or real) on who won which hole. At the end of the match add up the totals for the game. The golfer who won more holes wins the match. If either golfer wins so many holes that the other has no chance to catch up, the match is over

and the golfer with the higher total wins the match.

GM Note: To bring in the golf 'feel' you can assume a QR '1' to be a 'Hole In One', 'Eagle' or 'Double Eagle' depending on the 'Par' of the hole. A QR '2' to be an "Eagle" or "Birdie" depending on the 'Par' of the hole. A QR '3' to be a "Birdie", a QR '4' to be a 'Par' and a QR 'F' to be a "Bogey".

Cheating: If at some point during the game someone (usually the villain) wishes to start cheating, they would have to roll on their Stealth skill at Ease Factor 5 (If the cheating player has a caddy, the caddy can roll on their Stealth check instead, cheater's choice). For the opponent to notice that the other player is cheating he would roll a PER check equal to the Quality Rating of the cheater's Stealth roll e.g. *Oddjob rolls a Quality Rating '4' on his Stealth check, therefore James Bond would have to roll on his PER check at Ease Factor '4' to notice the cheating.* If the cheater rolled a 'Failure' on their Stealth check, assume an Ease Factor '10' for the opponent's PER roll to notice. If the cheating player goes unnoticed, he would always announce his Quality Rating is one better than his opponent (unless the opponent has a Quality Rating '1', in which case it's a tie because you can't score better than a Quality Rating '1'). The GM would ask the opponent being cheated on to roll one PER roll per hole until he is successful or the game ends, in which case, it would be too late. If the opponent is successful in his PER roll he would be informed the other player is cheating. If/when the player notices the cheating, the GM will start again informing the player of the cheater's actual Quality Ratings from that hole onward. At this point the cheater still thinks he is getting away with cheating (The cheater does retain the previous cheated holes' Quality Ratings, if any). At the end of the last hole the cheater (if he loses) will be surprised that his score isn't what he thought it was (busted using the wrong golf ball perhaps?).



Additional Info:

- You must have the "Golf Field of Experience" to play golf.
- You could allow a player to roll on their Sixth Sense skill (if they have the skill) instead of PER to spot cheating.
- A Player can use Hero points to improve their Quality Rating or lower their opponent's Quality Rating but they must announce they are using Hero Points and how many they are using before the dice are rolled.
- Villains cannot use 'Survival Points' to improve or lower Quality Ratings.

Enjoy!
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