

TENNIS



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

You will need to understand the basic terms of tennis, specifically 'game', 'set' and 'match'. Go to: <http://en.wikipedia.org/wiki/Tennis> for further info.

1) Determine your characters' 'Primary Chance'. This is calculated by the following formula: $(STR + PER / 2) + DEX$. E.g. Pussy Galore has STR: 5, DEX: 9 and PER: 10. Therefore, her 'Primary Chance' would be: $(5 + 10 / 2) + 9 = 16$.

2) Next step is to determine who will get to 'Serve' the first 'Game' of the 'Set'. This is determined by rolling a D10 (think of this step as a coin toss). Firstly, one of the players chooses either 1-5 or 6-10. The GM then rolls a D10 in view of the player(s). E.g. 'Player 1' picks "1-5". The GM rolls the D10 and it's a '7' (in the 6-10 range), therefore, 'Player 1' lost the toss and doesn't get to serve first, his opponent serves first.

Note: There are a variety of ways you could determine who serves first. You could let the Player with the highest Charisma Skill level decide who serves first.

3) Now we can begin the first 'Game' of the first 'Set' of the 'Match'. First, the 'Server' rolls on their Primary Chance at a base Ease Factor '6'. Then the Receiver rolls on their 'Primary Chance' at base Ease Factor '5'. The player with the better Quality Rating wins that Game. If both Players roll the same Quality Rating it's a tie (deuce) and you simply replay this step (with the same player serving) until there is a winner for that 'Game'.

If a player has a higher DEX than their opponent, that player gets an Ease Factor bonus for the whole Match i.e. 'Player 1' has a DEX of 12 and 'Player 2' has a DEX of 10, therefore, 'Player 1' gets an Ease Factor bonus of +2 for all of his Ease Factor rolls the

entire Match. 'Player 2' still rolls at the base Ease Factors.

E.g. 'Player 1' (who is Serving) rolls at Ease Factor '8' (base Ease Factor '6' + DEX bonus of + 2) and the result is a Quality Rating '4'. 'Player 2' rolls at EF '5' and gets a Quality Rating of '3'. 'Player 2' wins this Game and they are on to Game number 2 of the Set but now 'Player 2' gets to serve.

4) Just keep performing step '3', with the players exchanging 'Service' after each 'Game' until the desired number of 'Sets' are won for that 'Match'!

Additional Info:

-First player to win six Games wins the 'set', but keep in mind in tennis a player has to win by two 'games' to win a 'set'.

-Before starting, determine how many 'Sets' need to be won to win the 'Match'. It could be one Set, best of three 'Sets', or even best of five 'Sets'.

-A player must have the 'Tennis Field of Experience' to play tennis.

-Players can use 'Hero Points' to improve their Quality Ratings or worsen their opponent's 'Quality Rating' but they must announce they are using 'Hero Points' and the amount of 'hero points' BEFORE the dice are rolled.

-Villains can't use 'Survival Points' to adjust Quality Ratings in tennis.

Enjoy!
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