

Enter the Victory Games World of

JAMES BOND

007

Role Playing
In Her Majesty's
Secret Service

The Complete

BASIC SET

Includes
Basic Game book
plus Character Records,
two 10-sided dice, and
two 6-sided dice

Victory Games Inc.



VICTORY GAMES, INC.
New York, NY 10001

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#35002

CHARACTER RECORD SHEET

JAMES BOND 007 Game

CHARACTER NAME			CURRENT COVER				APPEARANCE		HEIGHT		WEIGHT				
CHARACTER RANK		AGE	FAME POINTS			HERO POINTS			FIELDS OF EXPERIENCE						
STR STRENGTH Speed DEX DEXTERITY Stamina WIL WILLPOWER Running PER PERCEPTION Carry INT INTELLIGENCE Hand-to-Hand Combat Class															

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE	
EASE FACTOR												Driving ()		(PER + DEX)/2			
PRIMARY CHANCE												Charisma ()		WIL			
1/2	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						
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21	10	21	42	63	84	105	126	147	168	189	210						
22	11	22	44	66	88	110	132	154	176	198	220						
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24	12	24	48	72	96	120	144	168	192	216	240						
25	12	25	50	75	100	125	150	175	200	225	250						
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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						

ABILITIES		PC	WEAKNESSES				SPECIAL EQUIPMENT									
Connoisseur		20														
First Aid		20														
Photography		20														
SCARS																
EXPERIENCE POINTS			WEAPONS										WOUND STATUS			
			Type PM S/R Ammo DC Close Long Con Jam Draw RL										Date Wounded:			

JAMES BOND 007 Game

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JAMES BOND 007 Game

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Connoisseur		20																			
First Aid		20																			
Photography		20																			
SCARS																					
EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type PM S/R Ammo DC Close Long Con Jam Draw RL										Date Wounded:							
														LW		MW		HW		INC	

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()	(PER + DEX)/2								
	½	1	2	3	4	5	6	7	8	9	10	Charisma ()	WIL								
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										
ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
First Aid		20																			
Photography		20																			
SCARS																					
EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type PM S/R Ammo DC Close Long Con Jam Draw RL										Date Wounded:							
														LW		MW		HW		INC	

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()	(PER + DEX)/2								
	½	1	2	3	4	5	6	7	8	9	10	Charisma ()	WIL								
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										
ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
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EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type PM S/R Ammo DC Close Long Con Jam Draw RL										Date Wounded:							
														LW		MW		HW		INC	

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()	(PER + DEX)/2								
	½	1	2	3	4	5	6	7	8	9	10	Charisma ()	WIL								
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										
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25	12	25	50	75	100	125	150	175	200	225	250										
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ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
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EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type PM S/R Ammo DC Close Long Con Jam Draw RL										Date Wounded:							
														LW		MW		HW		INC	

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()	(PER + DEX)/2								
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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										
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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										
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ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
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EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type PM S/R Ammo DC Close Long Con Jam Draw RL										Date Wounded:							
														LW		MW		HW		INC	

A dynamic illustration of James Bond and a female agent in a high-action scene. James Bond, in a dark blue jacket and black pants, is in the foreground, holding a handgun and aiming it forward. The female agent, with long brown hair and wearing a light blue jacket, is slightly behind him, also holding a handgun. They are standing on a red and white striped structure, possibly a ship's deck. In the background, there are explosions, smoke, and a large rocket or missile launching from the left. A small boat is visible in the lower right, and a large building is on fire in the upper left. The overall color palette is dominated by oranges, yellows, and reds, suggesting a fiery and intense environment.

Experience the life of a secret agent...work for M.I.6, the British Secret Service, or assume the role of the most famous agent of all...prepare yourself for endless thrills, high-living and danger. Reach out for excitement in...

The World of James Bond 007

- **Careen through high-speed chases...**
as you track down villains or escape their evil henchmen!
- **Pit yourself against ODD JOB and JAWS...**
and thwart the plans of Dr. No and Goldfinger!
- **Choose your special skills as an agent...**
weapon and vehicle handling, hand-to-hand combat, gambling, mountaineering, demolitions!
- **Select your equipment from Q Branch...**
have your weapons and vehicles modified to suit each of your missions!

**Obtain the Coveted "00" Rank
Your License to Kill!**

The Complete Basic Game Set

This package contains the illustrated Basic Game book — including all game rules, Gamesmaster information, and an introductory adventure, *The Island of Dr. No* — plus two 6-sided dice, two 10-sided dice, and a pad of Character Record sheets for repeated play.

For Ages 12 to Adult

Victory Games Inc.



GAME DESIGN
Gerry Klug

VICTORY GAMES, INC., New York, NY 10001

#35002