



A Conversion Supplement

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Introduction

As with most things, everything starts at the beginning, and so it is with converting characters from the James Bond 007 RPG to Top Secret/S.I. The journey involves a few decisions, but the aim is to re-create your original character. With that in mind, please treat the information that follows as purely advisory and ignore any aspects that contradict your view of your character. In order to help explain these conversion rules, at each point of this conversion supplement we will convert James Bond (as he is presented in the James Bond 007 rulebook) across to Top Secret/S.I. For reference, the original statistics for James Bond can be found at Appendix 1, with the converted statistics at Appendix 2.

Characteristics

The numerical range for attributes in the James Bond 007 game is 1 to 15, whereas in the Top Secret/S.I. game it is 1 to 100. In order to correctly convert a character we first need to convert the 1 to 15 scale across to the 1 to 100 scale. Table 1 shows this conversion. Using the information contained in Table 1, we then convert the individual attributes.

Table 1

1 to 15 Scale	1 to 100 Scale	1 to 15 Scale	1 to 100 Scale
1	19	9	52
2	23	10	56
3	27	11	60
4	31	12	64
5	35	13	68
6	40	14	72
7	44	15	76
8	48		

Example: Using the information in Table 1 to convert James Bonds' attributes we would find that they become:

STR	52
DEX	64
WIL	68
PER	72
INT	64

Having obtained this information the next step is to convert the actual attributes themselves. Using the information contained in Table 2 we can accurately transfer these attributes. You will note that STR, WIL and DEX all transfer across without the use of any complicated formulas (although DEX becomes REF). Unfortunately, in the case of INT and CON a formula is required. MOV and DEX are calculated in the normal Top Secret/S.I. manner (ie $(STR+REF)/2$ for MOV and $(REF+INT)/2$ for DEX).

Table 2

James Bond 007 Attribute	Top Secret/S.I. Attribute
STR	STR
DEX	REF
$(INT+PER)/2$	INT
WIL	WIL
$(STR+WIL)/2$	CON

Example: In James Bonds' case his STR, WIL and REF transfer across with each (52, 68 and 64 respectively). However, using the above formula we find that his INT becomes 68 $((64+72)/2=68)$, his CON 60 $((52+68)/2=60)$, his MOV 64 $((64+64)/2=64)$ and his DEX 66 $((64+68)/2=66)$. Leaving us with the following:

STR	52
REF	64
INT	68
WIL	68
CON	60
MOV	64
DEX	66

Skill Conversions

Skill conversion is a difficult and subjective area. Detailed below in Table 4 are a list of James Bond 007 skills and their comparable versions from Top Secret/S.I. Where there is more than one comparable skill in Top Secret/S.I. an agreement should be between the player and the Admin as to which skill is best suited to replace the James Bond 007 version. In some cases all of the listed skills may be appropriate.

In some cases, a skill in the James Bond 007 game is only equivalent to an advantage or disadvantage in Top Secret/S.I. To show this more clearly an asterisk (*) will indicate an advantage or disadvantage

Table 3

James Bond 007 Skill	Top Secret/S.I. Skill
Boating	Drive/Boat, Sailing, Navigation
Charisma	Empathy*, Presence
Cryptography	Cryptography
Demolitions	Demolitions
Disguise	Disguise
Diving	Scuba Diving, Swimming
Driving	Drive/Automobile, Drive/Truck, Drive/Motorcycle, Drive/Off-Road Vehicle, Drive/Snowmobile, Drive/Heavy Machinery, Drive/Tank
Electronics	Electronics
Evasion	Concealment
Fire Combat	Blowgun, Slingshot, Bow and Arrow, Crossbow, Basic Firearms, Pistol, Rifle, Submachine Gun, Shotgun, Basic Heavy Weapon, Machine Gun, Recoilless Rifle, Rocket Launcher, Mortar, Tank Gun, Artillery, Missile
Gambling	Gambling*
Hand-to-Hand Combat	Basic Melee, Club/Ax/Blackjack, Knife, Fencing, Sword, Spear/Staff, Boxing, Oriental Martial Arts, Wrestling, Knife Throwing, Spear Throwing, Hand Grenade
Interrogation	Interrogation
Local Customs	Area Knowledge, Social Chameleon
Lockpicking & Safecracking	Lockpicking, Safecracking
Mountaineering	Climbing
Pickpocket	Pickpocket
Piloting	Pilot/1-Engine, Pilot/Multi-Engine, Pilot/Helicopter, Pilot/Large Helicopter, Pilot/Jet, Pilot/Multi-Engine Jet, Pilot/Space Shuttle
Riding	Animal Training, Horsemanship

James Bond 007 Skill	Top Secret/S.I. Skill
Science	Basic Science, Astronomy/Math/Physics, Biology/Botany/Zoology, Chemistry, Engineering
Seduction	Empathy*, Sensuality*
Sixth Sense	Sixth Sense*
Stealth	Stealth
Torture	Interrogation

Example: Using Table 3, we find that James Bond has a wealth of skills to choose from. It is now that the player and the Admin should sit down to agree on which skills to select. Listed below is what was decided.

Advantages:

Empathy, Gambling, Sensuality, Sixth Sense

Skills:

Area Knowledge (12), Astronomy/Math/Physics (6), Basic Firearms (12), Basic Heavy Weapon (12), Basic Melee (12), Basic Science (6), Boxing (12), Climbing (9), Club/Ax/Blackjack (12), Concealment (12), Disguise (4), Drive/Automobile (12), Drive/Boat (12), Drive/Heavy Machinery (12), Drive/Motorcycle (12), Drive/Off-Road Vehicle (12), Drive/Snowmobile (12), Drive/Tank (12), Drive/Truck (12), Electronics (7), Fencing (12), Hand Grenade (12), Horsemanship (7), Knife (12), Knife Throwing (12), Lockpicking (6), Machine Gun (12), Navigation (12), Oriental Martial Arts (12), Pilot/1-Engine (9), Pilot/Multi-Engine (9), Pilot/Helicopter (9), Pilot/Large Helicopter (9), Pilot/Jet (9), Pilot/Multi-Engine Jet (9), Pistol (12), Presence (15), Rifle (12), Safecracking (6), Sailing (12), Scuba Diving (10), Social Chameleon (12), Stealth (13), Submachine Gun (12), Swimming (10), Tank Gun (12)

You will note that the original skill levels have been kept for the moment. This is to aid in the next stage of the conversion process where we convert the skill levels over.

Skill Levels

The James Bond 007 game uses the same 1 to 15 scale for its skill levels, whereas Top Secret/S.I. using a 0 to 5 scale. Table 3, below, shows the conversions between the two.

Table 4

1 to 15 Scale	0 to 5 Scale	1 to 15 Scale	0 to 5 Scale
1—2	0	8—10	3
3—4	1	11—13	4
5—7	2	14—15	5

Example: James Bonds' skill levels would convert across as follows:

Area Knowledge (4), Astronomy/Math/Physics (2), Basic Firearms (0), Basic Heavy Weapon (0), Basic Melee (0), Basic Science (0), Boxing (4), Climbing (3), Club/Ax/Blackjack (4), Concealment (4), Disguise (1), Drive/Automobile (4), Drive/Boat (4), Drive/Heavy Machinery (4), Drive/Motorcycle (4), Drive/Off-Road Vehicle (4), Drive/Snowmobile (4), Drive/Tank (4), Drive/Truck (4), Electronics (2), Fencing (4), Hand Grenade (4), Horsemanship (2), Knife (4), Knife Throwing (4), Lockpicking (2), Machine Gun (4), Navigation (4), Oriental Martial Arts (4), Pilot/1-Engine (3), Pilot/Multi-Engine (3), Pilot/Helicopter (3), Pilot/Large Helicopter (3), Pilot/Jet (3), Pilot/Multi-Engine Jet (3), Pistol (4), Presence (5), Rifle (4), Safecracking (2), Sailing (4), Scuba Diving (3), Social Chameleon (4), Stealth (4), Submachine Gun (4), Swimming (3), Tank Gun (4)

Again, you will notice that some of the skills have had their levels reduced to 0 (zero), this is because that is the maximum that is allowed in the Top Secret/S.I. rules.

Abilities

Abilities in the James Bond 007 game are exactly the same as skills, with an important exception—they cannot be improved. As such they do not have a skill level. However, by using Table 5 to convert the actual abilities and then Table 6 to allocate a skill level a happy compromise can be reached.

Table 5

James Bond 007 Ability	Top Secret/S.I. Skill
Connoisseur	Fine Arts
First Aid	First Aid
Photography	Photography

Table 6

James Bond 007 Agent Rank	Top Secret/S.I. Skill Level
Rookie	0
Agent	1
"00"	2

Example: James Bond is a "00" agent and has all three of the above abilities. Therefore, he now has the following skills, all at level 2; Fine Arts, First Aid, Photography

Fields of Knowledge

As with skills and abilities, the James Bond 007 game's fields of knowledge convert across to Top

Secret/S.I. skills. However, as with abilities they have no levels. Table 7 is used to convert these fields into skills and Table 6 is used to allocate skill levels to each.

Table 7

James Bond 007 Field of Knowledge	Top Secret/S.I. Skill
Biology/Biochemistry	Biology/Botany/Zoology
Botany	Biology/Botany/Zoology
Chemistry	Chemistry
Computers	Computer Technician
Economics/Business	Business/Economics
Fine Arts	Fine Arts
Forensics	Ballistics, Fingerprinting
International Law	Law
Law	Law
Mechanical Engineering	Engineering
Medicine/Physiology	Medicine, Surgeon
Microrphotography	Photography
Military Science	History/Political Science
Political Science	History/Political Science
Rare Collectibles	Fine Arts
Snow Skiing	Skiing
Space Sciences	Astronomy/Math/Physics

You may have noticed that some of the fields of knowledge have been missed from Table 7. In the main those that have been omitted are sports or pastimes and, as such, do not have a direct skill applicable to them in Top Secret/S.I. Should you still wish to keep these as part of your character you can either just note them as part of your character's background or, in conjunction with your Admin, create a new skill for them.

Example: James Bond's fields of knowledge convert into the following Top Secret/S.I. skills (and skill levels):

Ballistics (2), Biology/Botany/Zoology (2), Chemistry (2), Fingerprinting (2), History/Political Science (2), Skiing (2)

In addition Bond enjoys playing golf.

Weaknesses

The James Bond 007 game weaknesses convert directly into Top Secret/S.I. disadvantages and tags. By using Table 8 we can determine which are most applicable.

Table 8

James Bond 007 Weakness	Top Secret/S.I. Disadvantage
Acrophobia	Phobia
Agoraphobia	Phobia

James Bond 007 Weakness	Top Secret/S.I. Disadvantage
Attraction to Members of the Opposite Sex	Lechery
Claustrophobia	Phobia
Close Personal Tie	Dependent
Dependence on Drugs	Addiction
Dependence on Liquor	Addiction
Fear of Spiders	Phobia
Fear of Snakes	Phobia
Gambling	Gambling
Greed	Greed
Sadism	Tag
Superstition	Phobia

Example: James Bond only has one weakness: Attraction to Members of the Opposite Sex. This converts across into the disadvantage Lechery.

Weapons

Damage Classes

One of the best publications in the James Bond 007 Game range was the, now out of print and extremely hard to find, Q Manual. Similar to the Top Secret/S.I. sourcebook, The G4 File: Guns, Gadgets and Getaway Gear, the Q Manual was a catalogue of assorted weapons and gadgets that 007 had used in both the novels and the movies.

By comparing the Q Manual with the G4 File, damage class conversion tables have been created below. Table 9 details conversions for firearms, whereas Table 10 does the same for hand-to-hand combat.

Table 9

James Bond 007 Damage Class	Top Secret/S.I. Damage Dice
A	1d2
B and C	1d3
D and E	1d4
F and G	1d6
H and I	1d8
J and K	1d10

Table 10

James Bond 007 Damage Class	Top Secret/S.I. Damage Dice
+1	1d3
+2	1d4
+3	1d6
+4	1d8

Ranges

Although both the James Bond 007 Game and Top Secret/S.I. have short/close, medium and long ranges, it should be noted that the James Bond 007 Game does not actually list a numerical value for medium range. Rather, it is the distance between the upper value of close range and the lower value of the long range. You may wish to compare Range values of the particular weapon that you're converting with comparable weapons in your existing game to insure that the ranges do not distort the balance of your game.

Examples of these have not been included as this information has been provided purely to allow the conversion of your character's favourite weapons to Top Secret/S.I.

Tying Up The Loose Ends

Now that the majority of the hard work is completed, all that remains is to ensure that your newly created Top Secret/S.I. character looks and feels the same as your old James Bond 007 character. If it does, then fine. If however, it doesn't don't worry. Just speak to your Admin and try and come to some sort of agreement.

There is one thing that you should remember. In normal Top Secret/S.I. character generation there are skill prerequisites that must be met. It is quite possible that, after converting your James Bond 007 character you find that you don't meet some (or all) of these prerequisites. Don't worry. After all, your trying to keep your character as much as possible like their original self. One or two missed prerequisites here or there is not going to destroy game balance.

Enjoy...

Appendix 1: James Bond— James Bond 007 Game Style

STR 9
DEX 12
WIL 13
PER 14
INT 12

Skills (Skill Level):

Boating (12), Charisma (15), Disguise (4), Diving (10), Driving (12), Electronics (7), Evasion (12), Fire Combat (12), Gambling (15), Hand-to-Hand Combat (12), Local Customs (12), Lockpicking and Safecracking (6), Mountaineering (9), Piloting (9), Riding (7), Science (6), Seduction (14), Sixth Sense (13), Stealth (13)

Abilities: Connoisseur, First Aid, Photography

Fields of Experience: Botany, Chemistry, Forensics, Golf, Military Science, Snow Skiing

Weaknesses: Attraction to Members of the Opposite Sex

Appendix 2: James Bond— Top Secret/S.I. Style

STR 52
REF 64
INT 64
WIL 68
CON 60
MOV 64
DEX 64

Advantages:

Empathy, Sensuality, Sixth Sense

Disadvantages:

Gambling, Lechery

Skills (Skill Level):

Area Knowledge (4), Astronomy/Math/Physics (2), Ballistics (2), Basic Firearms (0), Basic Heavy Weapon (0), Basic Melee (0), Basic Science (0), Boxing (4), Biology/Botany/Zoology (2), Chemistry (2), Climbing (3), Club/Ax/Blackjack (4), Concealment (4), Disguise (1), Drive/Automobile (4), Drive/Boat (4), Drive/Heavy Machinery (4), Drive/Motorcycle (4), Drive/Off-Road Vehicle (4), Drive/Snowmobile (4), Drive/Tank (4), Drive/Truck (4), Electronics (2), Fencing (4), Fine Arts (2), Fingerprinting (2), First Aid (2), Hand Grenade (4), History/Political Science (2), Horsemanship (2), Knife (4), Knife Throwing (4), Lockpicking (2), Machine Gun (4), Navigation (4), Oriental Martial Arts (4), Photography (2), Pilot/1-Engine (3), Pilot/Multi-Engine (3), Pilot/Helicopter (3), Pilot/Large Helicopter (3), Pilot/Jet (3), Pilot/Multi-Engine Jet (3), Pistol (4), Presence (5), Rifle (4), Safecracking (2), Sailing (4), Scuba Diving (3), Skiing (2), Social Chameleon (4), Stealth (4), Submachine Gun (4), Swimming (3), Tank Gun (4)

Notes:

Enjoys the odd game of golf.