SAVAGE BOND

007

Operative's Handbook

Savage Bond 007

"Savaged, Not Stirred!"

OPERATIVE'S HANDBOOK
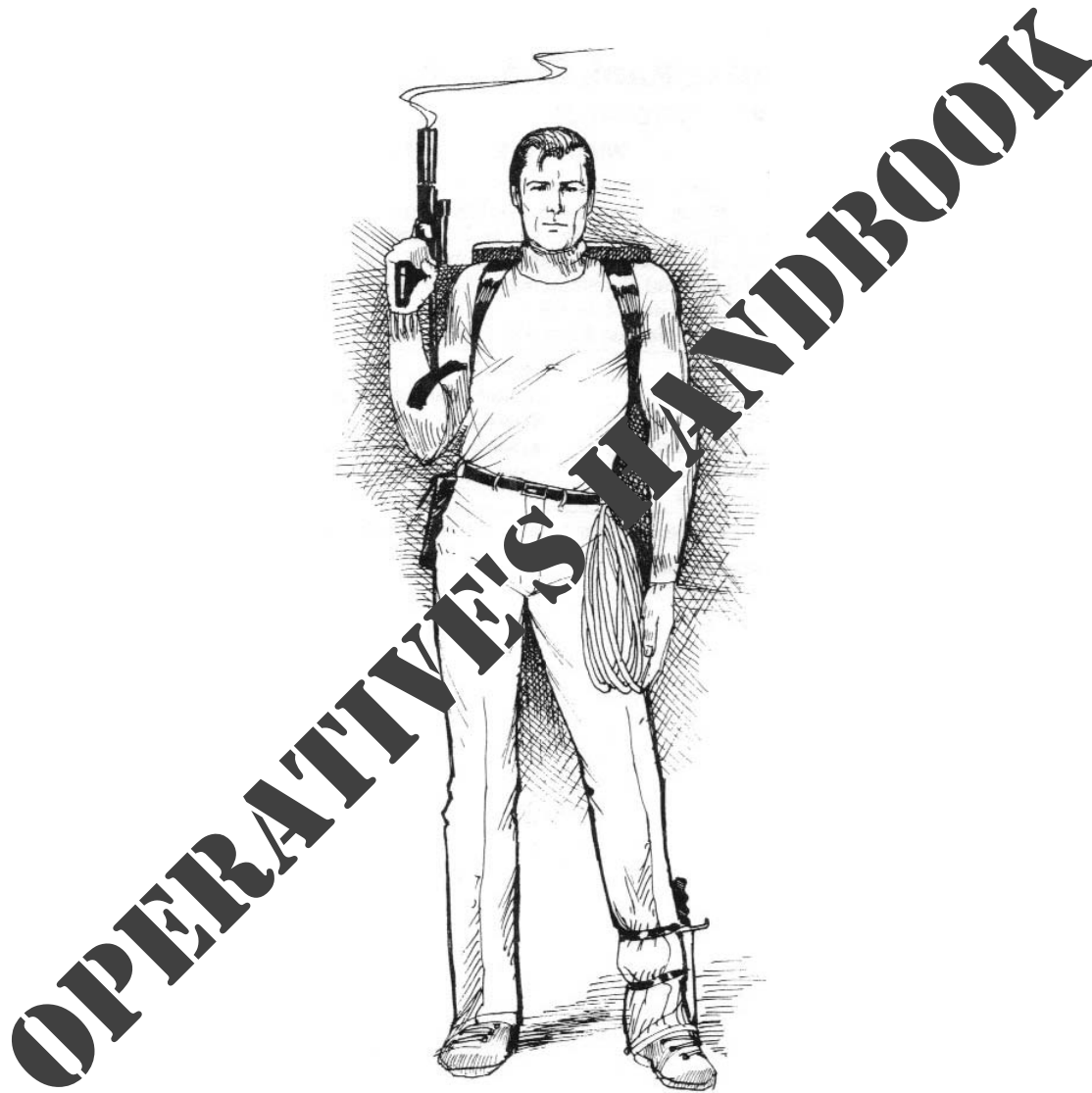
**Further Source Material for the
James Bond 007 Role Playing Game
to Savage Worlds Conversion**

Author: Rob "The GIT" Davis!

SAVAGE WORLDS FAST! FURIOUS! FUN! FAN!

JAMES BOND
007

CONTENTS

APPENDICES

SAVAGE BOND 007

The conversion of the James Bond 007 RPG to Savage Worlds presented an opportunity to introduce gamers to a world of excitement and entertainment in the style of the James Bond movie franchise.

Paul Kasper did some wonderful work on his original Savage 007 conversion, and I hope he doesn't mind some of the alterations I made whilst finalising my updated version.

Some criticisms that may be levelled at my conversion document is that I tried to include too much. Personally I would disagree with this as I believe that some of the rules actually allow better character growth without sacrificing Shane Lacy Hensley's concept of "Fast! Furious! Fun!"

Victory Games produced a very comprehensive selection of good quality material for the James Bond game and much of this can still be found second hand. It was always my intention to make the Savage Bond 007 rules as compatible as possible with the original James Bond 007 RPG which I believe I have achieved - mainly due to Paul Kasper's inspirational work.

Whilst I was very happy with the final document there was also a lot of material I left out. I felt that too many changes may put gamers off.

The Operative's Handbook you are now reading is my solution. It contains all the rules and material I wanted to include in the first document but didn't. If the criticism "too much" is again levelled at me then I will hold up my hands and say sorry. That said, I urge gamers who have tried gaming in the James Bond universe to give this book a chance.

It is not all my own work. Once again I have felt the need to plagiarise other peoples work. They say plagiarism is the highest form of compliment and I hope those fine people, whose material I have so blatantly "appropriated", will accept such a compliment.

The only reason I have performed this heinous act of plagiarism is because I wanted to gather all this good stuff together and offer it to those who may not have seen it before.

Of course, everything in this book is optional (but then so was everything in the original conversion notes). In fact, every rule ever written for any game is optional. What I really mean is that these additional rules are designed to enhance the experience of role playing in the James Bond universe. If you don't like the rules then ignore them.

Miscellaneous Options is basically a small collection of house rules I use in my Savage Bond sessions. They don't slow the game down but they do, in my humble opinion, add a little more depth and realism to certain aspects of the game.

New Fields of Experience is taken from work originally created by K Wheaton, for the original James Bond 007 RPG and which, I believe, was further inspired by the Top Secret/SI rules and supplements. It really expands the areas of knowledge that characters can develop – just remember to use the Common Knowledge rules in Savage Worlds in conjunction with my Fields of Experience rules in the original conversion notes.

Interrogation and Torture is an unpleasant subject at the best of times. The original James Bond game recognised, however, that in the world of espionage it is an all too common occurrence. I have attempted to convert the original rules over to Savage Worlds as accurately as possible.

I have to strongly recommend the *Cinematic Combat* and the *Optional Chase Rules* additions. These can really enhance a game but should probably be used sparingly. After all, if two characters are grappling in an area the size of the volcano in *You Only Live Twice* do you really need to know if they stepped back five feet during the last exchange? If, on the other hand, the fight is re-enacting the battle between Bond and Red Grant on the train in *From Russia, With Love* then it would probably really help.

One of the problems with the original James Bond 007 RPG was that there were no rules for animals or beasts. Why, you ask, do I need statistics for animals in a James Bond game? Well, to be honest, you may be surprised just how many times you're going to need that information. I can't begin to count the number of sharks Bond has faced in the movies, and what if he had slipped when running across the alligators and crocodiles in *Live And Let Die*? Even the adventures produced by Victory Games gave stats for animals, but they didn't explain how they came up with the figures and the examples were few and far between. Savage Worlds doesn't have quite the same problem, and with the additional statistics gathered by Butch Curry a GM should have more than enough to work with. I've listed a number of beasts and animals and the books you can find them in. I have also created statistics and made changes where I felt it necessary.

Other Savage Traits also took its inspiration from the Top Secret and Top Secret/SI rules by TSR. Top Secret was a game that I always loved but didn't get to play that much; it just didn't have the same "feel" as the Victory Games take on James Bond. There is, however, a lot of good material in those books and I adapted the Other Traits from a lot of this material.

The first five appendices basically expand on the Other Traits article and are mainly work researched by yours truly.

The *Agent Dossier* is purely my own creation (as is the Character Sheet I presented in the original conversion notes). It basically expands on the Character Sheet to include a page for Other Traits and a Mission Record Log. I have also created an interactive version of the Agent Dossier, with form fields, which I will also make available.

So there you have it – a lot of goodies that will hopefully help develop the Savage James Bond universe. I apologise for the long introduction; I felt it would help to get all my thoughts out of the way early and allow you the choice of ignoring my ramblings and going straight to the interesting stuff – if you've read this far then "too late". Hopefully your gaming will remain "Fast! Furious! Fun!" and, perhaps, even become "Savaged, Not Stirred!"

By the way, if you're a James Bond fan and you don't have the James Bond 007 RPG rulebooks and adventures, try to get them!

Rob "The GIT" Davis!   *30 October 2006*

MISCELLANEOUS OPTIONS

Sign Language and Lip Reading

Anyone can learn sign language or speech reading.

Sign language may not be a native language, but may be an additional language. It is usable only when contacts are within short range. The speaker must have at least one arm free to send messages with. "Sign" should be listed directly after the spoken language on the character record.

Example:

1. (Native) English
2. English sign
3. French
4. French sign

Lip reading (or speech reading) is possible only after learning to speak or sign that language, even a native language. Language is usually acquired by hearing and when this sense is impaired, language must be learned by observing, by reading speech on the speaker's lips, by reading, and through intensive study. A character must know a language before learning to read speech in that language. Although speech reading is a skill, it can be listed as a separate language on the character record. Speech reading is universal, so a character with this skill can lip read any language he knows.

To lip read, the speaker's face must be visible (at least in profile, if not full view) and the speaker must be at short range. Binoculars and scopes can bring the image of a speaker into short range. Divide the actual distance to the speaker by the power of the scope.

Only 26 percent of speech is visible on the lips, so even the best lip readers cannot read everything that is said. Being able to read lips does not allow an agent to speak silently to someone who is not trained to read speech. Anyone can communicate generally by using universal body language, gestures, and facial expressions. Such communication should be role-played with a high chance of NPCs misunderstanding PCs.

It is assumed that if a character can speak, sign, or lip read a language, that character can read and write it too.

To be literate in Braille, a character must designate it as an additional language after mastering the parent language.

Example:

1. (Native) English
2. English (Braille)

A character who can read Braille with her fingertips can read it by sight also. Such skills may prove invaluable if, for example, characters are trapped in a dark elevator, blindfolded, or temporarily blinded. Some languages, such as Chinese, Hebrew, and ancient Egyptian, do not have raised dot alphabets. In these cases, even raised or inscribed hieroglyphics may be impossible to read by touch. Agents probably should concentrate on Indo-European languages.

Combat

Punching and Kicking

In Savage Worlds hand-to-hand combat doesn't differentiate between punching and kicking. Personally, I feel this is a little limited and have taken a leaf from the James Bond 007 RPG.

Characters have a choice of declaring whether they are punching or kicking with the following effects…

- **Punch**
  This is the standard form of hand-to-hand attack

- **Kick**
  Due to the extra strength and distance of a kick, damage is Str+1. There is a -1 modifier to hit due to balance problems.

Trips and Throws

Savage Worlds doesn't address this kind of manoeuvre in combat. The best way to handle it is to use the grappling rules. In this situation the attacker has another option; that of throwing his opponent to the ground. If successful, the opponent ends up prone; with a raise the attacker also manages to make his opponent Shaken.

Another option is to use the Trick manoeuvre to attempt a trip. If successful, the attacker manages to trip his opponent and make him prone. A defender cannot become Shaken as a result of being tripped.

Prone and Shaken

Savage Worlds states that a prone defender may automatically rise to defend himself. Another option is to rule that Shaken characters who are also prone cannot rise until they have removed their Shaken status. This allows a variation of the "kick him while he's down" syndrome. Rising takes an action.

Opposed Rolls

To clarify what I stated in the Savage Bond 007 rules, all opposed rolls have a target number of four, and success is determined by the number of raises over your opponent. At least one raise must be achieved over your opponent to gain a success, and two raises must be achieved to gain one raise.

This may seem odd at first, but it allows for more close-run duels in the style of the train fight in *From Russia, With Love*.

Of course, this option can be completely ignored and the regular rules used instead. In fact, it is even possible to change the numbers required to achieve a raise (i.e. making it three instead of four).

Example: Red Grant has just grappled Bond and wants to start strangling him. Bond rolls against Agility to break free and Grant decides to use his Strength to try and inflict pain. Their target number is four and Bond rolls 9 whilst Grant rolls 11. At first it looks as though Grant has won, but under these new rules both have only achieved one raise each. These neutralise each other out and this round is a draw. They are both still trying to get the upper hand and the struggle must continue on to the next round.

Encumbrance

The encumbrance rules in Savage Worlds are fairly simple and perfectly acceptable for the majority of players needs.

There may come a time, however, when circumstances require a slightly more detailed idea of how much can be carried by a character, where the items are located and how easily the items can be reached.

> **Example:** The agents may be sent on a covert mission that requires commando tactics (such as James Bond did at the beginning of *Goldfinger*). In this situation characters will only be allowed a limited supply of equipment which they can carry on their person. Further, in the heat of conflict, it may be necessary to know exactly where that hand grenade is actually located.

I have adapted these rules from another game system (that shall remain nameless) and I feel that, if used sparingly, can add a lot of drama to a mission. For the most part it isn't necessary to keep a close eye on how much a character is carrying – only use these rules for dramatic effect or to stop players getting carried away with their equipment lists.

Distribution of Encumbrance

A character has a limited amount of space over which he may distribute a load upon his person. This is broken down into areas such as his hands, his back, at his belt and slung from his side. The character may wear or carry containers at these locations which will hold other items. Each container will be rated according to the maximum encumbrance value it will hold. Once an item is placed into a container its effective encumbrance will be halved. This half value is what is assessed against the character's Load Limit. However, the item's full encumbrance value is what is assessed against the container's maximum capacity.

A character may carry:

> 1 "thing" on his back;
> 1 "thing" in each hand;
> 1 "thing" slung over each shoulder;
> 7 "things" in pockets;
> 10 "things" on a belt.

It should be noted that a "thing" may actually occupy more than one position on a belt.

> **Example:** A tool kit designed for belt wear is only one "thing" for determining its encumbrance value but it will take up about 5 places on a belt.

Armour and clothing that is worn should also have the total encumbrance value of each garment or item calculated and the total of all the garments and items is the encumbrance value that will be assessed against the character's Load Limit.

Access to Stored Items

In order to get an item which has been stored in a container, the character must get access to the container, open it and sort the desired item out from the other items in the container. The time taken in doing this can be of serious importance if this is being done in the middle of a desperate situation. The player should state that the character is beginning to get an item and inform the GM of where it is kept. The character will then be engaged in the process for a number of Actions. The exact number should be known only to the GM. He will announce to the player that the item sought has been found at the end of the Action on which it is "found."

To determine which item the desired one will be when items in a container are gone through, the GM will roll a die with a range equal to the number of "things" in the container. If the number of "things" is not equal to one of the standard ranges, the GM should roll the die with the next largest range and re-roll if the result is outside the range determined by the number of "things." The result of the die roll will indicate which item the desired one will be. A character may sort through a number of "things" equal to his Speed in each round.

The method of closure used on the container may also affect the time involved. A container that is unsealed or closed only by a snap or Velcro-type seal will not add to the time involved. A button or buckle will add 1 Action for each button or buckle involved. If the container is closed by being tied, it will add 3 Actions.

Option

A character may cut the overall time down by making an Agility check. The results of the throw are kept secret by the GM since it will affect when the character finds the sought after item. The number of raises will determine how fast the character finds the item (refer to the Skill Use table on page 9 of the original conversion document). The difficulty of the Agility check can be modified by the GM as he sees fit based on the circumstances.

> **Example:** Bond has been injured in a gun fight and finds that he needs some of his medical supplies. With his Speed of 3, he will have three Actions per round. It will require two actions to take off the backpack. The backpack is held closed by two buckles so it will take Bond another two Actions to open the pack (a total of four Actions). Because all the items in the pack are in separate bags, the GM rules that there are 4 "things" in the pack. The GM rolls 1d4 and the result is 3. Since Bond's Speed is 3, he will get the right bag on the third Action of sorting (giving a total of seven Actions or 2 ⅓ rounds). Because there are two bandages to each unit of supplies, there is a 1 in 3 chance that each "thing" gone through in the small bag will be a unit of supplies. Bond can check up to 3 "things" per round. The GM starts rolling 1d3 for each item sorted. The second die roll is a 1 so the "thing" is a unit of supplies. The total number of rounds would be three. Bond is in a hurry so the player elects to attempt an Agility check to cut the time. The GM rolls 1d10 secretly against a target number of 4 (giving a -1 modifier for Bond's injury). The die result aces giving a total of ten (10+1-1). This gives two raises meaning that the time in terms of numbers of rounds will be cut in half, to 1½. The GM will announce that Bond has a unit of supplies in his hands in the middle of the second round from the time that the player announced that he was beginning the attempt. If interrupted, Bond would have to pick up the process again from where he left off. A new calculation of the time required would be made. Further, if Bond had only succeeded on the Agility without a raise, it would have doubled the time to six rounds (a possible price for hurrying – "less haste, more speed").

The Character Sheet and Agent Dossier I have created for Savage Bond 007 have space put aside for these encumbrance rules. Remember – only use these rules to add drama and tension.

NEW FIELDS OF EXPERIENCE

All the new fields should be available with experience points so that they can be added any time during the game.

Martial arts and combat sports are only chosen as a way of creating character depth. Two should be chosen during character creation (no skill level) to represent basic training. Actual combat skill is determined by combat skills and edges.

New fields of experience (other than martial arts and combat sports) should not be available at character creation – just use the table of professions given in the conversion book.

The cost of obtaining a new field of experience is 2 experience points. The cost of improving a known field of experience is 1 experience point.

Espionage / Military	
Advanced Demolitions	*Microphotography*
Advanced Disguise	**NOE flying**
Brain Washing	Radar
Camouflage	Sonar
Command	**STABO**
EMERSON	**STANO**
Forward Observer	Strategy / Tactics
Gadgetry	Submarine Operations
HALO (parachuting)	Tank Driving
Interrogation	Torture

Italics : described in basic rules.
Bold : described below.

Performance Fields	
Animal Training	Lacrosse
Aikido *	Mechanic
Archery *	Mimicry / Mime
Ballooning	Musical Instrument
Basketball	Ninjutsu *
Board Games	Paddling
Bowling	Parachuting
Boxing *	Polo
Construction Equipment	Rugby
Cricket	Sailing
Cycling	Singing
Dance	Sleight of hand
Equestrian Arts	*Snow Skiing*
Fencing *	Speed skating
Figure Skating	Stage magic
Fishing	Squash
Golf	Surfing
Hand glider	Surgery
High Diving	Tae Kwon Do *
Hunting	*Tennis*
Hypnosis	Transport Truck
Ice Hockey	Ventriloquism
Judo *	*Water skiing*
Jujutsu *	*War gaming*
Karate *	Wind Surfing
Kendo *	Wrestling *
Kung-Fu *	Yachting

* : two should be chosen; do not assign points for level of knowledge. Skill level is based on combat skills and edges chosen.
Italics : described in basic rules.

Information Fields	
Accounting	*Law*
Agriculture	Linguistics
Animal Science	Literature
Anthropology / Archaeology	Mathematics
Architecture	*Medicine / Physiology*
Biology / Biochemistry	Metallurgy
Botany	*Military Science*
Chemistry	Music
Computers	Naval Science
Ecology / Meteorology	Oceanography
Economics/Business	Philosophy
Engineering: Aeronautic, Construction / Civil, Electrical, Environmental	Hydraulic, *Industrial / Mechanical*, Nuclear, Transportation
Fine Arts	Physics
Forensics	*Political Science*
Geography / Orienteering	Religion
Gunsmith	Social Sciences
International law	*Space Sciences*
Jewellery	*Toxicology / Pharmacology*
Rare Collectibles	World History / Current affairs
Theatre / Drama	Writing / Journalism

Italics : described in basic rules.

Descriptions

Advanced Demolitions: Gives your character the knowledge and skill to make charges which are shaped for specific purposes. In game terms this does not change the professional edge "Demolitionist" description but does cut down the amount of explosives required for a specific job by 20% for each +1 in the field of experience due to more efficient usage.

Advanced Disguise: This involves the use of latex or other synthetic masks in order to completely hide ones identity or impersonate a specific individual. This field of experience works well in conjunction with the "Master of Disguise" edge. When checking to determine the quality of the disguise being attempted, each level of knowledge in this field of experience allows a +1 modifier on the roll.

EMERSON: Your character is qualified to use an EMERSON suit, which has a self contained atmosphere and is able to with stand greater depths than SCUBA equipment. All safety checks with the suit are at a modifier based on level of knowledge, and all other activities are at a modifier based on level of knowledge minus 1 with this field of experience. Note, these suits are described in the "Villains" supplement, and the "For Your Eyes Only" module.

Gadgetry: Your character is fully versed in the capabilities of all gadgets produced by Q-branch, or any other organization. When utilizing such devices the character gains a modifier based on level of knowledge to use them, or to score a hit with them. James Bond likely would have this field of experience.

HALO (parachuting): Your character is trained in <u>H</u>igh <u>A</u>ltitude <u>L</u>ow <u>O</u>pening parachute jumps. It is assumed that the character already has the parachuting field of experience (listed in the tables above) before they can acquire this advanced technique. These jumps are meant to avoid detection when a character is inserted by parachute, since the jump from the plane is above radar detection and the chute opens below radar detection. However the character must have an oxygen tank, protective clothing/mask and altimeter. An untrained character with just a parachuting field of experience will have to make a safety check at -2 when attempting a HALO jump. A character without a parachuting field of experience will have to make a d4-2 safety check. A trained character with the HALO field of experience makes the safety check with a modifier based on level of knowledge. A character that misses the safety check will open their chute too late and take 1d3 wounds from the sudden jarring and impact. A 'snake eyes' on this roll indicates the character takes full damage from the fall. A success on the safety check indicates the character is Shaken from the suddenness of the landing impact. A raise or better indicates a perfect landing. A typical example of this type of jump by James Bond is seen in the *Tomorrow Never Dies* movie.

Characters with this field of experience are also able to control the rate of their descent in free fall. Any chase in free fall is at a modifier based on the level of knowledge with this field of experience. The rules for such a chase are given in the "Thrilling Locations" Supplement. Given that James Bond has participated in free fall chases and has performed a HALO jump, he most likely has this field of experience.

NOE flying: Your character is able to fly an aircraft close to the ground (<u>Na</u>p <u>O</u>f the <u>E</u>arth), so that they are undetected by radar (it is assumed that the character has the "Ace" professional edge, before taking this field of experience). This flying technique can be hazardous without the NOE field of experience and requires a safety check to avoid obstacles and air disturbances every few minutes of flying. However, with the NOE flying field of experience the character does not need to make any safety checks. When making an NOE attempt the pilot will not be detected by radar if they get a raise or better on a piloting roll (which in this instance is modified based on the level of knowledge). On a success there is a chance that a radar operator may detect the plane, *i.e. allow a Notice roll*. Failure on a NOE pilot roll indicates that the plane is detected by radar regardless of the operators Notice roll.

STABO: It is assumed that the character already has the "Steady Hands" edge**.** The <u>Sta</u>bilized <u>T</u>actical <u>A</u>irborne <u>B</u>ody <u>O</u>perations field of experience allows a character to perform various activities on board a flying aircraft, usually a helicopter. Generally fire combat from such a vehicle at another target receives a -2 modifier since the firer is moving; characters with this FoE, however, are already able to stabilize themselves due to the Steady Hands edge. Further, this field allows characters to move and use various insertion and extraction techniques using mountaineering skill or other suitable skill or trait directly from the helicopter or aircraft platform. Characters without this field may perform these actions with a modifier of -2, but those with STABO can nullify this penalty with a modifier based on the level of knowledge.

STANO: The <u>S</u>urveillance, <u>T</u>arget <u>A</u>cquisition, and <u>N</u>ight <u>O</u>bservation field of experience allows your character to operate a wide range of video, audio, thermal, night imaging, and motion detectors. This technical knowledge gives the character a bonus, based on level of knowledge, on Notice rolls for intelligence analysis and for gathering information; Knowledge (photography) ability for video surveillance, or Tech skill for the placement of security measures.

Note that ideas for many of the descriptions above are based on TSR's TOP SECRET/S.I. system, specifically the <u>Commando</u> supplement, 1988.

Fields of Experience & Superior Areas of Knowledge Rules

Although the system for fields of experience presented in the Savage Bond 007 rules service for a general idea of a character's background, it lacks the ability to reflect truly specialized characters. Additionally, it appears that even though a field of experience may not exist which accurately represents a character's background the editors of the James Bond 007 RPG would give a field which is a closest match.

(*i.e. Bibi Dahl is given the ice hockey field of experience even though she is a figure skater. It is far better to describe the character's background by creating a new field of experience*).

The above tables try to address the many possibilities in the game, but they will still fail when a particular background doesn't match any fields on the table.

Invent Fields of Experience: This is a simple and fast rule to overcome the short comings of the field of experience system. When a field of experience you are looking for doesn't exist on a table invent a new one for that character. The field should still be in a vaguely broad category of study or performance, and give general knowledge of an area which doesn't overlap with a current field. (*i.e. an adventure in the arctic may have characters with a field of experience in Dog sled, and another in arctic survival. Both are not on the list, but accurately describe the capabilities of characters in the environment*). These fields don't ever have to be fleshed out, only when they are required to impact the game. They act as an effective description of character capabilities or background. You should, however, avoid the fields of experience being ridiculous or unbalancing in the game as well; they should always reflect James Bond myth or reality.

Sub-Fields & Specialization

Another short-coming of fields of experience is their broadness leaves little sense of what a character actually knows. In my game I leave the fields of experience broad to represent general training in a subject area, but use this general background as a seed for more specific fields of experience. Thus, from one general field of experience several other more specific fields may branch off from it. Below are two examples of how a field of experience can branch into much more specific divisions.

1) Computers
        : [Networks]   **:** [Defence Networks]
        : [Hacking]

2) Biology/Biochemistry
        : [Genetics]   **:** [Eugenics]
        : [Biological Weapons]

In these examples each of the fields of experience trees use 4 fields of experience and become more specific as they reach the tip of the tree. In the first example a typical hacker character has his computer field of experience branched towards two sub-fields of computer networks and computer hacking, and the network field is further specialized in knowing about defence networks such as those controlling missile launchers or air defence, etc. The second tree shows a typical modern major villain who knows a lot about genetics, a sub field of biology which is further specialized into human eugenics, and engineering biological weapons. These specific areas of knowledge would be lost in the basic game but actually can be described by these rules with a bit of extra work. Each of these branches of the tree, General Fields of Experience, Sub-Fields and Specializations are described below.

General Fields of Experience

These represent all the fields previously presented in the game and many new ones listed in the tables above. They should be vague and cover a whole discipline of study or area of performance. In game terms the character may attempt any skill or roll based on knowledge or performance covered by the general field of experience.

Characters without the relevant field of experience may still attempt a task, but with a –2 modifier.

Characters with degrees may already have a higher level of expertise in a chosen field (see *Other Traits* article). Degrees will fit into these rules very easily; Degrees and Fields of Experience gained through experience and/or previous professions are limited to a maximum +3 modifier on any task attempts (see Savage Bond 007 Conversion Rules, page 9).

Characters may have a number of sub-fields and specializations equal to the modifier they have in their general Field of Experience. Thus, a +1 allows one sub-field; +2 allows either two sub-fields or one sub-field and one specialization; +3 allows either three sub-fields or two sub-fields and one specialization.

Players do not have to select a sub-field or specialization right away. Rather, they can wait until an opportune time in the game and announce that they have the relevant sub-field or specialization. The player will have to justify his choice and, if accepted by the GM, this choice will become permanent.

Sub-Fields
(First branch point from a general field of experience)

When a character achieves a +1, +2 or +3 in a chosen field, a sub-field may also be designated. This is just like any other field of experience, but represents a further emphasis in one area of a previously obtained general field of experience. Thus, the sub-field must branch from an existing field of experience, and must be more specific (see examples above). The endless possibility of what sub-fields could branch off a general field of experience is too extensive to attempt to categorize, or list, and is left to GM and/or player. A particular emphasis or effect in an existing field should be considered and a logical name will be given to this sub-field when it is created. The GM must arbitrate whether a particular sub-field is possible, and whether it is too general or specific (again the examples above serve as a model). This is designed to be a loose system to obtain specificity and specialization in the game. A player using this system can be become an expert in a particular area such as forensic science, demolitions, computers, etc. A character who is attempting a skill or roll based on knowledge or performance covered in a sub-field is made at the same modifier as the general Field of Experience.

Specialization
(2 branch points removed from a general field of experience)

When a character achieves a +2 or +3 in a chosen field, a specialization may also be designated. This is just like any other field of experience, but represents knowledge of a much more narrow aspect of a sub-field. Thus, the specialization must branch from an existing sub-field, and must be more specific than that sub-field (see examples above). Again, there is an endless possibility of what specializations could branch from a given sub-field. Specializations, like sub-fields, must be determined by the player and/or GM and assigned a name or area they cover. The GM should use caution of what specializations are allowed, especially if they are too exotic or esoteric for a spy to have learned. A character can not have more than one specialization for a given sub-field. A character who is attempting a skill or roll based on knowledge or performance covered in a specialization is made at the same modifier as the general Field of Experience.

Note on sports and performance fields.

The above rules for sub fields and specialization can be applied, to some degree, to sports and performance fields. However, the sub-field for a given sport should be a particular event, team position or aspect of the sport or performance field. (i.e. Snow Skiing: [Ski Jumping], or Ice Hockey**:** [Goalie], or Board Games**:** [Chess]). These sub-fields would receive the usual bonus when performed.

Specialization in any of these sports should be reserved for professional athletes and can be designated by placing "professional" in front of the particular sub field as the next step in the field of experience tree. (i.e. Snow Skiing**:** [Ski Jumping]**:** [Professional Ski Jumping]). A professional athlete performs with the usual bonus in that sporting event.

Martial arts and combative sport fields of experience do not work with this system and are detailed elsewhere.

INTERROGATION

Interrogation is really a variation on the Intimidation skill and the Tests of Will rules. Interrogation does not involve physical abuse at all, merely intense mental abuse. Hot lights, no water, lack of sleep, continual loud noises – these are the tricks interrogators use to break down their victims.

To determine the amount of information gained from an Interrogation attempt, refer to the Interrogation/Torture Chart below. The result of the roll is cross-referenced with the Spirit rating of the subject to determine the actual number of raises. The GM should refer to the Skill Use Chart on page 9 of the Savage Bond 007 conversion rules to find the percentage of information that is revealed.

Interrogation/Torture Chart					
Spirit Rating	**Number of Raises**				
	Fail	**-**	**1**	**2**	**3**
D4	1	2	2	3	3
D6	-	1	2	2	3
D8	F	-	1	2	2
D10	F	F	-	1	2
D12	F	F	F	-	1
>D12	F	F	F	F	-

Interrogation Modifiers | **Reason**

+1 to +2	Victim's present level of Fatigue
+1	For each interrogation attempt after the first
–1 to –2	Interrogator's present level of Fatigue
–2 / +2	Strong Willed edge (victim / interrogator)
+0 to +3	Interrogator's competency level

Each interrogation attempt is resolved separately, though a number of consecutive attempts may be tried. With each consecutive attempt, there is a positive modifier applied. If the victim becomes fatigued (see page 92 of the Savage World Core Rules), his ability to resist deteriorates, resulting in the interrogator gaining a positive modifier. Conversely, if there is only one interrogator and he becomes fatigued, he suffers a negative modifier due to exhaustion.

If the victim falls asleep, a new series of Interrogation attempts can be started once he wakes up, with the modifiers being applied as though it were the first attempt.

TORTURE

Torture can be used by NPC's against Player Characters to gain information, and includes the use of extreme physical abuse. If Fields of Experience are being used, only NPC's may have the Torture Field of Experience. This is more to do with the fact that most agencies believe information gained through torture is unreliable and they will not teach torture techniques.

Player characters are trained to will themselves into unconsciousness rather than succumb to the pain of torture (and thereby reveal information). Any time Torture is attempted against a member of any intelligence gathering agency, the victim may attempt to fall unconscious before any Torture effects are applied.

The GM rolls the dice to resolve the Torture attempt, but he keeps the result hidden from the character undergoing Torture. The character then attempts to fall unconscious by making a Spirit check. If the player achieves at least one Raise, the character will fall unconscious; the Torture attempt is ignored, but the time for the task elapses. The character may then be revived and another Torture attempt begun. A character may try to fall unconscious a number of times equal to his Spirit die divided by three (fractions are rounded up); Strong Willed characters increase this by one, as do those Legendary characters who have the +2 Expert edge on their Spirit die. After that, the character may still attempt to fall unconscious, but he inflicts a Wound upon himself every time he does, in addition to the normal damage the Torture inflicts.

Physical Effects of Torture

Wounds: Whenever a Torture attempt results in a failure or a basic success, the character being tortured receives a wound from the physical abuse. This result is ignored if the character succeeds in falling unconscious. If the character already has three wounds the number of wounds received, on a **failure** only, is (4 – Competency Level in the Field of Experience); roll 1d4 if Fields of Experience are not being used. A critical failure increases this by one.

Scars: Any time Torture is attempted, the character will suffer a scar if the torturer wishes. The NPC also chooses where the scar will be placed on the character's body.

Torture Modifiers | **Reason**

+1	Victim has one wound
–1	Victim has two wounds
–2	Victim has three wounds
–2	Victim has Strong Willed edge
+0 to +3	Torturer's competency level

> **GM Note:** Since Player Characters will most likely be the only ones undergoing Torture, the GM will have to decide how much information is revealed.

> **GM Note:** The use of Fields of Experience is encouraged. If used, the level of competency in the relevant Field will help determine the modifier to use when referring to the chart.

SAVAGE CINEMATIC COMBAT

One of the hardest parts of the GM's job is making combat in the James Bond 007 game as exciting as can be. The climactic battle between Bond and the Major Villain is often the high point of the movie or book, and so should it be in the game.

These rules for Advanced Combat will help GMs make combat more thrilling and cinematic. The major sections cover Combat Movement and Combat Events. The Combat Movement rules are designed for use with figures or miniatures, but such pieces aren't necessary for the Combat Events rules.

Combat Movement

Hand-to-hand combat in the James Bond movies is an art form. The stunt men will often choreograph such scenes days in advance. When the cameras finally roll, bodies fly, odd items are used as weapons, and furniture gets smashed up. Think of the confrontation between Bond and Red Grant on the train in *From Russia with Love*. Consider the damage committed to Osato's office in *You Only Live Twice*.

In these films, Bond and the antagonist did not simply stand in place and exchange punches. They moved, dodged and ducked. So should it be in your game. When using miniatures and combat displays, it's easy to add such incidental movement.

Dancing and Dodging

In Advanced Combat, characters and NPCs attacked by hand-to-hand combat will sometimes be required to move as a result of each attack. If the attacker rolls an even number (the Wild Die does not determine this) when attacking, the defender is not required to move (he is considered to have either ducked the attack or taken the blow but held his ground).

When the attacker rolls an odd number (again, not the Wild Die) however, the defender must move if able. If the defender was hit by the attack, then he will move one square straight back. If the defender was missed, then he may move to either side, straight back, or in a diagonal direction away from the attacker, as illustrated.
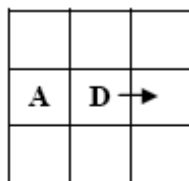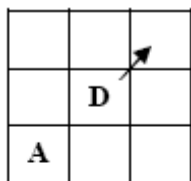
If A hits D, then D must move straight back.
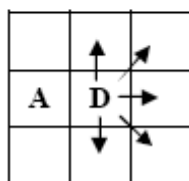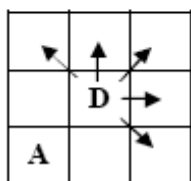
If A misses D, then D can move as indicated.

A scale of five feet to a square is suggested. The defender may be required to move more than once as a result of multiple attacks in a combat round.

When the defender is required to move because of an odd roll, but cannot due to being pinned next to a wall, other characters or similar obstacles, then the defender will hold his ground. As a penalty, his Parry and Speed is lowered by one for the next round only, affecting his number of attacks.

After the defender makes any necessary moves, the attacker may automatically occupy his square. He must occupy the square in order to continue making Hand-to-Hand Combat attacks. This incidental movement incurs no penalties provided that all other movement rules have been followed.

> **GM NOTE:** If the defender is next to a ledge, and his required move would push him off, then he may hold his ground and take the Speed penalty if the attack was a miss. If the attack was successful, then he falls off. He may attempt to grab the ledge with a successful Agility roll. If the defender is unshaken, he only requires a success to grab the ledge. If he is shaken, he requires a number of raises equal to the wounds he has just sustained. For example, the defender is pushed off a ledge by receiving 2 wounds. He uses a Fate chip to attempt to soak the damage with a vigour roll, but only manages to remove one wound (and remains shaken). He now needs to achieve at least one raise on his Agility roll to grab the ledge. If he removed all damage he would only require a success (because he would also become unshaken). He could also still remain injured but use a Fate Chip to become unshaken. If no damage is removed and he is still shaken, he will need at least 2 raises to grab the ledge.

Trips and Throws

The use of grappling in combat should also allow the combatants to attempt to trip or throw their opponent. A Trip or Throw may be attempted either as part of a successful grapple attack or a successful Trick (Agility) attempt. If the attempt succeeds, do not use the Dancing and Dodging rules above. Instead, use these rules.

Three raises will allow the attacker to throw the defender up to 10 feet in any direction, measured from the attacker's square. Additionally, two raises or better will allow the attacker to propel the defender up to 5 feet in any direction from the attacker's square. A single raise or better will allow the attacker to move the defender 5 feet to the side, directly back or diagonally away from the defender's square. A regular success will only knock the defender down in the square he occupies.

The number in the square indicates the number of Raises or better needed for A to throw D into that square. D does not move in the case of a failed roll.

If the attempt fails, the defender will either dodge the attack or stay in place, as indicated in the regular fashion by the odd/even dice roll.

Combat Events

Unpredictable and surprising things seem to happen whenever Bond fights his adversaries. This section will help GMs generate "random events" that can be used to make their combats more exciting. These rules can also be used in chase situations.

The basic rule is this: Whenever a player or NPC rolls doubles for their attack (for example, 11 or 55), a Combat Event occurs. This is dependant on a Wild Die being used; if an NPC is not a Wild Card roll a Wild Die for them anyway, but don't allow the Wild Die to be used for the actual attack. If a Combat Event is indicated, the GM will roll a D10 on the Combat Event Table to determine what the Combat Event is.

> **GM NOTE:** The Combat Events rules will generally make combat more dangerous. Thus, a GM may wish to award Fate Chips to the characters for their combat rolls when using these rules. The Combat Events rules will require good improvisational skills on the GM's part. The Combat Event Table give some guidance on what sort of event occurs, but the GM will have to use some imagination to create the exact event that occurs.

Combat Event Table

D10 Roll	Result
1-5	Opportunity
6-9	Advantage
10	Disaster

> **GM NOTE:** The GM may wish to add a +1 DRM to any combat involving the Major Villain or his Privileged Henchman.

Opportunity

When an Opportunity event occurs, something happens that either side may be able to exploit. It could be an improvised weapon that presents itself to the combatants, a chance to make a Trick Blow or Kick at a reduced Ease Factor penalty, or some other beneficial event that applies uniformly to all sides.

For example, a player and the GM are restaging the scene in *Diamonds Are Forever* where Bond and Peter Franks are fighting in the elevator. An Opportunity comes up, and the GM decides that the glass walls of the elevator have been smashed leaving shards on the floor. Franks picks up a shard and tries to use it as a knife, but Bond disarms him. Later in the combat, another Opportunity arises. This time, the GM announces that the combat has moved out of the elevator into the hallway, and there is a fire extinguisher on the wall nearby. Bond grabs the extinguisher and uses it to dispatch Franks.

In chase situations, an Opportunity event will usually mean an Obstacle for both sides. Roll on the next table to see what modifier will apply and then create an appropriate Obstacle.

D10 Roll	Result
1-4	No modifier
5-7	-1 modifier
8-9	-2 modifier
10	-3 modifier

> **GM NOTE:** The rule of thumb with creating an Opportunity event is that it should be something either side can benefit from or might be able to take advantage of. If you have an impending Disaster event (see below), a good use of an Opportunity event is to defuse the situation or give the characters a little more time.

Advantage

When an Advantage event occurs, something happens that poses a difficulty to one side. If the combat roll was a success, the disadvantaged side is the defender. If the roll was a failure, the disadvantaged side is the attacker.

Possible Advantages include somebody dropping his weapon or an important piece of equipment, an important NPC becoming separated from the other characters, or a chain of events that puts one side in peril.

For example, at the end of *From Russia, With Love* Bond and Tatiana Romanova are trying to escape some gunmen by boat. The gunmen get an Advantage event, so the GM decides their shots have pierced the boat's fuel tanks, bringing the chase to an end. If Bond had received the Advantage event, the GM might have created a small cove where Bond could have tried to perform a manoeuvre to lose his pursuers.

In chase situations, an Advantage event will usually mean an Obstacle that only the disadvantaged side must overcome. The GM may roll on the previous table to create the obstacle. For example, in *On Her Majesty's Secret Service* Bond and Tracy are trying to escape on skis. Bond gets an Advantage event, so the GM places a snow plough in the path of one of the pursuers, who promptly fails to avoid the plough.

> **GM NOTE:** The rule of thumb with Advantage events is that they should only benefit one side. These events present good ways for the Major Villain to abduct Beautiful Foils and place them in jeopardy.

Disaster

When a Disaster event occurs, something happens that threatens all the participants in the combat. It could be a fire that breaks out, a ship that starts to sink, a bomb that's about to explode, and so on.

For example, in *The Living Daylights* Bond and Necros are fighting in the back of the Soviet cargo plane. An Opportunity event comes up, and the GM announces that Kara (who is piloting the plane) has accidentally opened up the back cargo hatch; either character could attempt to push the other out. Later, a Disaster event comes up. The GM announces now that a large net of opium has fallen out of the plane with just one strapping connecting it back to the cargo hold; the characters, who were in the way of the net, are now clinging to it for dear life.

In chase situations, a Disaster event can be either an Obstacle with a -4 modifier or an event that dramatically changes the chase entirely: a cliff, dead end or similar obstruction.

> **GM NOTE:** Generally, it's best to invent an impending Disaster that will give the characters a chance to defuse the situation or get clear. Give them an idea of how much time they have to act before the disaster actually strikes.

OPTIONAL CHASE RULES

Savage Worlds presents a great set of abstract chase rules. But there are times when they're a bit *too* abstract. While they do model distance, they don't model position (who's in the lead, who's in second, etc). For dogfights, spaceship battles, and the like, this works out fine, but there are times when being first matters. With that in mind, here are some tweaks you can make to the Savage World chase rules.

Whilst designed specifically for cars, these rules may easily be adapted for other vehicles such as boats, horses, aircraft etc.

Setup

Before the chase begins, you'll need an easy way to track position visually. I've found that the easiest way is to take all the cards, Ace to Deuce, of a single suit from an extra deck of cards. When you're ready to begin the chase, lay these out in order; you'll place your markers on these cards to track your position. If you don't have an extra deck, you can use anything: pieces of paper, 3x5 cards, squares drawn on a battle-mat, whatever's handy. Cards are the best way to go, as you'll see in a moment.

Initiative

For the first round of initiative, determine if there's a lead car at the outset of the chase. If your players are cops chasing an escaping felon, then the felon should start out in front. However, if you're running a drag race, then everyone starts on an equal footing. If you have a lead car, this is where the extra cards you're going to be using for position come in handy. Separate out the Ace and face cards into one stack, Deuce through Ten in the other. The lead car or cars will draw from the high cards, while all the other cars draw from the Deuce to Ten stack.

If you don't want to worry about this, there's an equally easy way: have all the drivers **except** the leader draw for initiative/position. When everyone else is in position, assign the leader any card higher than the highest chaser.

> **Example:** In *Diamonds Are Forever* two Las Vegas police cars notice the Mustang with James Bond and Tiffany Case in it. They immediately give chase and the GM draws initiative cards for them, getting a Nine and Seven. The GM decides that they're hot on James Bond's heels, so he places Bond on the Ten.
>
> If he decided that Bond had a moderate lead, he could place him on the Queen, and with a sizable lead Bond could start on the King or Ace.

Attacks

Attacks are handled normally, with one change. Cars that Skid, Spin, or Slip on the Out of Control table move back in the pack, towards the Deuce.

Skid	Move back 1 card
Slip	Move back 1d6 cards
Spin	Move back to the Deuce
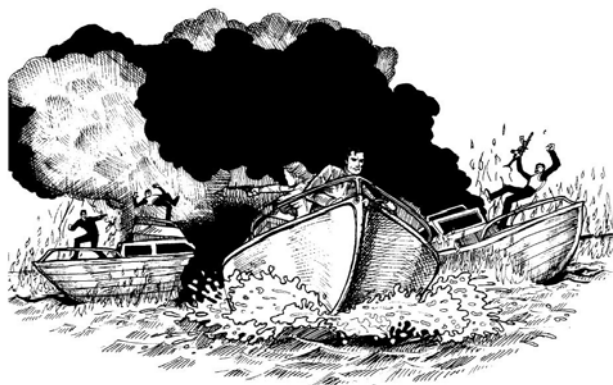
Based on the situation, any of these could also take the car completely out of the chase as well. For example, if there's a steep embankment on either side of the road, a Slip could send the car into the ditch.

Obviously, the furthest back you can be placed is the Deuce. If you're on the Deuce and Skid, Slip, or Spin, you're removed from the chase.

Manoeuvres

Now it's time to start the action!

Being in the lead has its' advantages: the lead car determines whether the chase continues straight up Main Street or careening off-road, for example.

With that in mind, after the first round, do not draw for Initiative. If you want to move up to a better position, you'll have to use the Change Position or Trail manoeuvre to do so. The lead car will stay in the lead until you're able to catch him. If two cars are on the same card, have the drivers make an opposed Driving roll. Winner goes first.

Change Position and Trail

Since you're not drawing cards for position every round, Change Position and Trail become the key manoeuvres in the chase, particularly if you're running a race of some kind. Other than their increased importance, though, there are no changes in how they're handled.

Force

Position is important for another reason: if you want to Force an opponent, you must be on the same card as them or ahead of them.

Flee, Shake a Tail, and Steady

These manoeuvres are all handled normally.

Obstacles

If you're running a car race, obstacles typically represent "the pack": a cluster of cars you'll have to avoid in order to get out in front.

For chases, the obstacles represent other cars, pedestrians, road signs, hotdog carts... virtually anything you can imagine.

Lead cars have an advantage in being able to avoid obstacles better than those following them (think of the speeder chase in Return of the Jedi for example). If you're forced back in the pack by a Force or a roll on the Out of Control table, you'll have to check to avoid obstacles on your next turn.

Obstacle Alternative

Here's another way to handle Obstacles. It's fast and easy, and has a more organic feel than the standard version.

The GM rolls a d6 at the beginning of each round. On a 1, he draws a card. Everyone acting on or after that card must make a Driving roll to avoid the obstacle that round.

You can vary the density of obstacles by increasing or decreasing the target number of the roll. On a 3 or less, you're driving in heavy traffic, off-road through a forest, etc. On a 5 or less, you're driving somewhere you really shouldn't be, like into oncoming traffic! (Check out the "Drive Into Traffic" stunt for more on this one.)

1	Light traffic / obstacles
3 or less	Heavy traffic / obstacles
5 or less	Treacherous!
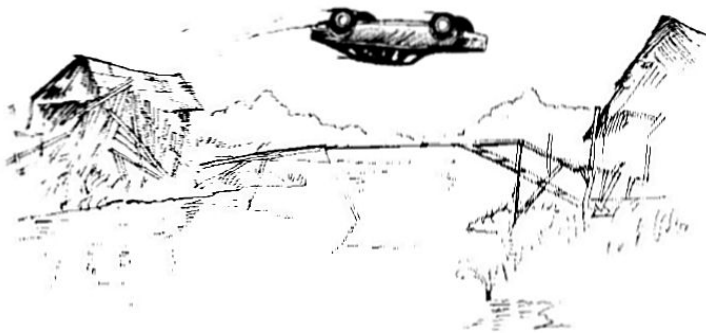
Stunts

Stunts are the driving equivalent of Tricks; they're wild, cinematic moves you can pull in order to gain an advantage in a chase. In many cases you can use the Trick rules as is, but in others they simply don't make sense. Here are a few examples.

Catching Air

One of the classics. Rather than avoiding an obstacle, you drive onto it in order to launch your vehicle in the air! ("Look at them Duke boys fly!") This move requires a Driving roll at -4. Success means you automatically move up 1d4 positions. If you Flee as your next action, you get a +2 to your Driving roll. If you fail the roll, roll a d6. On a 1-3, you crash into the obstacle for normal damage. On a 4-6, you launch in the air and move ahead 1 position, but you must roll on the Out of Control table when you land.

Playing Chicken

Another classic move. In this one, you whip your car around and drive directly at another car behind you.

You must be ahead of the defending car in order to play Chicken. When you do, immediately move your vehicle into the same position as the defender, and the drivers make an opposed Spirit roll. The loser veers out of the way and is removed from the chase. The winner moves to the Deuce. A tied roll means the two cars collide (neither driver having flinched). Either driver can choose to pull away *before* making their Spirit roll.

Drive Into Traffic

One of the most dangerous of all moves, this one is a pure desperation move. With this stunt, you try to shake your pursuers by driving into oncoming traffic. Upon entering the wrong side of the road, you can make no manoeuvres except dodging oncoming cars or leaving the wrong lane. You, and every car that chooses to pursue you, must make two rolls every round: a Driving roll at -2 to avoid collision, and a Spirit check. If anyone chooses not to follow, they're removed from the chase. Anyone failing the Spirit roll will have to leave the chase. Anyone failing a Driving roll crashes into an oncoming car at high speed. This continues until you've either removed everyone else from the chase (after which you wisely return to the right side of the road!) or you return to the right side of the road.

Slam on the Brakes

You brake hard in order to move back. Make a Driving roll; with a success, you can move up to2 positions back, +1 position for each raise on the roll. If you fail the roll, you risk going Out of Control.

Manoeuvre Modifiers

Try using these manoeuvre modifiers and/or create others:

Drive Defensively

Until your next turn, you get a +2 on all opposed Driving rolls where you are the defender. The only manoeuvre you can perform while doing so is Change Position.

Drive Offensively

Until your next turn, you get a +2 on all Force Driving rolls, but you take a -2 on all your rolls to avoid going Out of Control.

Tune-up

Make a repair roll at -4. If you succeed, you can improve a vehicles performance until the end of its next Chase. You can either increase the top speed of the vehicle by 10 or improve its handling, giving the driver a +1 to all Driving rolls.

SAVAGE BEASTS & ANIMALS

James Bond seemed to regularly come across animals that posed a great risk to his health and safety. Such animals as alligators and sharks are the stuff of heroic battles and moments of great tension.

In this section I have listed a number of beasts and animals that I feel the GM will find useful for his Savage Bond 007 adventures.

A number of the creatures listed can be found in the Savage Worlds core rulebook. Most of the others can be found in Butch Curry's collection "Savage Beasts" which I strongly suggest you have readily at hand during your Savage Worlds sessions.

All this section contains is the types of creatures and where the statistics for these creatures can be found (book and page).

I have also listed the creatures used in the James Bond 007 RPG adventures. This is designed to give you an idea of when and where it is appropriate to use animals in a James Bond setting.

Beasts and Animals

Creature Type	Reference Source
Alligator / Crocodile	SWC 127
Antelope or Deer	SB 5
Ape or Gorilla	SB 5
Arachnid	See this article
Bats	SB 7
Bear	SWC 127
Bull	SWC 127
Camel	SB 11
Dog or Wolf	SWC 127
Elephant	SB 26
Great Cat	SWC 131 and SB 11
Hawk	SB 35
Horse	SWC 130
Mule	SWC 131
Rhinoceros	SB 50
Shark	SWC 132
Snake	SWC 133

SWC   Savage Worlds Core Rulebook (revised)
SB   Savage Beasts (by Butch Curry)

Animals Encountered by 007

Mission	Creature Type
Goldfinger	Horse
Octopussy	Snake Elephant Crocodile Tiger
Dr No	Dog (German Shepherd) Snake Spider (Black Widow) Spider (Tarantula)
You Only Live Twice	Piranha Dog (Greyhound)
Live And Let Die	Alligator Snake (Black Mamba) Shark
Goldfinger II	Bull / Oxen
A View To A Kill	Horse
You Only Live Twice II	Dingo Snake (Taipan) Snake (Death Adder)
For Your Eyes Only	Shark

Arachnid

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4-2, Vigour d4
Skills: Fighting d6, Notice d8, Stealth d10
Pace: 5   **Parry**: 5   **Toughness**: 2

Special Abilities:

Bite: Str damage.
Poison: If an arachnid does manage to successfully bite a foe a Vigour roll is required.
Use the poison rules for different species of arachnid as listed in the Savage Beasts book.
Size Tiny (-2)
Small: Opponents take a -2 to their attack rolls.
Wallcrawler

OTHER SAVAGE TRAITS

Race, Eyes, Hair, and Complexion

These vital statistics are the decision of the player. Eye colour can be altered by using contact lenses (if agent is able to wear them). Hair can be coloured, straightened, curled, thinned, or even lengthened with a hairpiece. Complexion has no effect on Seduction.

- **Race**
  See annex A for full list.

- **Eyes**
  Select eye colour: red/pink (albino), light grey, grey, pale blue, blue, dark blue, light green, green, hazel, light brown, brown, dark brown, black.(Use of glasses/contact lenses is determined separately).

- **Hair**
  Player chooses from one of the following colours: ash blonde, blonde, dark blonde, red-blonde, red, red-brown, light brown, brown, dark brown, black, blue-black, grey, white (note greying if applicable). At the same time the characteristics of the hair must be noted — straight, wavy, curly, kinky — and amount and length noted — full, balding, fringe, bald; very long, long, shoulder-length, short, close-cropped.

- **Complexion**
  Select both colour and texture: albino, pale/light, fair, ruddy, tan, brown, olive, dark, yellow, ivory, black; smooth, average, coarse/rough, wrinkled, scarred, pocked.

Handedness

To determine the handedness of a player character or an NPC, roll percentile dice:

Table 1: Handedness

Dice Roll	Strong Hand
01-90	Right-handed
91-00	Left-handed
N/A *	Ambidextrous

* To be ambidextrous, the player must select the Ambidextrous background edge.

Blood Type

Two major factors must be considered when determining blood type: blood group and Rh factor. To determine blood type, roll percentile dice once for blood group and again for Rh factor.

Table 2: Blood Type

Dice Roll	Blood Group	Rh Factor
01-42	O	Positive
43-85	A	Positive
86-95	B	Negative
96-00	AB	Negative

A character with a haemorrhaging wound loses one pint of blood per minute. If rescue facilities are available, roll percentile dice to determine a blood type. If that blood type is compatible with the injured character, then that blood type is available and the character can receive a transfusion. If the character needs more than one pint of blood, roll for each pint separately. If not enough whole blood (or packed cells) is available, the victim will go into shock, even if blood plasma is used. Medical attention will stop haemorrhaging. An average person has about 6 pints of blood.

Blood types that are compatible for transfusions are shown on Table 3: Blood Transfusions. In all transfusions, Rh+ can receive transfusions from Rh+ and Rh- donors; Rh- can only receive transfusions from Rh- donors.

Every Red Cross centre has frozen AB negative blood, plus a file listing donors of rare blood types. Frozen blood takes 45 minutes to thaw. Whole blood can be saved for only 30 days, so a personal stockpile of a rare blood type is limited.

Table 3: Blood Transfusions

Recipient	Donors
O	O
A	O, A
B	O, B
AB	O, A, B, AB

Glasses

A character is considered to have good eyesight unless the player chooses the Bad Eyes (minor or major) hindrance. If glasses are indicated, roll a 10-sided die: on a result of **1** that character cannot wear contact lenses.

Otherwise, follow the rules for the Bad Eyes hindrance in the Savage Worlds rule book.

Distinguishing Characteristics

Fingerprints, voice prints, and retinal patterns are the most common forms of biometric identification. No two persons have identical characteristics. High quality recordings may fool a voice print identifier, but not a vocal impersonator. Fingerprints can be temporarily altered by adhesive covers or singed beyond recognition. Retinal patterns are the most difficult to fake because of their inaccessibility. Contact lenses may be designed to thwart retinal scans.

Fingerprints, voice, and retinal scanners can be connected to a computer system that compares the input data against those in its memory. If the patterns match, a door can be unlocked, a machine started, or guards alerted. If the patterns are not in the computer's memory other programmed actions can be taken; the pattern could be recorded, or a weapon or alarm could be triggered.

To obtain a numerical equivalent of a set of fingerprints, roll percentile dice five times and write the numbers down in sequence. Persons with more or fewer than 10 fingers still roll the dice five times. A voice print and a retinal pattern can be given numerical equivalents the same way. For example, if five consecutive dice rolls are 01, 93, 85, 33, and 17, then the character's fingerprint pattern is 0193853317.

The odds against another character having the same pattern are 10 billion to 1. If partial prints at the scene of a crime were 0193853--, the owner of the prints would be highly suspect. An identification check that combines fingerprints with other identifying codes is very difficult to fool.

Other identifying characteristics include scars, tattoos, ear prints, foot prints, accents, facial features, eye colour, mannerisms, limps, and speech. Many of these can be copied, altered, or hidden, and should not be relied upon as positive identifiers.

Physique

People can be classified in general terms by their physique or body shape. There are three extreme somatotypes: ectomorphs, endomorphs, and mesomorphs. Ectomorphs are very lean and slightly muscular. Endomorphs have prominent abdomens and soft, plump body parts. Mesomorphs have powerful, well-muscled builds and a predominantly bony framework. The average person is a combination of these extremes.

In game terms, characters are classified according to their Height, Weight, and Physical Strength. Use the character's original Physical Strength value, without any changes caused by injuries or experience bonuses.

Table 4: Somatotypes Key

		Males	Females
Height	Tall: Average: Short:	over 6'0" 5'8"-6'0" under5'8"	over 5'8" 5'3"-5'7" under5'3"
Weight	Heavy: Average: Light:	over 180 lbs 140-180 lbs under 140 lbs	over 155 lbs 120-155 lbs under 120 lbs
Physical Strength	Super: Strong: Average: Weak:	D10 + D8 D6 D4	D10 + D8 D6 D4

Physical Strength	**Height and Weight**								
	Tall			**Average**			**Short**		
	Hvy	Avg	Lgt	Hvy	Avg	Lgt	Hvy	Avg	Lgt
Super	M	M	M	M	M	M	M	M	M
Strong	A	M	A	A	M	A	A	A	A
Average	F	A	E	A	A	A	F	A	E
Weak	F	E	E	F	A	E	F	F	A

A = Average Build   E = Ectomorphic Build
F = Endomorphic Build   M = Mesomorphic Build

The determination of somatotype is mainly for information purposes and should assist with describing a character. It can also be used to assist with determining the success of a disguise attempt and the odds of someone else's clothes fitting.

Characters with the Endomorph somatotype may choose the Obese hindrance. Ectomorphs and Mesomorphs may choose the Brawny edge (provided they meet the other requirements listed in the rule book).

Average characters may not choose either.

Birthplace and Residence

The location where a character grew up or lives is the choice of the player. No modifiers are allowed for differences in upbringing. A player character from an urban slum has no advantages or disadvantages when compared to a player character from a farm community or wilderness.

Education

After a player has determined an agent's Fields of Experience, the agent may choose one of the Information Fields to study as a superior Area of Knowledge (provided the agent has an Intelligence score of at least d8). Age increases are dependant on the degree earned. For lists of degrees see Annex E: British Degree Abbreviations. Roll percentile dice:

01-71 The agent has a Bachelor's degree or equivalent training. Gains +1 on all rolls covered by the FoE. Most Bachelor's degrees are either BA (Bachelor of Arts) or BSc (Bachelor of Science). Certain fields have specialized degrees, such as BBA (Bachelor of Business Administration) or BFA (Bachelor of Fine Arts). To earn a Bachelor's degree at a post-secondary school, the agent must add 1 year to his starting age.

72-96 The agent has a Master's Degree or equivalent training and gains +2 on all rolls covered by FoE. Agents that studied law earn an LLM (Master of Laws) degree. Agents that study religion earn a MDiv (Master of Divinity) degree. To earn a Master's Degree in a post-secondary school the agent must add 3 or 4 years to his starting age.

97-99 The agent has a Doctorate (PhD) degree or equivalent training and gains +3 on all rolls covered by the FoE. Agents that studied law earn an LLD (Doctor of Laws) degree. Agents that studied religion get a DD (Doctor of Divinity) degree. Agents that studied medicine have an MD (Doctor of Medicine) or DDS (Doctor of Dental Surgery) degree. To earn a Doctorate, the agent must add 4 or 5 years to his starting age.

00 The agent can choose an additional superior Area of Knowledge in which to earn a degree. Roll percentile dice again to determine the degree earned in the first Area of Knowledge, and then choose another superior AOK and roll percentile dice to determine the degree earned in that area. Add an additional two years to the age increase of each degree for each of the extra degrees.

> **Example:** Three Bachelor degrees would add 7 years to the starting age: (1 + (1+2) + (1 +2)) = 7.

Military / Police Record

If an agent has served in the military or the police, the branch served under is the player's choice.

Roll percentile dice and check Table 5: Military / Police Record to determine the highest rank earned by the character.

The table is based on NATO codes (see Annexes C and D); agents from other countries hold equivalent ranks. A roll of 00 indicates that an agent held a rank above OF – 5. The player can choose which of these ranks was held (other than OF – 10).

The number of years spent in the service is also up to the player, within certain restrictions. The maximum equals the character's age minus 15 years. In many countries, service (mandatory or voluntary) begins at age 17 or 18. Assume that characters that enlisted younger than 17 somehow falsified their age records.

The average rate of promotion is one grade per two years of service. Any character exceeding this average will have reached the highest rank attainable with average promotions. The character also receives one military honour or decoration (or equivalent) for every two ranks between the rank rolled and the rank attained.

> **Example:** A player with a 27 year-old agent that was in the army for 9 years rolls a 97. The character earned the equivalent of the rank of Major (OF – 3), but in nine years the character could be promoted only four times, to Sergeant (E – 5). Major is eight ranks above Sergeant, so the character receives four decorations, and leaves the army with the rank of Sergeant.

Characters with a Bachelor's degree can enter the military or police at OF – 1. Characters with an MS or MD can enter the military or police at OF – 2. Such characters do not roll on the rank table. Instead, they receive promotions strictly based on length of service: one year from 2nd Lieutenant to 1st Lieutenant, two years from 1st Lieutenant to Captain, four years from Captain to Major, five years from Major to Lt. Colonel, and five years from Lt. Colonel to Colonel (refer to Annex D for police equivalents). Notwithstanding this rule, a character must roll 99 or 00 on percentile dice to attain a rank of OF – 5 or higher.

Agents' may continue to receive military promotions whilst serving in the Secret Services (up to a maximum of OF - 4).

Table 5: Military / Police Record

% Roll	NATO
ENLISTED	
01-10	E – 1
11-30	E – 2
31-60	E – 3
61-69	E – 4
70-75	E – 5
76-81	E – 6
82-85	E – 7
86-88	E – 8
89-90	E – 9
OFFICER	
91-92	OF – 1
93-95	OF – 1
96	OF – 2
97	OF – 3
98	OF – 4
99	OF – 5
00	OF – 6
00	OF – 7
00	OF – 8
00	OF – 9

Political and Economic Alignment

Agents have three dimensions of character alignment: toward political systems, economic systems, and political change. These dimensions are represented on the Alignment Chart.

Alignment Chart
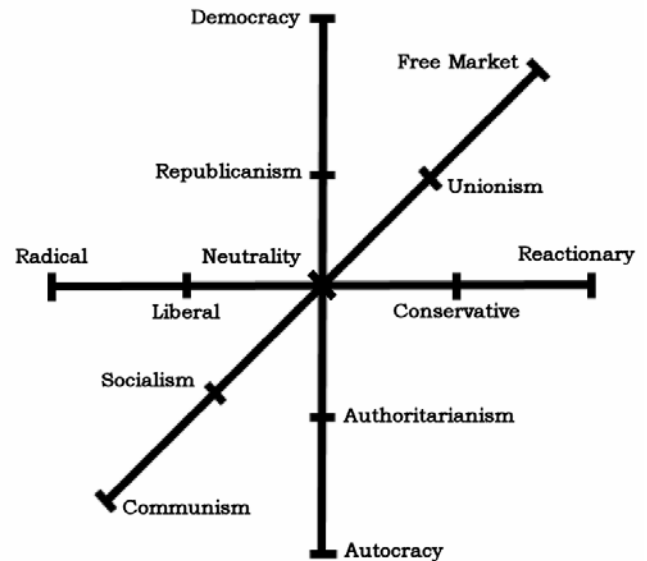
The favoured government or political system is represented on the vertical axis, ranging from democracy (cooperative rule by all citizens) at the top to autocracy (absolute rule by a single person) at the bottom. In between are republicanism, neutrality, and authoritarianism.

Viewpoints on political change are represented on the horizontal, ranging from radical to reactionary. Extreme liberals are radicals favouring extreme and rapid changes such as those experienced by the Soviet Union or China during their revolutions. Liberals favour reform, while conservatives prefer to maintain adequate systems intact. Reactionaries are extreme conservatives who favour a return to a previous form of government.

The third axis, perpendicular to the other two axes, represents economic alignment. At one end is the free market, with no government controls and private ownership of all capital. At the other end of the axis is communism (common ownership of the means of production). Between these extremes are unionism and socialism (state ownership of the means of production).

Table 6: Alignments

% Roll	Alignments		
	Political	**Change**	**Economic**
01-06	Democratic	Radical	Capitalist
07-19	Republic	Liberal	Unionist
20-81	Neutral	Neutral	Neutral
82-94	Authoritarian	Conservative	Socialist
95-00	Autocratic	Reactionary	Communist

Character alignment can be determined several ways. For simplicity, players should choose only extreme or neutral positions, such as Democratic-Radical-Neutral. For more detail, players can choose moderate positions between the extremes, such as Authoritarian-Liberal-Socialism.

If players want to choose their alignments randomly roll percentile dice three times, and refer to Table 6: Alignments, for each dimension; political systems, change, and economic systems.

Characters with similar alignments will get along well together, because they understand each other's political and economic views. Characters with opposite alignments on any axis will not get along well. If their alignments are opposite on more than one axis, the characters may be hostile to one another. When characters with opposite alignments must work together for an extended time, find the numerical difference between their alignments on each axis. The average of these three differences is the percentage chance that there will be trouble.

> **Example:** Bobby's alignment is 10/33/55, and Karl's alignment is 10/44/95. The differences are 0/11/40. The average of these differences is (51/3) = 17. If the GM rolls 17 or less on percentile dice, these two agents will clash at some point during the mission. The GM should never force characters to fight each other, but should use coincidences and accidents to create a mood of tension and suspicion between the agents, allowing the players to resolve their differences themselves.

Religion

A player should select a religion from the following list for his agent (even if the agent is not actively practising the religion).

Christian (including Church of England, Church of Scotland, Church of Ireland, Catholic, Protestant and all other Christian denominations), Buddhist, Hindu, Jewish, Muslim, Sikh, any other religion (specify) or no religion at all (None).

It should be noted that the majority of people are considered to be a member of a religion even if it isn't actively practised. Further information will be gathered in the Psychological Profile.

Finances

At the start of the game, each player determines his character's social level by referring to Table 7: Social Levels. The actual die rolled is dependant on social edges and hindrances. Otherwise roll 1d10 on the middle class section.

Table 7: Social Levels

Roll	Social Level	Starting Funds	Edge or Hindrance	Game Effects		
1 - 2	LLC	£ 3		Roll 1d6. Each month, half total funds.		
3 - 4	MLC	£ 9	Poverty			
5 - 6	ULC	£ 27				
1 - 3	LMC	£ 81		Roll 1d10.		
4 - 7	MMC	£ 243	N/A			
8 - 10	UMC	£ 729				
1 - 4	LUC	£ 2,187	Noble / Rich	Noble	Rich	Filthy Rich
5 - 8	MUC	£ 6,561	Noble / Rich / Filthy Rich	1d12	1d8	1d8+4
9 - 12	UUC	£ 19,683	Noble / Filthy Rich			

Starting funds can be used only to purchase additional normal clothing or a standard vehicle at the start of the game. Starting funds are in addition to the customary £250 ($500) from the agency.

Monthly Income is received on the last Friday of each month. The amount received is as follows:

£ 2,000   if the character is an Operative (Rookie).

£ 3,000   if the character is an Agent.

£ 1,000 extra   if the character is a "Sandbagger" or "Minder" (Agent +/ Seasoned + rank only).

£ 5,000   if the character is "00".

Monthly Income is the money earned whilst working for the agency. This income takes in to account interruptions from unemployment, long vacations, frequent sick leave etc. A character may earn extra money through other means (both legal and illegal). The player and GM should discuss this in more detail during the course of the campaign.

A character's starting social level indicates the character's family background. It can affect the character's behaviour in various situations. Whilst a character from an upper class family has more money to start with, he may also be very uncomfortable around lower class informants and contacts. Differing social backgrounds can also lead to interesting discussions between characters about etiquette and personal taste.

Taxes and Evasion

A character in a democratic or socialist nation is expected to pay taxes annually. Taxes amount to 26% to 35% (25 + 1d10) of the character's gross annual income, minus 1% per dependent. Gross annual income is the total of all wages, interest, and investments. Payment for espionage work is not exempt (agents are classified as Civil Servants of HMG).

Characters living in a communist country pay no tax.

A character that does not pay his taxes, or pays only part of what is owed, will be detected on a percentile dice roll of 01% to 10% (based on the 1d10 roll used to determine tax level).

Detected tax evaders are pursued and arrested by police.

Living Expenses

After taxes, annual living expenses account for 76% to 85% (75 + 1d10) of a character's net annual income, plus 1% per dependent. All earnings left after taxes and living expenses can be saved, invested, or spent as the player chooses.

Investing

Agents can invest in oil, gold, coins, stamps, antiques, silver, rare books, art, gemstones, real estate, stocks, currency exchange, bonds, or unique objects. Unique objects include precious metals other than gold and silver, sports memorabilia, comic books, toys, games, war souvenirs, and other esoteric items.

Roll 2d10 and add the two numbers together, treating 0s as 10s. Subtract 9. The result is the percentage gain or loss on the investment in one game year.

> **Example:** A character invests £1,000 in diamonds on January 1. Diamonds are considered gemstones. A year later on January 1 percentile dice are rolled and the numbers are 5 and 1, for a total of 6. Subtracting 9 leaves negative 3. This means the value of the diamonds declined 3%. The character invested £1,000 and is paid back £970. The best possible investment would have produced 11 % or £1,110. Over a period of 10 years an average investment will produce a 10% profit.

A character with the Economics/Business Field of Experience may add their modifier to the results.

Interest

Assume that annual interest from all bank savings accounts is 1 to 10 percent, determined randomly. To earn interest, money must remain unused in the bank for one game year.

Swiss Bank Accounts

Characters may want to open Swiss bank accounts, because no income tax is charged on bank deposits in Switzerland. The character is assigned an account by number instead of by name, to assure privacy. Individuals or agencies may open Swiss accounts so agents can get transfer cash easily, or in return for specific goods or services.

Relatives and Dependents

Whether an agent is single, married, separated, or divorced, and how many relatives and dependents each has, is influenced by the player's decision to choose the Close Personal Tie hindrance. While relatives and dependents are not likely to know that the character is an active espionage agent, they can unknowingly provide useful information, contacts, or shelter. They also can be threatened, kidnapped, or used to extort goods or services from an agent. An agent's dependents also affect tax deductions and living expenses.

Life Insurance

A player character can buy life insurance for 10% of the policy's total payoff. For example, a £10,000 policy costs £1,000. The named beneficiary may not be or become a player character. The beneficiary loses the benefit if he is even indirectly the cause of the character's death. A positively identified body is required for the benefit to be paid. If the body is missing, the benefit will be paid if the body is not found for 7 years.

Wills

A player character can prepare a will leaving up to 75% of his or her possessions (excluding special devices) and money to one or more individuals, agencies, or charities.

An inheritance must never be given to another player character or to a descendant that will later become a player character.

Agencies generally put any inheritances in an education or development fund for use by their employees; agencies will not turn an entire inheritance over to a particular individual. If a player character dies without a will, all possessions go to the state.

Agency equipment that is identified is usually returned to the agency, if the agency is recognized by the state.

Psychological Profile

You already know where your character came from, what language he or she speaks, how old he or she is, and many other things. But you still may have no idea what kind of person your character is. This optional procedure will help you figure that out.

A Psychological Profile simply describes your character's attitudes toward other people and toward life in general. If you decide to generate a Psychological Profile for your character, you can do so at any point in the character creation process: You can do it even before you generate your character's attributes, or wait until after you've selected skills.

Below, you will find a list of words - Cruelty, Loyalty, Passion, Piety, Sanity, and Selfishness. Each describes an emotion, attitude, or personality trait. All characters are rated in these areas by assigning one of the descriptive words below to each trait.

No	Low	Some	High	Total

In other words, if your character is completely insane (and your willing to role-play that way), mark off the "No" box next to the word Sanity in your character dossier. If your character is somewhat cruel, but not very, mark off the "Low" box next to the word "Cruelty", and so on until you've rated your character in each area.

- **CRUELTY**

Measures how cruel your character is. A High or Total here might mean your character is likely to use torture during Interrogation attempts, or that your character likes to kick puppies (or how about running over old ladies with a bronco, huh Dave?), and so on. A No or Low score means your character doesn't have a cruel bone in his or her body.

- **LOYALTY**

Measures your character's devotion to a person, organization, or country. A High or Total here might mean you value a friendship more than life itself, or that you consider national security utmost important. A No or Low score means your character can turn on friends or organizations in the blink of an eye.

- **PASSION**

Measures intense interests. A High or Total here might mean your character attacks projects with great intensity, never doing anything halfway. A No or Low score indicates that your character is more laid back, less obsessive about things.

- **PIETY**

Is a measure of religious conviction. A High or Total here means your character is devoutly religious. A No or Low score means your character cares little for religious matters - he or she may even be anti-religious.

- **SANITY**

Measures how good a grasp of reality your character has. A High or Total in this area means your character is down-to-earth, rational, and well-adjusted. A No or Low score indicates that your character is off the deep end in some way of your own choosing.

- **SELFISHNESS**

Is a measure of how self-centred your character is. This can manifest itself in an over-inflated ego, or in a lack of willingness to share possessions (or information). A High or Total means your character is egocentric or selfish. A No or Low score means he or she tends to be generous and open.

You can be as general or as specific as you want - if you want to say your character is a Passionate sort, give him (or her) a High or Total Passion rating. If, on the other hand, you feel your character is only Passionately interested in baseball, or justice, or something else, feel free to specify Passion scores for each of those interests, and just for those interests.

The Psychological Profile has no real game effect - You will never have to make Psychological Profile checks, rolling against your emotional scores.

The object of the Psychological Profile is to turn your character from a set of numbers into a fully-fleshed out human being. It is designed to help you visualize and role-play your character. You can do anything with the key words we've provided (or new words of your own devising) that help fulfil this goal.

But, once you determine that your character is Passionate or Pious or anything else, role-play him or her that way - the Administrator can take Experience & Hero points away from you if you consistently ignore your Psychological Profile.

Tags

Suggested Tags

Bossy/Rude
Apologetic/Meek
Gum/Tobacco Chewing
Gaze, Shifty/Staring: Repeated Gesture (hand through air, scratch nose, etc.)
Laugh (unusual)
Distinctive Style (punk, disco)
Unusual Walk
Chain Smoking
Depressed/Morose
Angry/Frustrated
Sexy/Flirtatious
Ever-present Pet/Companion
Nervous/Fidgety
Prejudiced
Unusual Breathing (wheezing, rapid)
Drinking
Ever-present Possession (cane, monocle, ring)

A "tag" is a vivid trait of some kind that becomes apparent to anyone meeting the character. Select one or two from the list, or make up your own, for each PC. Mentioning these tags or acting them out will make these characters much more lifelike and memorable.

If you want your PC to have tags, write your selections (or new tags of your own creation) in the Description/Distinguishing Features sections of the character dossier. Like other aspects of the profile, tags have no game effect - they're strictly role-playing aids.

- **Voice:**

How characters sound can determine how other characters react to them. A character's voice can embellish or even define his or her personality.

- **Accents:**

These are simple and effective means of depicting a PC. They reinforce character's nationality, which can often be important. Many accents are relatively easy to mimic. Watching movies in which actors speak with accents can enhance your skill at mimicking vocal styles.

- **Pitch and Tone:**

These are factors you can vary from time to time to reflect the diversity of PCs. Altering your voice slightly when playing a PC will help other players to visualize your character.

- **Distinctive Speech Traits:**

A nasal tone or lisp can also be used to make a PC memorable in the minds of other players.

ANNEX A: RACE

UK Census

Eleven Categories of Classification

Presentation Group	Combined Categories
White	White British
	White Irish
	Any Other White
Mixed	White and Black Caribbean
	White and Black African
	White and Asian
	Any Other Mixed
Indian	Indian
Pakistani	Pakistani
Bangladeshi	Bangladeshi
Other Asian	Other Ethnic Group
Black Caribbean	Black Caribbean
Black African	Black African
Other Black	Other Black
Chinese	Chinese
Other ethnic group	Other Asian

'Other' Categories

Main Write-In Responses	Details / Examples
Arab	
Buddhist	
Hindu	
Iranian	
Israeli	
Jewish	
Kurdish	
Latin American	Cuban, Puerto Rican, Dominican, Hispanic
Moroccan	
Multi-ethnic islands	Mauritian, Seychellois, Maldivian, St Helena
Muslim	
Other Middle Eastern	Iraqi, Lebanese, Yemeni
Other North African	
Sikh	
South American	includes Central American

GM Note: These cannot be systematically allocated to ethnic groups

Allocation of Answers to Ethnic Groups

Main Write-In Responses	Details / Examples
English	White British
Welsh	
Cornish	
Scottish	
Northern Irish	Other White
Cypriot	
Gypsy/Romany	
Former USSR	
Baltic States	
Former Yugoslavia	
Other European	
White South African	
American	
Australian	
New Zealander	
Mixed White	
British Indian	Indian
Punjabi	
British Pakistani	Pakistani
Kashmiri	
British Bangladeshi	Bangladeshi
British Asian	Other Asian
East African Asian	
Sri Lankan	
Tamil	
Sinhalese	
Caribbean Asian	
British Asian	
Nepalese	
Mixed Asian (i.e. mixture of descriptions in the Asian section)	
Caribbean and West Indian islands (and also Guyana) apart from Puerto Rican, Dominican and Cuban, which are Latin American	Black Caribbean
Nigerian	Black African
Somali	
Kenyan	
Black South African	
Other Black African countries	
Black British	Other Black
Black American	
Mixed Black	
Hong Kong	Chinese
Japanese	Other Ethnic Group
Vietnamese	
Filipino	
Malaysian	
Aborigine	
Afghani	
Burmese	
Fijian	
Inuit	
Maori	
Native American Indian	
Thai	
Tongan	
Samoan	

USA Censor Definitions

White. A person having origins in any of the original peoples of Europe, the Middle East, or North Africa. It includes people who indicate their race as "White" or report entries such as Irish, German, Italian, Lebanese, Near Easterner, Arab, or Polish.

Black or African American. A person having origins in any of the Black racial groups of Africa. It includes people who indicate their race as "Black, African Am., or Negro," or who provide written entries such as African American, Afro American, Kenyan, Nigerian, or Haitian.

American Indian and Alaska Native. A person having origins in any of the original peoples of North and South America (including Central America), and who maintain tribal affiliation or community attachment. It includes people who classify themselves as described below.

American Indian. Includes people who indicate their race as "American Indian," entered the name of an Indian tribe, or report such entries as Canadian Indian, French-American Indian, or Spanish-American Indian.

Alaska Native. Includes written responses of Eskimos, Aleuts, and Alaska Indians as well as entries such as Arctic Slope, Inupiat, Yupik, Alutiiq, Egegik, and Pribilovian. The Alaska tribes are the Alaskan Athabascan, Tlingit, and Haida. The information for Census 2000 is derived from the American Indian Detailed Tribal Classification List for the 1990 census and was expanded to list the individual Alaska Native Villages when provided as a written response for race.

Asian. A person having origins in any of the original peoples of the Far East, Southeast Asia, or the Indian subcontinent including, for example, Cambodia, China, India, Japan, Korea, Malaysia, Pakistan, the Phillippine Islands, Thailand, and Vietnam. It includes "Asian Indian," "Chinese," "Filipino," "Korean," "Japanese," "Vietnamese," and "Other Asian." Asian Indian. Includes people who indicate their race as "Asian Indian" or identify themselves as Bengalese, Bharat, Dravidian, East Indian, or Goanese.

Chinese. Includes people who indicate their race as "Chinese" or who identify themselves as Cantonese or Chinese American. In some census tabulations, written entries of Taiwanese are included with Chinese while in others they are shown separately.

Filipino. Includes people who indicate their race as "Filipino" or who report entries such as Pilipino, Phillipine, or Filipino American.

Japanese. Includes people who indicate their race as "Japanese" or who report entries such as Nipponese or Japanese American.

Korean. Includes people who indicate their race as "Korean" or who provide a response of Korean American.

Vietnamese. Includes people who indicate their race as "Vietnamese" or who provide a response of Vietnamese American.

Other Asian. Includes people who provide a response of Bangladeshi, Burmese, Cambodian, Hmong, Indonesian, Laotian, Pakistani, Sri Lankan, or Thai.

Native Hawaiian and Other Pacific Islander. A person having origins in any of the original peoples of Hawaii, Guam, Samoa, or other Pacific Islands. It includes people who indicate their race as "Native Hawaiian," "Guamanian or Chamorro," "Samoan," and "Other Pacific Islander."

Native Hawaiian. Includes people who indicate their race as "Native Hawaiian" or who identify themselves as "Part Hawaiian" or "Hawaiian."

Guamanian or Chamorro. Includes people who indicate their race as such, including written entries of Chamorro or Guam.

Samoan. Includes people who indicate their race as "Samoan" or who identified themselves as American Samoan or Western Samoan.

Other Pacific Islander. Includes people who provided a write-in response of a Pacific Islander group such as Tahitian, Northern Mariana Islander, Palauan, Fijian, or a cultural group, such as Melanesian, Micronesian, or Polynesian.

Some Other Race. Includes all other responses not included in the "White," "Black or African American," "American Indian and Alaska Native," "Asian," and the "Native Hawaiian and Other Pacific Islander" race categories described above. Respondents providing write-in entries such as multiracial, mixed, interracial, or a Hispanic/Latino group (for example, Mexican, Puerto Rican, or Cuban) in the "Some other race" category are included in this category.

Two or More Races. People may have chosen to provide two or more races either by checking two or more race response check boxes, by providing multiple write-in responses, or by some combination of check boxes and write-in responses. The race response categories shown on the questionnaire are collapsed into the five minimum race groups identified by the **OMB**, plus the Census Bureau "Some other race" category. For data product purposes, "Two or More Races" refers to combinations of two or more of the following race categories:

- ○ White
- ○ Black or African American
- ○ American Indian and Alaska Native
- ○ Asian
- ○ Native Hawaiian and Other Pacific Islander
- ○ Some other race

OMB = OFFICE OF MANAGEMENT AND BUDGET

ANNEX B: MAJOR LANGUAGES OF THE WORLD

This annex is designed to aid in selecting languages for characters.

The listing is not intended to be complete and offers only a selection of groups with many languages (such as the North American Indian sampling).

Still, this listing covers the majority of the languages currently spoken by large numbers of people.

Remember that a character can only learn a number of languages equal to his Knowledge (Languages) / 2. If the character is a professional or expert in this trait (see Edges in the Savage Worlds core rules), then each +1 also allows an extra language to be learnt.

Also, a player does not have to select the languages until he feels he needs them. At that point he can tell the GM that he knows a particular language. The player should come up with a good reason as to why the language is known, and the GM has final veto. Once selected, a language cannot be changed.

Family or Sub-group	Major Languages
Germanic	Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish
Italic	Latin
Romance	French, Italian, Portuguese, Rumanian, Spanish
Celtic	Irish Gaelic, Scottish Gaelic, Welsh
Hellenic	Greek
Slavic	Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian
Baltic	Latvian, Lithuanian
Iranian	Kurdish, Persian
Indic	Bengali, Hindi, Nepali, Sanskrit
Finno-Ugric	Estonian, Finnish, Hungarian
Turkic	Tatar, Turkish
Mongolian	Mongolian
Southern Caucasian	Georgian
Sinitic	Chinese
Tibeto-Burman	Burmese, Tibetan
Thai	Lao, Thai
Polynesian	Hawaiian, Tahitian
Indonesian	Indonesian, Malagasay, Malay
Eskimo-Aleut	Aleut, Eskimo (Inuit)
Benue-Congo	Bantu, Kiswahili
Semitic	Arabic, Aramaic, Hebrew, Maltese
Egyptian	Coptic
Chari-Nile	Bushman, Hottentot, Nubian
North American Indian	Cherokee, Cheyenne, Comanche, Maya, Sioux, Yuma
Independent	Albanian, Armenian, Basque, Japanese, Khmer, Korean, Vietnamese
Creole	French Creole, Taki-Taki
Artificial	Esperanto, Interlingua

ANNEX C: MILITARY RANKS

	British, US, and German Officer Ranks						
NATO Rank Code	**British Army and Royal Marines**[3]	**US Army, USAF and USMC**	**Royal Navy**	**US Navy**	**RAF**[1]	**Bundeswehr Heer and Luftwaffe**	**Bundesmarine**
OF-10[2]	Field Marshal (not RM)	General of the Army General of the Air Force (no USMC equiv)	Admiral of the Fleet	Fleet Admiral (FADM)	Marshal of the Royal Air Force		
OF-9	General	General	Admiral	Admiral (ADM)	Air Chief Marshal	General	Admiral
OF-8	Lieutenant General	Lieutenant General	Vice Admiral	Vice Admiral (VADM)	Air Marshal	Generalleutnant	Vizeadmiral
OF-7	Major General	Major General	Rear Admiral	Rear Admiral (Upper Half) (RADM)	Air Vice Marshal	Generalmajor	Konteradmiral
OF-6	Brigadier	Brigadier General	Commodore	Rear Admiral (Lower Half) (RDML)	Air Commodore	Brigadegeneral	
OF-5	Colonel	Colonel	Captain	Captain (CAPT)	Group Captain	Oberst	Kapitän zur See
OF-4	Lieutenant Colonel	Lieutenant Colonel	Commander	Commander (CDR)	Wing Commander	Oberstleutnant	Fregattenkapitän
OF-3	Major	Major	Lieutenant Commander	Lieutenant Commander (LCDR)	Squadron Leader	Major	Korvettenkapitän
OF-2	Captain	Captain	Lieutenant	Lieutenant (LT)	Flight Lieutenant	Stabshauptmann Hauptmann	Stabskapitänleutnant Kapitänleutnant
OF-1	Lieutenant	First Lieutenant	Sub Lieutenant (junior to Army/RAF equivalent)	Lieutenant, Junior Grade (LT(JG))	Flying Officer	Oberleutnant	Oberleutnant zur See
	Second Lieutenant	Second Lieutenant	Acting Sub Lieutenant (junior to Army/RAF equivalent)	Ensign (ENS)	Pilot Officer	Leutnant	Leutnant zur See
OF(D)	Officer Designate (not RM)		Midshipman		Officer Designate	Oberf hnrich	Oberf hnrich zur See
Student Officer	Officer Cadet	Cadet	Officer Cadet	Midshipman	Officer Cadet	F hnrich	Seekadett

Note that the US military usually uses O-1 to 0-11 to symbolize officer, and not the NATO codes of OF-1 to OF-10 in which all subaltern officers are classed as OF-1 (O-1 and O-2 in US).

Not listed are US warrant officers. In accordance with Army Regulation (AR) 135-100 , Department of the Army Pamphlet (DA Pam) 600-11 and Army Field Manual (FM) 22-100 (para A-3) [http://www.usawoa.org/ArmyWOdefined.htm], a warrant officer is an officer who can and does command, carry out military justice actions and sits both selection and promotion boards. A warrant officer is a single-track specialty officer, initially appointed by the Secretary of the Army, he/she receives a commission upon promotion to Chief Warrant Officer Two (CW2).

Notes to table above

1. RAF-style ranks are also used by the Royal Australian Air Force, Royal New Zealand Air Force, Nigerian Air Force, Indian Air Force, Pakistan Air Force, Bangladesh Air Force and Sri Lanka Air Force. The Ghana Air Force and Air Force of Zimbabwe (previously Royal Rhodesian Air Force) also use the same basic system, but replace Pilot Officer and Flying Officer with Air Sub Lieutenant and Air Lieutenant. The Royal Canadian Air Force and Royal Malaysian Air Force also previously used the system.

2. 0F-10 ranks in the United States can only be attained during war time. This is also now generally the case in the UK, although provision is made to award them under special circumstances in peacetime (no promotions to these ranks have been made since they were generally suspended in 1997).

3. The Royal Marines rank alongside their army equivalents. However, when borne on the books of any of HM Ships or Naval Establishments Royal Marines are subject to the Naval Discipline Act 1957 and in these circumstances many officer ranks in the Royal Marines enjoy greater status. Second Lieutenants are equivalent to Sub Lieutenants and ranks from Lieutenant to Major may be considered equivalent to one rank higher (0F-2 to 0F-4). Lieutenant Colonels are considered equivalent to RN Captains with less than six years in the rank, and Colonels would be equivalent to Captains with more than six years seniority. Higher ranks follow the equivalence on the table above.

Enlisted Ranks (Not Germany)

NATO Rank Code[1]	nominally supervises (US forces)	US Army	USAF	USMC	USN	British Army	Royal Marines	Royal Navy	RAF	Household Cavalry
E-9	the senior enlisted person in each service	Sergeant Major of the Army	Chief Master Sergeant of the Air Force (CMSgtAF)	Sergeant Major of the Marine Corps	Master Chief Petty Officer of the Navy (MCPON)					
E-9	Brigade (Army), Wing (USAF), Regiment (USN, USMC) or higher	Command Sergeant Major (CSM)	Command Chief Master Sergeant (CMSgt)	Sergeant Major (SgtMaj)	Command Master Chief Petty Officer (CMCPO)	Warrant Officer[2] Class 1 (WO1)	Warrant Officer[2] Class 1 (WO1)	Warrant Officer[2] Class 1 (WO1)	Warrant Officer[2] (WO) or Master (Aircrew)	Warrant Officer[2] Class 1 (WO1)
E-9	Battalion (Army, USN, USMC), Group (USAF)	Sergeant Major (SGM)	Chief Master Sergeant (CMSgt)	Master Gunnery Sergeant (MGySgt)	Master Chief Petty Officer (MCPO)					
E-8	Company (Army, USN, USMC), Squadron (USAF)	First Sergeant (1SG) / Master Sergeant (MSG)	Senior Master Sergeant (SMSgt)	First Sergeant (1st Sgt) / Master Sergeant (MSgt)	Senior Chief Petty Officer (SCPO)	Warrant Officer[2] Class 2 (WO2)	Warrant Officer[2] Class 2 (WO2)	Warrant Officer[2] Class 2 (WO2)	No E-8 equivalent	Warrant Officer[2] Class 2 (WO2)
E-7	Platoon (Army, USN, USMC), Flight (USAF)	Sergeant First Class (SFC) or Platoon Sergeant	Master Sergeant (MSgt)	Gunnery Sergeant (GySgt)	Chief Petty Officer (CPO)	Staff Sergeant (SSgt)	Colour Sergeant (CSgt)	Charge Chief Petty Officer[3] (CCPO) / Chief Petty Officer (CPO)	Flight Sergeant or Chief Technician	Staff Corporal (SCpl)
E-6	Squad or Section	Staff Sergeant (SSG)	Technical Sergeant (TSgt)	Staff Sergeant (SSgt)	Petty Officer 1st Class (PO1)	Sergeant (Sgt)	Sergeant (Sgt)	Petty Officer (PO)	Sergeant (Sgt)	Corporal of Horse (CoH)
E-5[4]	Fireteam	Sergeant (SGT)	Staff Sergeant (SSgt)	Sergeant (Sgt)	Petty Officer 2nd Class (PO2)					
E-4		Corporal (CPL) or Specialist Four (SP4 or SPC)	Senior Airman (SRA)	Corporal (Cpl)	Petty Officer 3rd Class (PO3)	Corporal (Cpl) or Bombardier (Bdr)	Corporal (Cpl)	Leading Rate[5]	Corporal (Cpl)	Lance Corporal of Horse (LCoH)
E-3		Private First Class (PFC)	Airman First Class (A1C)	Lance Corporal (LCpl)	Seaman (SN)	Lance Corporal (LCpl) or Lance Bombardier (LBdr)	Lance Corporal (LCpl)	No E-3 equivalent	No E-3 equivalent	Lance Corporal (LCpl)
E-2		Private (PV2)	Airman (Amn)	Private First Class (PFC)	Seaman Apprentice (SA)	Private (Classes 1 to 3) (Pte) or other corps title such as Sapper, Gunner etc.	Marine (Mne)[6]	Able Rating[6]	Junior Technician (technical trades only / Senior Aircraftman (SAC) / Leading Aircraftman (LAC)	Trooper (Tpr)
E-1		Private (PV1)	Airman Basic (AB)	Private (Pvt)	Seaman Recruit (SR)	Private (Class 4) or Junior			Aircraftman (AC)	

1. Pay grade is used in the US military as to normalize the equivalent enlisted and officer ranks respectively. For example, the base pay of an E-8 is the same in the Air Force and the Army. In theory, those two E-8s will have equivalent levels of seniority and responsibility. When enlisted men from several services are together, the senior enlisted man is responsible for the group. For comparing ranks with other countries the Paygrade numbers match with the NATO Codes for Enlisted (Other) ranks. Hence E-1, at least for this purpose, can be considered same as OR-1, E-2 as OR-2 and so on.

2. A Warrant Officer in UK Services is a senior enlisted rank not comparable to the various grades of Warrant Officer in the US. The US rank is held by single track career specialists (ranking between Enlisted Ranks and 2nd Lieutenant) and have no NATO equivalent. An RN Warrant Officer Class 1 incorporated the former rank of Fleet Chief Petty Officer.

3. A Charge Chief Artificer could be given a NATO OR-8 status, but like other Charge Chiefs, it was considered a substantive CPO (OR-7) and ranked below WO2 in other services. In April 2004, however, Charge Chief Artificers were renamed Warrant Officers Class 2 and became a separate rank.

4. British Sergeants/Petty Officers are seen as equal to E5 *and* E6 although Corporals *as well as* Sergeants may appointed to an official OR-5 (i.e. E-5) military role as is suited to the particular situation.

5. Leading Rate is junior to Corporals in other Services

6. From April 1, 1999 Able Rating and Ordinary Rating Merged, Marine 1st Class and Marine 2nd Class Merged. Junior Rating and Junior Marine Abolished.

German Enlisted Ranks	
Bundeswehr (Army) & Luftwaffe (Air Force)	**Bundesmarine (Navy)**
Oberstabsfeldwebel	Oberstabsbootsmann
Stabsfeldwebel	Stabsbootsmann
Hauptfeldwebel	Hauptbootsmann
Oberfeldwebel	Oberbootsmann
Feldwebel	Bootsmann
Stabsunteroffizier	Obermaat
Unteroffizier	Maat
Oberstabsgefreiter	Oberstabsgefreiter
Stabsgefreiter	Stabsgefreiter
Hauptgefreiter	Hauptgefreiter
Obergefreiter	Obergefreiter
Gefreiter	Gefreiter
Schütze/Flieger	Matrose

IDF Enlisted Ranks (דרגות חוגרים)			
Rank in Hebrew	Abbreviations	Pronounced as...	US equivalent
טוראי	none	Turai	Private
טוראי ראשון	ט"ר	Turai Rishon	Private 1st Class
רב טוראי	רב"ט	Rav Turai	Corporal
סמל	none	Samal	Sergeant
סמל ראשון	סמ"ר	Samal Rishon	Staff Sergeant

IDF NCO Ranks (דרגות נגדים)			
Rank in Hebrew	Abbreviations	Pronounced as...	US equivalent
רב סמל	none	Rav Samal	Sergeant First Class
רב סמל ראשון	רס"ר	Rav Samal Rishon - Rasar	First Sergeant
רב סמל מתקדם	רס"מ	Rav Samal Mitkadem	Sergeant Major
רב סמל בכיר	רס"ב	Rav Samal Bachir	Warrant Officer
רב נגד	נ"ג	Rav Nagad	Chief Warrant Officer

IDF Petty Officers Ranks (הרטוז הנוצק תוגרד)

Rank in Hebrew	Abbreviations	Pronounced as...	US equivalent
עוצקמ ןיצק יאמדקא	א"מק	Katzin Miktzoa Academy	Academic Officer
ןיצק יאמדקא ריכב	ב"אק	Katzin Academy Bachir	Senior Academic Officer
הנשמ-ןגס	מ"גס	Segen Mishne	Second Lieutenant
ןגס	none	Segen	Lieutenant
ןרס	none	Seren	Captain

IDF Senior Officers Ranks (הריכב הנוצק תוגרד)

Rank in Hebrew	Abbreviations	Pronounced as...	US equivalent
בר ןרס	ן"סר	Rav Seren	Major
ףולא ןגס	ל"אס	Sgan Aluf	Lieutenant Colonel
ףולא הנשמ	מ"לא	Aluf Mishne	Colonel
ףולא-תת	ל"את	Tat Aluf	Brigadier General
ףולא	none	Aluf	Major General
ףולא-בר	ל"אר	Rav Aluf	Lieutenant General or General

IDF = Israeli Defence Forces

Note about ranks: If the ranks of the IDF are to be translated one-to-one to Western ranks then a "Rav Aluf" is equivalent to Lieutenant General (since Major General is "Aluf"). But since Rav Aluf in Israel is the high commander of the army (including air force and navy), the translation of it as "General" is more appropriate.

Canadian Officer Ranks

NATO Rank Code	Canadian Forces Land Force Command and Canadian Forces Air Command	Canadian Forces Maritime Command
OF-10[2]		
OF-9	General	Admiral
OF-8	Lieutenant-General	Vice-Admiral
OF-7	Major-General	Rear-Admiral
OF-6	Brigadier-General	Commodore
OF-5	Colonel	Captain
OF-4	Lieutenant-Colonel	Commander
OF-3	Major	Lieutenant Commander
OF-2	Captain	Lieutenant
OF-1	Lieutenant	Sub-Lieutenant
OF-1	Second Lieutenant	Acting Sub-Lieutenant
OF(D)		
Student Officer	Officer Cadet	Naval Cadet

Canadian Non-Commissioned

NATO Rank code	Canadian Forces Land Force Command and Canadian Forces Air Command
OR-9	Chief Warrant Officer
OR-8	Master Warrant Officer
OR-7	Warrant Officer
OR-6	Sergeant
OR-5	Sergeant
OR-4	Master Corporal
OR-3	Corporal
OR-2	Private
OR-1	Private Recruit

ANNEX D: UK POLICE RANKS

Rank code	UK Constabulary	City of London Police	Metropolitan Police
UK Constabulary, City of London and Metropolitan Ranks			
OF-9	--	--	Commissioner of Police of the Metropolis *
OF-8	--	--	Deputy Commissioner
OF-7	Chief Constable	Commissioner	Assistant Commissioner
OF-6	Deputy Chief Constable	Assistant Commissioner	Deputy Assistant Commissioner
OF-5	Assistant Chief Constable	Commander	Commander
OF-4	Chief Superintendent	Chief Superintendent	Chief Superintendent
OF-3	Superintendent	Superintendent	Superintendent
OF-2	Chief Inspector	Chief Inspector	Chief Inspector
OF-1	Inspector	Inspector	Inspector
E - (8–9)	Sergeant	Sergeant	Sergeant
E - (5–7)	Acting Sergeant	Acting Sergeant	Acting Sergeant
E - (1–4)	Police Constable	Police Constable	Police Constable

Notes to UK Police Ranks

1.   Warrant Numbers

Every police officer in the United Kingdom is issued with a warrant number at their date of joining. This warrant number remains with them throughout their career and is visible on their shoulder epaulette up to and including the rank of sergeant (they retain the warrant number, but it no longer remains visible).
Warrant numbers are not national, therefore there will be more than one "PC 123" in the United Kingdom.

2.   Divisional Warrant Numbers

Larger forces such as the Metropolitan Police also assign a divisional warrant number to officers; these divisional warrant numbers have a divisional prefix consisting of one or two letters. This is due to the large number of officers in that force, With over 20,000 officers it would get silly displaying 12,578 on your shoulder!

3.   Detective

Members of the *Criminal Investigation Department* (CID) up to and including the rank of Chief Superintendent prefix their ranks with 'Detective'. Other departments, such as *Special Branch* and *Child Protection*, award non-detectives 'Branch Detective' status, allowing them to use the 'Detective' prefix.

4.   *

This rank is generally considered to be the most senior police rank in the UK (although, considering every constabulary has its own head, this is not strictly correct).

ANNEX E: BRITISH DEGREE ABBREVIATIONS

Abbreviations are normally used to specify a degree, rather than spelling out the name in full. Many degrees have more than one abbreviation. This list is a 'work in progress' - please add to it.

Note that usage in some Scottish universities, particularly the ancient universities, differs from that in England and Wales in that MAs are given out in place of BAs as first degrees, where the course of study is four years rather than the three years typical in England.

The usage in the two ancient English universities of Oxford and Cambridge also differs slightly from that in other UK universities - the MA degree is not a substantive qualification, but reflects the ancient practice of these universities of raising BAs to MAs (and thus full membership of the University) a few years after graduating. Conversely, some bachelor's degrees in the higher faculties (i.e. those other than arts) at those universities are postgraduate qualifications (e.g. the BCL and BMus at Oxford). Many have been changed to the corresponding masters degree (e.g. BSc is now MSc), but only within the last generation. The BD remains a higher degree at a some older universities (e.g. Oxford, Cambridge and Durham) but is an undergraduate degree at most (e.g. London, Edinburgh, Aberdeen and Glasgow). Oxford and Cambridge grant BAs after three years to students on undergraduate courses lasting longer than this (the undergraduate masters degrees and the MB, BCh in medicine).

Undergraduate degrees may be awarded "with Honours" or may be "Ordinary" or "Pass" degrees. The meaning of non-Honours degrees changed in the course of the twentieth century, and varies somewhat between England and Wales on the one hand and Scotland and Northern Ireland on the other, and also between institutions. But in most places to be awarded an Ordinary or Pass degree is nowadays a euphemism for failure. However, in the Open University and some of the newer universities with a strong commitment to broadening access to higher education, the Pass degree remains a valuable qualification though of a lower standard (or indicating a shorter period of study) than an Honours degree. Honours degrees are usually awarded with first, upper-second, lower-second or third class honours, though Oxford retains a fourth-class degree; to earn one is said to require considerable ingenuity.

Usage of titles of masters degrees (in particular the undergraduate masters degrees) is in continuing flux, not least because of discussions of harmonisation of qualifications within the European Union as part of the Bologna process.

Bachelor's Degrees
(+1 year / +1 in FoE)

These are normally awarded as honours degrees, sometimes indicated by '(Hons)' after the degree abbreviation without a space, for example 'BA(Hons)'.

Some of the following are postgraduate degrees in a few universities, but generally bachelors are undergraduate degrees.

- BA - Bachelor of Arts
- BBA – Bachelor of Business Administration
- BSc - Bachelor of Science
- BFA - Bachelor of Fine Art
- BTech - Bachelor of Technology (not to be confused with BTEC)
- BTh or BTheol - Bachelor of Theology
- BD - Bachelor of Divinity
- BMin - Bachelor of Ministry
- BCL - Bachelor of Civil Law
- LLB - Bachelor of Laws
- BLitt or LittB- Bachelor of Literature or Bachelor of Letters
- BChir, BCh, ChB or BS - Bachelor of Surgery
- BDS - Bachelor of Dental Surgery
- MB or BM - Bachelor of Medicine
- BNurs or BN - Bachelor of Nursing
- BMid - Bachelor of Midwifery
- BEd or EdB - Bachelor of Education
- BEng or BE - Bachelor of Engineering
- BPhil - Bachelor of Philosophy
- BMus or MusB- Bachelor of Music

Master's Degrees

Undergraduate
(+2 years / +2 in FoE)

These, like most bachelors degrees, are honours degrees, indicated by putting '(Hons)' after the degree abbreviation. The majority of undergraduate master's degrees are within science and engineering subjects.

The undergraduate MAs of some Scottish universities are also honours degrees and may also add '(Hons)'.

MEng used to be offered by some universities as a postgraduate degree, but is now an undergraduate degree.

- MEng - Master of Engineering
- MNatSc - Master of Natural Science
- MSci - Master in Science (Master of Natural Science at Cambridge)
- MMath - Master of Mathematics
- MStat - Master of Statistics
- MPhys - Master of Physics
- MGeog - Master of Geography
- MGeol - Master of Geology
- MGeophys - Master of Geophysics
- MESci - Master of Earth Science
- MOcean - Master of Oceanography
- MEnvSci - Master of Environmental Science
- MChem - Master of Chemistry
- MBiochem - Master of Biochemistry
- MBiol - Master of Biology
- MPharm - Master of Pharmacy
- MDiv - Master of Divinity
- MEcon - Master of Economics

Postgraduate
(+3 years / +2 in FoE)

Postgraduate degrees are not honours degrees, and do not add '(Hons)' to indicate this.

MA(Hons) is only used for the undergraduate degree of the ancient Scottish universities: as there are no examinations for the MAs in Oxford and Cambridge there are consequently no honours to be awarded.

The Oxbridge MA may be differentiated by putting the name of the institution after the degree, thus 'MA (Oxon)' or 'MA (Cantab)'.

The MPhil is normally reserved for longer (often two year) research-based masters degrees.

The MUniv is only ever an honorary degree.

- MA - Master of Arts
- MSc - Master of Science
- LLM - Master of Laws
- MJur - Master of Jurisprudence (Law) (*Magister Juris* at Oxford)
- MRes - Master of Research
- MEd - Master of Education
- MLib - Master of Librarianship
- MSt - Master of Studies
- MMus or MusM- Master of Music
- MBA - Master of Business Administration
- MeB - Master of Electronic Business (eBusiness)
- MTh or MTheol- Master of Theology
- MLitt - Master of Letters
- MFA - Master of Fine Art
- MPH - Master of Public Health

- MPhil - Master of Philosophy **(+4 years / +2 in FoE)**

- MUniv - Master of the University

Doctor's Degrees

Due to the flexibility of Latin word order, there are two schools in the abbreviation of doctor's degrees. At Cambridge, D follows the faculty (e.g. PhD, LittD.), while at Oxford the abbreviation D precedes the faculty (e.g. DPhil, DLitt).

Most universities in the UK followed Oxford for the higher doctorates but followed international precedent in using PhD for Doctor of Philosophy.

The degree of Doctor of Medicine is normally considered a higher doctorate, although in some universities it is a professional doctorate (similar to the DEd).

Doctor of Philosophy is normally reserved for doctorates awarded on the basis of original research; other junior doctorates have substantial taught elements.

Higher doctorates are normally awarded as honorary degrees (hons causa), but can also be awarded on the basis of published work.

Doctor of Medicine (MD or DM) is sometimes a higher doctorate and sometimes a professional doctorate.

DUniv is only ever an honorary degree.

The sorting between junior doctorates and higher doctorates is dependent on the granting institution. Several institutions consider some of the junior doctorates listed as higher doctorates.

Junior Doctors
(+4 years / +3 in FoE)

- EdD - Doctor of Education
- DBA - Doctor of Business Administration
- DClinPsych - Doctor of Clinical Psychology
- EdPsychD - Doctor of Educational Psychology
- DNursSci - Doctor of Nursing Science
- HScD - Doctor of Health Science
- EngD - Doctor of Engineering
- SocSciD - Doctor of Social Science
- DMin - Doctor of Ministry
- ThD - Doctor of Theology

- PhD - Doctor of Philosophy (most universities)
- DPhil - Doctor of Philosophy (Oxford University and a few others)

Higher Doctors
(+5 years / +3 in FoE)

- DSc or ScD- Doctor of Science
- DLit - Doctor of Literature
- DLitt or LittD - Doctor of Letters
- DMus or MusD - Doctor of Music
- DCL - Doctor of Civil Law
- LLD - Doctor of Laws
- DD - Doctor of Divinity
- MD or DM - Doctor of Medicine
- DDS - Doctor of Dental Surgery

- DUniv - Doctor of the University

007

CHARACTER NAME	CURRENT COVER	FATE CHIPS		
			🟥	🟦

HEIGHT	WEIGHT	EYE COLOUR	HAIR COLOUR	GENDER	AGE	FAME

FIELDS OF EXPERIENCE

○ ○ ○ ○ ○

▢ ▢ ▢ ▢

▭

NATIONALITY :   **"THE EDGE" : YES   NO**

HINDRANCES

EDGES

SKILLS	ATTRIBUTE	LEVEL

KNOWN LANGUAGES

1.	4.
2.	5.
3.	6.

SCARS

	Face		Left Arm
	Neck		Right Arm
	Chest		Left Leg
	Back		Right Leg

WOUNDS! -1 -2 -3   **FATIGUE!** -2 -1 INC!

INJURIES

WEAPON & CALIBRE	ENC	PM	CON	DRW	RDS	ROF	DAMAGE	RANGE	HP	STR	RL	NOTES

007

CASH		VEHICLE	PM	FCE	STR	TGH	CREW	CRUS	MAX	CLIMB
On Hand:										
Banked:										
Stashed:										

EQUIPMENT CARRIED

(maximum encumbrance value carried & status):

ENC Carried	ENC Worn
_____	_____

In Pack or Bag : Capacity (____) ENC (_____)

Loc	Item	ENC
	(ON BELT)	
1 :		
2 :		
3 :		
4 :		
5 :		
6 :		
7 :		
8 :		
9 :		
10 :		
	(CARRIED)	
L Slung :		
R Slung :		
L Hand :		
R Hand :		
	(IN POCKETS)	
1 :		
2 :		
3 :		
4 :		
5 :		
6 :		
7 :		

Total ENC	Load Limit	Modifier
_____	_____	_____

INJURY STATUS & HEALING

TOTAL WOUNDS	RECOVERY

NOTES

EQUIPMENT

CONTACTS

CLOTHING & ARMOUR

ITEM	NOTES	AV	ENC

**RECENT
PHOTOGRAPH
OR
FINGERPRINT**

007

CHARACTER NAME	PLAYER NAME	GM NAME

EXPERIENCE POINTS (TOTAL)	EXPERIENCE POINTS (USED)	EXPERIENCE POINTS (UNUSED)

CLASSIFIED INFORMATION	VITAL STATISTICS	

AFILIATION	:	HEIGHT	:	DATE OF BIRTH	:
DEPARTMENT	:	WEIGHT	:	RACE	:
AGENT RANK	:	PHYSIQUE	:	RELIGION	:
CODE NAME	:	COMPLEXION	:	GENDER	:
AGENT STATUS	:	HAIR	:	FINGERPRINTS	:
MILITARY RANK	:	EYES	:	RETINAL PRINTS	:
SOCIAL LEVEL	:	HANDEDNESS	:	VOICE PRINT	:
BIRTHPLACE	:	ALIASES		GLASSES	: YES NO
CITIZENSHIP	:			CONTACT LENSES	: YES NO
MARITAL STATUS	:			BLOOD TYPE	
RESIDENCE	:			GROUP :	Rh :

ALIGNMENTS	PSYCHOLOGICAL PROFILE		

POLITICAL	:	CRUELTY	:	PIETY	:
ECONOMIC	:	LOYALTY	:	SANITY	:
CHANGE	:	PASSION	:	SELFISHNESS	:

RELATIVES/DEPENDANTS	FRIENDS	CONTACTS	ENEMIES
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.
6.	6.	6.	6.

DESCRIPTION	BRIEF HISTORY	RECENT PHOTOGRAPH OR FINGERPRINT
DISTINGUISHING FEATURES		
BACKGROUND		AGENCY INSIGNIA

007

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

MISSION CODE NAME		MISSION DATES				KILLS					
		START	:	END	:	MV	:	PH	:	PKI	:

EXPERIENCE GAINED	:	DISTINCT SCARS	:	FAME POINTS	:	MISSION STATUS

Secret Intelligence Service