

Enter the Victory Games World of

JAMES BOND

007

Role Playing
In Her Majesty's
Secret Service

The Complete

BASIC SET

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

Victory Games Inc.



VICTORY GAMES, INC.
New York, NY 10001

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#35002

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()		(PER + DEX)/2							
	1/2	1	2	3	4	5	6	7	8	9	10	Charisma ()		WIL							
2	1	2	4	6	8	10	12	14	16	18	20										
3	1	3	6	9	12	15	18	21	24	27	30										
4	2	4	8	12	16	20	24	28	32	36	40										
5	2	5	10	15	20	25	30	35	40	45	50										
6	3	6	12	18	24	30	36	42	48	54	60										
7	3	7	14	21	28	35	42	49	56	63	70										
8	4	8	16	24	32	40	48	56	64	72	80										
9	4	9	18	27	36	45	54	63	72	81	90										
10	5	10	20	30	40	50	60	70	80	90	100										
11	5	11	22	33	44	55	66	77	88	99	110										
12	6	12	24	36	48	60	72	84	96	108	120										
13	6	13	26	39	52	65	78	91	104	117	130										
14	7	14	28	42	56	70	84	98	112	126	140										
15	7	15	30	45	60	75	90	105	120	135	150										
16	8	16	32	48	64	80	96	112	128	144	160										
17	8	17	34	51	68	85	102	119	136	153	170										
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19	9	19	38	57	76	95	114	133	152	171	190										
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Connoisseur		20																			
First Aid		20																			
Photography		20																			
SCARS																					
EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type	PM	S/R	Ammo	DC	Close	Long	Con	Jam	Draw	RL	Date Wounded:						
														LW		MW		HW		INC	

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

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()	(PER + DEX)/2								
	½	1	2	3	4	5	6	7	8	9	10	Charisma ()	WIL								
2	1	2	4	6	8	10	12	14	16	18	20										
3	1	3	6	9	12	15	18	21	24	27	30										
4	2	4	8	12	16	20	24	28	32	36	40										
5	2	5	10	15	20	25	30	35	40	45	50										
6	3	6	12	18	24	30	36	42	48	54	60										
7	3	7	14	21	28	35	42	49	56	63	70										
8	4	8	16	24	32	40	48	56	64	72	80										
9	4	9	18	27	36	45	54	63	72	81	90										
10	5	10	20	30	40	50	60	70	80	90	100										
11	5	11	22	33	44	55	66	77	88	99	110										
12	6	12	24	36	48	60	72	84	96	108	120										
13	6	13	26	39	52	65	78	91	104	117	130										
14	7	14	28	42	56	70	84	98	112	126	140										
15	7	15	30	45	60	75	90	105	120	135	150										
16	8	16	32	48	64	80	96	112	128	144	160										
17	8	17	34	51	68	85	102	119	136	153	170										
18	9	18	36	54	72	90	108	126	144	162	180										
19	9	19	38	57	76	95	114	133	152	171	190										
20	10	20	40	60	80	100	120	140	160	180	200										
21	10	21	42	63	84	105	126	147	168	189	210										
22	11	22	44	66	88	110	132	154	176	198	220										
23	11	23	46	69	92	115	138	161	184	207	230										
24	12	24	48	72	96	120	144	168	192	216	240										
25	12	25	50	75	100	125	150	175	200	225	250										
26	13	26	52	78	104	130	156	182	208	234	260										
27	13	27	54	81	108	135	162	189	216	243	270										
28	14	28	56	84	112	140	168	196	224	252	280										
29	14	29	58	87	116	145	174	203	232	261	290										
30	15	30	60	90	120	150	180	210	240	270	300										
ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
First Aid		20																			
Photography		20																			
SCARS																					
EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type	PM	S/R	Ammo	DC	Close	Long	Con	Jam	Draw	RL	Date Wounded:						
														LW		MW		HW		INC	

JAMES BOND 007 Game


MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE		
PRIMARY CHANCE	EASE FACTOR											Driving ()		(PER + DEX)/2				
	1/2	1	2	3	4	5	6	7	8	9	10	Charisma ()		WIL				
2	1	2	4	6	8	10	12	14	16	18	20							
3	1	3	6	9	12	15	18	21	24	27	30							
4	2	4	8	12	16	20	24	28	32	36	40							
5	2	5	10	15	20	25	30	35	40	45	50							
6	3	6	12	18	24	30	36	42	48	54	60							
7	3	7	14	21	28	35	42	49	56	63	70							
8	4	8	16	24	32	40	48	56	64	72	80							
9	4	9	18	27	36	45	54	63	72	81	90							
10	5	10	20	30	40	50	60	70	80	90	100							
11	5	11	22	33	44	55	66	77	88	99	110							
12	6	12	24	36	48	60	72	84	96	108	120							
13	6	13	26	39	52	65	78	91	104	117	130							
14	7	14	28	42	56	70	84	98	112	126	140							
15	7	15	30	45	60	75	90	105	120	135	150							
16	8	16	32	48	64	80	96	112	128	144	160							
17	8	17	34	51	68	85	102	119	136	153	170							
18	9	18	36	54	72	90	108	126	144	162	180							
19	9	19	38	57	76	95	114	133	152	171	190							
20	10	20	40	60	80	100	120	140	160	180	200							
21	10	21	42	63	84	105	126	147	168	189	210							
22	11	22	44	66	88	110	132	154	176	198	220							
23	11	23	46	69	92	115	138	161	184	207	230							
24	12	24	48	72	96	120	144	168	192	216	240							
25	12	25	50	75	100	125	150	175	200	225	250							
26	13	26	52	78	104	130	156	182	208	234	260							
27	13	27	54	81	108	135	162	189	216	243	270							
28	14	28	56	84	112	140	168	196	224	252	280							
29	14	29	58	87	116	145	174	203	232	261	290							
30	15	30	60	90	120	150	180	210	240	270	300							
ABILITIES		PC		WEAKNESSES									SPECIAL EQUIPMENT					
Connoisseur		20																
First Aid		20																
Photography		20																
SCARS																		
EXPERIENCE POINTS				WEAPONS										WOUND STATUS				
				Type	PM	S/R	Ammo	DC	Close	Long	Con	Jam	Draw	RL	Date Wounded:			
														LW	MW	HW	INC	

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()		(PER + DEX)/2							
	½	1	2	3	4	5	6	7	8	9	10	Charisma ()		WIL							
2	1	2	4	6	8	10	12	14	16	18	20										
3	1	3	6	9	12	15	18	21	24	27	30										
4	2	4	8	12	16	20	24	28	32	36	40										
5	2	5	10	15	20	25	30	35	40	45	50										
6	3	6	12	18	24	30	36	42	48	54	60										
7	3	7	14	21	28	35	42	49	56	63	70										
8	4	8	16	24	32	40	48	56	64	72	80										
9	4	9	18	27	36	45	54	63	72	81	90										
10	5	10	20	30	40	50	60	70	80	90	100										
11	5	11	22	33	44	55	66	77	88	99	110										
12	6	12	24	36	48	60	72	84	96	108	120										
13	6	13	26	39	52	65	78	91	104	117	130										
14	7	14	28	42	56	70	84	98	112	126	140										
15	7	15	30	45	60	75	90	105	120	135	150										
16	8	16	32	48	64	80	96	112	128	144	160										
17	8	17	34	51	68	85	102	119	136	153	170										
18	9	18	36	54	72	90	108	126	144	162	180										
19	9	19	38	57	76	95	114	133	152	171	190										
20	10	20	40	60	80	100	120	140	160	180	200										
21	10	21	42	63	84	105	126	147	168	189	210										
22	11	22	44	66	88	110	132	154	176	198	220										
23	11	23	46	69	92	115	138	161	184	207	230										
24	12	24	48	72	96	120	144	168	192	216	240										
25	12	25	50	75	100	125	150	175	200	225	250										
26	13	26	52	78	104	130	156	182	208	234	260										
27	13	27	54	81	108	135	162	189	216	243	270										
28	14	28	56	84	112	140	168	196	224	252	280										
29	14	29	58	87	116	145	174	203	232	261	290										
30	15	30	60	90	120	150	180	210	240	270	300										
ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
First Aid		20																			
Photography		20																			
SCARS																					
EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type	PM	S/R	Ammo	DC	Close	Long	Con	Jam	Draw	RL	Date Wounded:						
														LW		MW		HW		INC	

JAMES BOND 007 Game

MULTIPLICATION TABLE												SKILL (LEVEL)		FORMULA		PRIMARY CHANCE					
PRIMARY CHANCE	EASE FACTOR											Driving ()	(PER + DEX)/2								
	½	1	2	3	4	5	6	7	8	9	10	Charisma ()	WIL								
2	1	2	4	6	8	10	12	14	16	18	20										
3	1	3	6	9	12	15	18	21	24	27	30										
4	2	4	8	12	16	20	24	28	32	36	40										
5	2	5	10	15	20	25	30	35	40	45	50										
6	3	6	12	18	24	30	36	42	48	54	60										
7	3	7	14	21	28	35	42	49	56	63	70										
8	4	8	16	24	32	40	48	56	64	72	80										
9	4	9	18	27	36	45	54	63	72	81	90										
10	5	10	20	30	40	50	60	70	80	90	100										
11	5	11	22	33	44	55	66	77	88	99	110										
12	6	12	24	36	48	60	72	84	96	108	120										
13	6	13	26	39	52	65	78	91	104	117	130										
14	7	14	28	42	56	70	84	98	112	126	140										
15	7	15	30	45	60	75	90	105	120	135	150										
16	8	16	32	48	64	80	96	112	128	144	160										
17	8	17	34	51	68	85	102	119	136	153	170										
18	9	18	36	54	72	90	108	126	144	162	180										
19	9	19	38	57	76	95	114	133	152	171	190										
20	10	20	40	60	80	100	120	140	160	180	200										
21	10	21	42	63	84	105	126	147	168	189	210										
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24	12	24	48	72	96	120	144	168	192	216	240										
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26	13	26	52	78	104	130	156	182	208	234	260										
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29	14	29	58	87	116	145	174	203	232	261	290										
30	15	30	60	90	120	150	180	210	240	270	300										
ABILITIES		PC		WEAKNESSES								SPECIAL EQUIPMENT									
Connoisseur		20																			
First Aid		20																			
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SCARS																					
EXPERIENCE POINTS				WEAPONS										WOUND STATUS							
				Type	PM	S/R	Ammo	DC	Close	Long	Con	Jam	Draw	RL	Date Wounded:						
														LW		MW		HW		INC	



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GAME DESIGN
Gerry Klug

VICTORY GAMES, INC., New York, NY 10001

#35002