

CHARACTER RECORD SHEET

JAMES BOND 007 Game

CHARACTER NAME			CURRENT COVER				APPEARANCE	HEIGHT	WEIGHT
CHARACTER RANK	AGE	FAME POINTS			HERO POINTS		FIELDS OF EXPERIENCE		
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; text-align: center;"> <p>STR STRENGTH</p> </div> <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; text-align: center;"> <p>DEX DEXTERITY</p> </div> <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; text-align: center;"> <p>WIL WILLPOWER</p> </div> <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; text-align: center;"> <p>PER PERCEPTION</p> </div> <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; text-align: center;"> <p>INT INTELLIGENCE</p> </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 40%;">Speed</div> <div style="border: 1px solid black; padding: 5px; width: 40%;">Stamina</div> <div style="border: 1px solid black; padding: 5px; width: 40%;">Running</div> <div style="border: 1px solid black; padding: 5px; width: 40%;">Carry</div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px; text-align: center; width: fit-content; margin: 0 auto;"> <p>Hand-to-Hand Combat Class</p> </div>									

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