

# JAMES BOND: 007 CHARACTER CREATION CHEATSHEET

## GENERATION POINTS:

Rookie	3000
Agent	6000
00-Level	9000

## CHARACTERISTICS:

6	100
7	200
8	300
9	400
10	500
11	650
12	800
13	975
14	1150
15	1350

## SECONDARY CHARACTERISTICS:

SPEED			
DEX+PER	SPD	DEX+PER	SPD
2-7	0	16-23	2
8-15	1	24-30	3

  

WILL	STAMINA	RUN/SWIM
1-5	24 hours	10 minutes
6-10	28 hours	25 minutes
11-13	30 hours	40 minutes
14	32 hour	45 minutes
15	36 hours	55 minutes

  

STR	CARRY	STR	HTHD
1-5	60-100 lbs	1-8	A
6-10	101-150 lbs	9-13	B
11-13	151-210 lbs	14-15	C
14	211-280 lbs		
15	281-350 lbs		

## SKILLS:

Each skill costs 100 and give a level of 1  
Skill Levels cost 20/level after 1

## PHYSICAL ASPECTS, HEIGHT:

MALE	FEMALE	COST	FAME
5'2"	4'10"	30	50
5'4"	5'	80	20
5'6"	5'2"	120	10
5'8"	5'4"	160	5
5'10"	5'6"	200	0
6'	5'8"	160	5
6'2"	5'10"	120	10
6'4"	6'	80	20
6'6"	6'2"	30	50

## PHYSICAL ASPECTS, WEIGHT:

MALE	FEMALE	COST	FAME
120+	95+	30	50
135	105	80	20
150	115	120	10
165	120	160	5
180	125	200	0
195	135	160	5
210	150	120	10
225	175	80	20
240	190	30	50

APPEARANCE	COST	FAME
Plain	120	20
Normal	200	0
Good-Looking	160	10
Attractive	120	20
Striking	80	35
Sensational	30	50

SKILLS	FORMULA
Boating	DEX+PER/2
Charisma	WIL
Cryptography	INT

SKILLS	FORMULA
Demolitions	INT
Disguise	INT
Diving	STR+DEX/2
Driving	DEX+PER/2
Electronics	INT
Evasion	STR+DEX/2
Fire Combat	DEX+PER/2
Forgery (from FYEO )	PER
Gambling	PER
Hand-to-Hand Combat	STR
Interrogation	INT
Languages (optional)	INT
Local Customs	PER
Lockpicking/Safecracking	DEX
Mountaineering	STR+WIL/2
Pickpocket	DEX
Piloting	DEX+PER/2
Riding	WIL+PER/2
Science	INT
Seduction	WIL+Cha/2
Sixth Sense	PER+INT/2
Stealth	DEX+WIL/2
Torture	WIL+INT/2

## EXPERIENCED CHARACTERS:

A character may take up to 6 years of experience, gaining:

- 20 generation pts/year
- 1 field of experience/year free
- 6 fame points/year

Starting age is assumed to be 27, but rookies can start at age 23. Older characters still may only take 6 years of experience.

All characters have the Connoisseur, First Aid, and Photography skills at PC20.

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### FIELDS OF EXPERIENCE:

American Football	Law
Astronomy/Astrophysical	Mechanical Engineering
Biology/Biochemistry	Medicine/Physiology
Board Games	Microphotography
Botany	Military Science
Chemistry	Physics
Computers	Political Science
Cricket	Rare Collectables
Economic/Business	Skydiving
Fire Arts	Snow Skiing
Football (Soccer)	Space Sciences
Forensics	Squash
Geology/Geography	Tennis
Golf	Toxicology
Ice Hockey	Wargaming
International Law	Water Skiing
Jewelry	Zoology

WIL test or -2EF to actions during Flashbacks.

### WEAKNESSES:

Adrenaline Junkie:	100 points
WIL test to not do something dangerous	
Age:	100 points
-1EF to all STR and DEX based tests.	
Attraction to Members of the Opposite Sex:	100 points
WIL check or distraction	
Attraction to Members of the Same Sex:	125 points
Close Personal Ties:	100 points
Family, friends...hostages...	
Cowardice:	150 points
Acts like Fear	
Curiosity:	100 points
WIL test of distraction.	
Dependence on Drugs:	125 points
WIL test to resist using, -1EF to actions when jonsing for a fix.	
Dependence on Liquor:	100 points
WIL or distraction or to resist, -1EF to actions when hung over, distracted	
Fears:	50 points
WIL test of -2EF to act while in situation	
Gambling:	100 points
WIL test to not gamble	
Gloryhound:	200 points
WIL test or will "sign" his work.	
Gains 10 fame for signed work.	
Greed:	100 points
WIL test or distraction; -1EF to resist bribes, etc.	
Honor/Moral Code:	100 points
Must follow their code of conduct.	
WIL test to break.	
Illiterate:	150 points
The drawbacks are obvious.	
Illness, Chronic:	50 points
STR+WIL/2 at EF5 to break effects or -2EF to actions.	+25pt/-1EF
Paranoia:	75 points
WIL+INT/2 to break effects	
Strange Appearance:	50 points
+2EF to be identified, -2EF to Charisma and Seduction tests	
Superstition:	75 points
Traumatic Flashbacks:	100 points