

# Savage 007

**“Savaged, Not Stirred!”  
Version 2.1**



**A James Bond 007 Role Playing Game  
to Savage Worlds Conversion**

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Illustrations are by James Talbot and were part of the original James Bond 007 RPG Basic Game book.

**Credits:**

Thanks to Daryl Lonnon and Cameron Crawford for their reviews.

Thanks to Brent Wolke for his original work on the Demolitionist Edge.

Thanks to William Littlefield for his original work on the Gambler, Master of Disguise, Natural Athlete, and Unarmed Fighter Edges. And, for the Tech skill idea from his Bureau 13 SW conversion.

Thanks to Jason Young for his idea on using character background modifiers for Performance Fields.

Special thanks to Daryl Lonnon for the "Shaken, Not Stirred" phrase idea!

## SAVAGE 007

The James Bond Role Playing Game (RPG) by Victory Games, Inc. did a great job depicting the James Bond world. However, with the arrival of Savage Worlds and Deadlands: Reloaded, converting the James Bond RPG has allowed me to run and play both of the my favorite worlds (James Bond and Westerns) using one system. I hope this conversion will help you make the James Bond world "Fast! Furious! Fun!," or better yet, "Savaged, Not Stirred!"

By the way, if you're a James Bond fan and you don't have the James Bond RPG rulebooks and adventures, you need to get them. The breath of source material is unmatched, even though some of it is now outdated.

## SKILLS

The following Savage Worlds skills are either new, enhanced, or not used in Savage 007.

- **Guts** - this skill is not used; use Spirit instead.
- **Lockpicking** - includes the knowledge of safecracking.
- **Swimming** - includes the knowledge of diving.
- **Tech** – this skill is new. Includes the technology typically found in the spy business: knowledge of demolitions, electronics, surveillance, and computer operation.

## Languages

Characters are fluent in their native language plus an additional language for every Smarts die type above d4. For example, a character with a d6 Smarts is fluent in two languages (native language plus one). If characters want to take another language above their normal quota, they must take a Knowledge skill. Language fluency is considered to be d6.

## HINDRANCES

The following additional Hindrances are included in Savage 007.

### Attraction to Members of the Opposite Sex (Minor)

If the person afflicted were not a secret agent, he would simply be considered healthy; however, agents are supposed to be immune to emotional involvements. Your character lets his guard down when dealing with members of the opposite sex and he suffers a -2 modifier during Seduction attempts against him.

## Phobia (Minor or Major)

Phobias are provided in the updated Savage Worlds rules. The following table provides examples of common phobias.

Phobia	The Fear of...
Acrophobia	High, unprotected perches.
Agoraphobia	Large, open spaces.
Arachnophobia	Spiders, especially tarantulas.
Claustrophobia	Small, enclosed spaces.
Ophidiophobia	Snakes, especially poisonous ones.



## Superstitions (Minor or Major)

Your character believes in charms, ill omens, and bad luck. He does not walk under ladders, cringes at the sight of a black cat, and so forth. Some superstitions can cause fear and produce the same results as a phobia when encountered.

## EDGES

The following additional Edges are included in Savage 007.

### Connoisseur (Social)

#### Seasoned, Smarts d8

The character has the ability to assess the quality, place of origin, and/or point of information concerning any item of food, drink, or etiquette. The character adds +2 to all Common Knowledge rolls when assessing the finer things in life.

When the character successfully uses his connoisseur knowledge to impress a member of the opposite sex, he gains a +2 modifier during a Seduction attempt later with that character.

## Demolitionist (Professional)

### Seasoned, Tech d8, Agility d8

The character adds +2 to Repair rolls when setting or removing explosive charges. Additionally, the character adds +2 to Common Knowledge rolls when attempting to answer questions related to explosives and the act of demolition.

## Gambler (Social)

### Novice, Gambling d8, Notice d8

The character has a special gift for games of chance and lady luck is on his side. The character adds +2 to Gambling rolls and is only caught cheating if the dice show snake eyes.

## Hacker (Professional)

### Seasoned, Tech d8, Smarts d8

Hackers are the spies of the new world. Espionage can now be done through electronic gadgets and satellite beams.

The character adds +2 to Tech rolls when it involves the operation and care of all electronic or computer-based equipment—detecting if a room is bugged, removing a bug if it is found, planting a bug, wiretapping, or breaking into a computer system.

Additionally, the character adds +2 to Common Knowledge rolls when attempting to answer questions related to electronics or basic computer operations.

## Local Customs (Social)

### Seasoned, Smarts d8, Streetwise d8

The character has the ability to pass himself off as a local resident wherever he may be—in short, “when in Rome...” The character adds a +2 to all disguise-related rolls when appropriate and adds +2 to all Streetwise rolls.

## Martial Artist (Professional)

### Novice, Unarmed Fighter, Spirit d8, Vigor d6

The character has trained extensively in a Martial Arts and has honed his body to be a lethal weapon. Martial Artists are considered armed when fighting without a weapon (negates Unarmed Defender penalty).

Also, the character's body (a hand/foot) is considered a weapon, so Edges like Trademark Weapon can apply.

## Master of Disguise (Professional)

### Seasoned, Persuasion d8, Stealth d8, Streetwise d6

The character adds +2 to all Persuasion and Stealth rolls when the character attempts to pass as something he is not. See the Disguises section on page 5 for details.

## Natural Athlete (Professional)

### Novice, Agility d8

The character adds +2 to Agility rolls in land-based sports, such as skiing, golf, soccer, etc.

## M.I.6 Agent (Professional)

### Novice, Agility d8, Smarts d6, Spirit d6

An M.I.6 Agent is usually someone recruited from the Investigation and Enforcement Branch of M.I.6, and who is quite ready to enter the field.

An Agent at Novice rank is an unknown quantity to the enemy. This aids him in keeping a low profile, but it also prevents him from getting priority treatment from M.I.6 or Q as far as choice of missions or equipment.

An Agent at Seasoned rank or higher is one who has usually been in the branch for some time and has refined his skills and abilities through hard work and experience. He has acquired some degree of fame, and the opposition is aware of his status in the intelligence community. He does not have the License to Kill; however, he does have higher priority when it comes to choice of both equipment and missions.

When becoming an M.I.6 Agent, the character gains 4 skill points (which can be used to gain new skills or upgrade existing skills without the linked attribute penalty). This is due to the intense training that the characters experience when they join the secret service. Also, M.I.6 Agents add +2 to all Investigation and Streetwise rolls.

## “00” Agent (Professional)

### Veteran, M.I.6 Agent, Shooting d10, Spirit d8

The elite of the agency are the “00” agents. They have the License to Kill and are legally protected by M.I.6. “00” agents are England's answer to terrorism, extortion, and anything else evil that the world has to offer.

There are only nine “00's”, so just because a character meets all the requirements doesn't mean there is room for another “00”. “00” agents get priority on equipment and missions, and they are often sent on assignments whose outcomes will affect many people, even nations. They are quite well-known to the opposition, and enemy missions will often be generated to assassinate them. Their major disadvantage is their fame; it is difficult for them to operate without being recognized. In fact, the opposition gains +1 on all Fame checks against “00” agents.

“00” agents are intensely trained to perform “one shot, one kill,” so they add +2 to all Called Shot rolls.

## Unarmed Fighter (Combat)

### Novice, Fighting d8

The character has training in boxing or any one of the martial arts. All unarmed damage is +1 and grappling rolls are at +1.

## Improved Unarmed Fighter (Combat)

### Seasoned, Unarmed Fighter

All unarmed damage is +2 and grappling rolls are at +2.

## SEDUCTION

James Bond wouldn't be the same without special rules for seduction and the chance for an "Oh James!" moment. The James Bond 007 RPG did a great job capturing this very important element of the James Bond world.

Seduction is used to establish a close, romantic relationship with an NPC of the opposite sex with the intent of changing the NPC's disposition towards the character. The relationship will probably develop to include some kind of physical encounter.

In game terms, a Seduction attempt is an opposed Persuasion roll through several stages, each becoming progressively more of a challenge for the character.

These stages do not have to take place over a specific stretch of time; they can all occur in one evening or over a week's time. And, the character may stop his attempt at any stage. The GM will keep track of the stages for the NPC and the reactions for future encounters.

### Stages of a Seduction:

1. The Look/Open Line (-1)
2. Witty Conversation/Beginning Intimacies (-2)
3. When and Where (-4)



If the character succeeds at one stage, he can continue to the next. Each raise during a stage gives the character a +2 modifier at the next stage.

If the character does not succeed at a stage (the character does not succeed at the opposed Persuasion roll), the Seduction attempt may be broken off at this point by the NPC. The character can make another try at it, beginning the Seduction sequence again at the first stage (with a -2 modifier for a previous failure). The -2 modifier is removed if a new Seduction attempt is tried at a different time or environment.

Once a Seduction attempt has completely succeeded (that is, when the NPC did not pretend to be seduced), the NPC's attitude automatically changes to Helpful. The consequences of "When and Where" are pretty powerful!

### Seduction Modifiers:

- Previous Seduction attempt failure (-2)
- Raise on previous Seduction attempt (+2)
- Charisma Modifier
- Connoisseur Edge previously used (+2)
- Hostile (-2)
- Uncooperative (-1)
- Friendly (+1)
- Helpful (+2)

If the NPC succeeds against a Seduction attempt but you feel the NPC would wish to let the Seduction occur anyway, you may elect to have the NPC pretend to have the Seduction continue. This ploy may be used by the NPC to toy with the character to lure him into a trap.

Seduction is used primarily by characters on NPCs. If an NPC uses seduction against a character, the character can choose not to perform an opposed Persuasion roll and let the stages succeed. However, there are sometimes when the character will want to resist a foe's attempts and then he must roll to stop the Seduction attempt.

**Example:** James Bond is trying to seduce Anya Amosova after she finds out Bond killed her lover. James starts with the opening stage (The Look/Opening Line) and there was not a previous situation to use his Connoisseur Edge. His modifiers include:

- The Look /Opening Line (-1)
- Hostile (-2)
- Bond's Charisma (+4)

So, Bond gets to add a +1 to his Persuasion roll (d10) against Amosova's Spirit (d10). If Bond succeeds (beats Amosova's roll), he gets to move on to the next stage.

## DISGUISES

When impersonating a generic person, such as an airport security guard, street vendor, or an astronaut in a launching area, it is assumed that the disguise will take the form of a suit of cloths hastily donned in a closet or some similarly handy place. Any time your character procures clothes in this kind of situation, they will fit.

When impersonating a specific person, it assumes a complex make-up job, including latex applications, wigs and the like.

### Disguise Rules:

- When a character tries to passively appear as someone else (part of a crowd, passing in the hallway), he has to make an opposed Stealth roll vs. the opponent's Notice roll.
- When a character must actively convince someone of who he is, he must also make an opposed Persuasion roll vs. the opponent.

Other modifiers should be used based on the person being impersonated and/or the quality of the disguise.

## FAME

Fame may be good for movie stars, but it can be deadly when you are a spy. A Fame check enables an NPC to recognize your character and vice versa. To perform a Fame check, a character makes a Notice roll with modifiers.

The following table provides the results of a successful Fame check:

Result	Information Known About Target Character
One Raise	Character is in the spy business.
Two Raises	What spy organization the character works for.
Three Raises	The name and background of the character.

### Fame Check Modifiers:

- Target character is Veteran (+1)
- Target character is Legendary (+2)
- Target character is a "00" (+1)
- Target character is a Mastermind (+1)
- Target character is in Disguise (-1 to -4)

All Fame checks are assumed to be made by characters "in the business." If the character performing the Fame check is not part of the spy world, then there should be negative modifiers applied.

When recognized, the targeted character can always try to make an opposed Persuasion roll to convince the opponent otherwise if the opportunity presents itself.

# CONVERSION RULES

As with the Savage West conversion, it is difficult to perform a systematic conversion of a James Bond 007 character to Savage 007. However, here are some tips to help.

## Characteristics

In the James Bond 007 RPG, Attributes are called Characteristics. The following tables provide a translation between the James Bond 007 Characteristics and Savage Worlds Attributes, and a basic conversion chart to convert Characteristic and Skill Level values to Attribute and Skill values.

Characteristic	Attribute
Strength	Strength
Dexterity	Agility
Willpower	Spirit and Vigor
Perception	Notice skill
Intelligence	Smarts

Characteristic/Skill Level Value	Attribute/Skill Value
1 – 5	d4
6 – 9	d6
10 – 12	d8
13 – 14	d10
15+	d12

## Skills

Most of the skills in the James Bond 007 RPG translate to Savage Worlds. The following table provides a quick reference on skill conversions.

James Bond 007 Skill	Savage Worlds Conversion
Boating	Boating skill
Charisma	Attractive Edge, Charisma, Charismatic Edge, Very Attractive Edge
Connoisseur	Connoisseur Edge
Cryptography	Knowledge (Cryptography) skill
Demolitions	Tech skill, Demolitionist Edge
Disguise	Persuasion skill, Master of Disguise Edge
Diving	Swimming skill
Driving	Driving skill

James Bond 007 Skill	Savage Worlds Conversion
Electronics	Tech skill, Hacker Edge
Evasion	Not used. Pace and Agility used instead.
Fire Combat	Shooting skill, Combat Edges
First Aid	Healing skill
Gambling	Gambling skill, Gambler Edge
Hand-to-Hand Combat	Fighting skill, Throwing skill, Combat Edges
Interrogation	Intimidation skill, Strong Willed Edge
Local Customs	Streetwise skill, Local Customs Edge
Lockpicking/Safecracking	Lockpicking skill
Mountaineering	Climbing skill
Photography	Knowledge (Photography)
Pickpocket	Agility vs. Notice opposed roll; could create an Edge
Piloting	Piloting skill
Riding	Riding skill
Science	Knowledge (Science) skill
Seduction	Persuasion skill
Sixth Sense	Notice skill, Danger Sense Edge
Stealth	Stealth skill
Torture	Not used. Use Intimidation skill or Strong Willed Edge. For NPCs only.

Some Savage Worlds skills were not specifically provided in the James Bond 007 RPG, but they still pertain to characters in James Bond or any spy genre: Investigation, Repair, Survival, Taunt, and Tracking.

## Fields of Experience

Important Information Fields can be converted into Knowledge skills; Performance Fields can be dealt with by opposed Agility rolls, which can be improved by a character's background or the Natural Athlete Edge.

For Performance Fields, use a +2/0/-2 modifier to the character's Agility based on her background for any given sporting activity. The background should be based on experience playing the sport in question more than Common Knowledge about the sport. Use -2 for characters with no experience, 0 for competent to good athletes, and +2 for professionals.

## Ease Factors

The Ease Factor in the James Bond 007 game is similar to the TN in Savage Worlds. When converting existing adventures, you can use the following table to convert Ease Factors into TN die modifiers:

Ease Factor	TN Modifier
½ - 1	-4
2 - 3	-2
4	-1
5	0
6	+1
7 - 8	+2
9 - 10	+4

## Weapons and Vehicles

The James Bond 007 RPG provided more details in their weapon and vehicle statistics, but Savage Worlds provides everything you need.

However, some James Bond 007 RPG vehicle attributes that should be used are Performance Modifiers and Structure Points. The Performance Modifiers can be converted to Driving bonuses when using the vehicle. For example, if a character is driving a car like the Aston Martin DB-V (Performance Modifier=+2), he can add +2 to all Driving rolls. I think this is something that is missing from the Savage Worlds rules for vehicles. For example, a sports car should provide bonuses over a compact car.

Structure Points can still be used to determine the number of modifications that can be added to the vehicle.

## Rank

Use the Savage Worlds ranks and the two Edges, M.I.6 Agent and "00" Agent.

## Hero and Survival Points

The James Bond 007 RPG already used the concept of Bennies through Hero and Survival Points. Basically, use the Savage Worlds Bennies in place of Hero and Survival Points.

## Intimidation and Torture

The Intimidation Tests of Will rules can be used for Intimidation and Torture scenarios. I might add more specific rules later, but I don't really think they are needed.

# SAVAGE 007 CHARACTERS



## JAMES BOND

**Rank:** Legendary

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d10

**Charisma:** +4

**Pace:** 6 **Parry:** 7 **Toughness:** 7

**Skills:** Boating d8, Climbing d6, Driving d10, Fighting d8, Gambling d10, Healing d4, Intimidation d6, Knowledge (Military Science) d6, Knowledge (Science) d4, Lockpicking d6, Notice d10, Persuasion d10, Piloting d8, Repair d6, Shooting d10, Stealth d10, Streetwise d8, Survival d6, Swimming d10, Taunt d8, Tech d6, Throwing d8

**Hindrances:** Loyal, Heroic, Attraction to Members of the Opposite Sex

**Edges:** Attractive, Block, Charismatic, Connoisseur, Danger Sense, Gambler, Hard to Kill, Natural Athlete, Improved Trademark Weapon (Walther PPK), Level Headed, Luck, Marksman, Martial Artist, Nerves of Steel, "00" Agent, Unarmed Fighter



## ODDJOB

**Rank:** Veteran

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d12

**Pace:** 6 **Parry:** 7 **Toughness:** 9

**Skills:** Driving d6, Fighting d10, Notice d4, Intimidation d10, Stealth d6, Throwing d10,

**Hindrances:** Loyal, Mean, Overconfident

**Edges:** Brawny, Improved Block, Combat Reflexes, Hard to Kill, Improved Unarmed Fighter, Martial Artist, Nerves of Steel, Trademark Weapon (Derby)

**Gear:** Steel-lined Derby (3/6/12, Str+2, decapitation if successful damage with called shot to head).