

FAME

Adapted from the *James Bond 007 RPG*[™] for the *Spycraft RPG*[™]
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The *James Bond 007 Roleplaying Game*, designed by Gerard Christopher Klug and released by Victory Games in 1984, has always been one of my favorite games, both as a player and gamemaster. Unfortunately, Victory Games is no longer in business and the game is long out of print (although copies can still be acquired via various resources on the Internet). With the release of the *Spycraft* roleplaying game from Alderac Entertainment Group, however, gamers once again have a viable espionage roleplaying game available to them. *Spycraft* captures much of the flavor of the *Bond* game, and even lists it in the bibliography as a source of inspiration.

One mechanic found in *Bond* that is not mirrored is Fame. This article is intended to provide rules for using a Fame system within the *Spycraft* adaptation of the D20 rules.

What is Fame?

Fame measure a character's reputation and visibility as regards enemy organizations, and indicates how much information an enemy has about that agent such as habits, abilities, accurate physical description, which agency he or she works for, and what major operations said agent been involved with.

Both Agents and Villains possess Fame. When you first create a character, she starts with an initial Fame based on appearance, including height and weight. Over the course of missions, things the character does can add additional Fame. Your Game Control will let you know when a character has performed an action that increases Fame. Players should keep track of current Fame on the character record sheet.

Fame Checks

Fame Checks are simply a form of Education Check (see *Spycraft* page 219) used to determine if a character recognizes another "target" character. The Game Control makes these rolls, although a player may request a check at any time if they wish to see if they recognize a target.

The Difficulty Class (DC) is 30 minus the Fame of the target being scrutinized. On any success, the target is "made". On a Critical Success, the target is identified not only by name, but is recognized and can be linked to as much background history as the Game Control chooses to reveal. On a Critical Failure, the character examining the target becomes more convinced that the target is no one important.

Fame Checks do not apply to situations where player characters or NPCs have access to information, photographs, or other items that ease or insure recognition and identification. Fame Checks are also not needed if the characters have met before and no attempts at disguise are

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This document is not a stand-alone reference. You will need at least the *Dungeons & Dragons Players Handbook 3rd Edition* and *Spycraft RPG* to make use of it.

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being made. In these situations it is assumed that recognition is automatic. It is up to the Game Control to determine when Fame Checks are appropriate.

Action Dice

Action Dice may be used to add to or defend against a Fame Check. Additionally, whenever the Game Control decides an on-the-spot Fame award is merited, the player can spend an Action die to prevent it.

Bluff

If a character is attempting to use Bluff to counteract a Fame Check, and convince someone they're not who they appear to be, a Fame Check should be made first. If the character is recognized, the Game Control should adjust the DC of the Bluff Check.

Disguise

If a character is Disguised, follow the rules detailed in *Spycraft* on page 50. A Fame Check should only be made if the disguise fails and the observer attempts to recognize the character.

Spot

The Spot skills has no bearing on Fame Checks, and the two should be rolled separately, It is entirely possible for a character to notice a target, but still have no inkling as to their identity.

Determining Fame

To determine a character's Fame, the player should choose their character's height and build. These do not affect attributes, but reflect characteristics that may make the agent more easily identifiable.

If the character has any visible scars, moles, or birthmarks, the Game Control should assign an additional 1-2 points of Fame. Serious disfigurements and other items contributing to an unusual appearance (eye patches, steel teeth, hooks for hands, etc) may merit up to an additional +5 Fame, again at the Game Control's discretion.

Height/Male	Height/Female	Fame
Up to 5'3"	Up to 4'11"	+4
5'3"-5'5"	5'-5'1"	+3
5'6"-5'7"	5'2"-5'3"	+2
5'8"-5'9"	5'4"-5'5"	+1
5'10"-5'11"	5'6"-5'7"	+0
6'-6'1"	5'8"-5'9"	+1
6'2"-6'3"	5'10"-5'11"	+2
6'4"-6'5"	6'-6'1"	+3
6'6" or over	6'2" or over	+4

Build	Fame
Waif / Anorexic	+4
Frail / Thin	+2
Average Build	+0
Muscular/ Overweight	+2
Bodybuilder / Morbidly obese	+4

Next, determine the character's Charisma modifier (found in the *Player's Handbook*). Note that in this case, all modifiers are positive. Someone with a low Charisma can be as notable and easily identifiable as a character with high Charisma. So, someone with a Charisma of 5, with a -3 modifier, would add 3 to Fame, not subtract.

Charisma	Fame
1	+5
2-3	+4
4-5	+3
6-7	+2
8-9	+1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

Now add one point of Fame to the Agent per level. For example, a 5th level character will add 5 Fame, an 8th level agent +8, and so on.

For example, a 1st level agent (+1 Fame) is a male, 6' tall (+1 Fame), overweight (+2 Fame), with a 9 Charisma (+1 Fame) the character's Fame would be 5 (1 + 1 + 2 + 1). The Difficulty Class of a Fame Check to identify the character would be 25 (30 - 5).

Players should keep track of their agent's current Fame on the character record. The Fame of non-player characters should be a secret kept by the Game Control.

Feats and Fame

There are certain Feats that can also impact a character's Fame. The effects of each Feat are detailed below. There is also a new Covert Fear, Disinformation.

Disinformation (New Covert Feat)

You actively spread false information about yourself to keep your true identity secret.

Prerequisites: Int 13+, Traceless

Benefit: There is a +4 modifier to all Fame Checks attempting to identify you. In addition, the Threat Range for the Traceless Feat increases to 19-20.

Flawless Identity

Fame for each cover identity is equal to Height, Weight, Charisma modifier and level, minus 5. Any actions taken by the character while using a cover identity will contribute to increased Fame for that cover identity.

Private Identity

Fame for the Private Identity is determined solely by Height, Weight and Charisma modifier. The agent's level, nor any of his actions, are associated with this identity and thus do not carry over. However, any actions taken by the character while using this identity will contribute to increased Fame.

Traceless

When this Feat is taken, the character's Fame is reduced by their Intelligence modifier.

Benefit: Any time the Game Control decides to award an on-the-spot Fame point, the player can make a Feat check. If successful the character gains no additional Fame. If the roll is a Critical Success, the character not only doesn't gain, but loses an additional point. If the roll is a Critical Failure, the character gains an additional point.

Increasing Fame

Actions that agents take during the course of missions affect their current Fame. This is the risk agents working in the field take, especially those with a penchant for loud, flashy tactics.

As a rule of thumb, every full 1,000 XP in Mission Awards (see *Spycraft* page 239) should result in +1 to the character's Fame. For example, a 3rd level agent completes a short/simple mission. The Game Control awards 1,500 XP, and 1 Fame point.

Because the items that result in Action Awards are generally more notable (and often more public), the Game Control should award +1 Fame for every 100 XP in Action Awards.

As with Action Dice, the Game Control can also award a Fame point on the fly any time a character does something that draws attention to him or otherwise makes it easier for an enemy to identify him.

Reducing Fame

Players can spend Action Dice to reduce Fame points. For each die spent, Fame decreases by 1d4. Note that it is possible to reduce Fame below starting levels – this merely represents the efforts the agent is taking to conceal their identity and spread disinformation.