

Rope, Slipping out of:

To find out the roll a creature needs to slip from its bonds, the G.M. will use one of the following charts (Poor, Fair, Good, Very good, Excellent, or Superb) that apply closest to the situation.

Only one attempt can be made. There are three sets of numbers under each "Rope quality". These are explained as follows:

Left set of numbers:

Used if the one who has tied the knots is not skilled with the use of ropes.

Middle set of numbers:

Used if the one who has tied the knots has used ropes often, but is not actually trained.

Right set of numbers:

Used if the one who has tied the knots is skilled in the usage of ropes, such as a sailor, or a farmer.

Before escape can be attempted, an avoidance-roll vs. "Dexterity" must be successful (only one chance will be given).

If successful, a creature may attempt escape, and will gain a +5 added to the % dice-roll.

If not successful, a creature may attempt escape, but will gain a -10 subtracted to the % dice-roll.

Rope quality:

Rope

<u>width:</u>	<u>Poor</u>	<u>Fair</u>	<u>Good</u>	<u>Very good</u>	<u>Excellent</u>	<u>Superb</u>
1/8"	71+ 85+ 00	73+ 87+ 00	75+ 89+ 00	77+ 91+ 00	79+ 93+ 00	81+ 96+ 00
1/4"	66+ 80+ 95+	68+ 82+ 97+	70+ 84+ 99+	72+ 86+ 00	74+ 88+ 00	76+ 91+ 00
1/2"	61+ 75+ 90+	63+ 77+ 92+	65+ 79+ 94+	67+ 81+ 96+	69+ 83+ 98+	71+ 85+ 00
3/4"	56+ 70+ 85+	58+ 72+ 87+	60+ 74+ 89+	62+ 76+ 91+	64+ 78+ 93+	66+ 80+ 95+
1"	51+ 65+ 80+	53+ 67+ 82+	55+ 69+ 84+	57+ 71+ 86+	59+ 73+ 88+	61+ 75+ 90+

Adjustments:

Armored hands and wrists. No lubricants: -10

Armored hands and wrists wet with water-like lubricants: +5

Dry hands and wrists. No lubricants: Normal chance.

Wet hands and wrists with water-like liquid: +5

Wet hands and wrists with oil-like substance: +10

Breaking ropes by force of strength: See: "Rope, Breaking a":