

# Chain, Breaking a:

To find out the % chance to break a 1/2" chain, see the following chart:

See: Note - 3

Condition

of chain:      Chance vs. Strength:

Poor:            (Strength  $\div$  3 (-1) = % chance to break chain successfully.

Fair:            (Strength  $\div$  4 (-2) = % chance to break chain successfully.

Good:           (Strength  $\div$  5 (-3) = % chance to break chain successfully.

Very good:    (Strength  $\div$  6 (-4) = % chance to break chain successfully.

Excellent:     (Strength  $\div$  7 (-5) = % chance to break chain successfully.

Superb:        (Strength  $\div$  8 (-6) = % chance to break chain successfully.

## Example:

A character with a strength of 37 attempts to break a chain "Fair" condition.

He would have a 6% chance of success

$$(37 \div 4 = 8 (-2) = 6\% \text{ chance})$$

## Notes:

1

Only one single attempt can be made to break a chain per person or creature.

2

All calculations will be rounded down to the nearest % (i.e., A person with a strength of 31 attempts to break a chain "Poor" condition:  $31 \div 3 = 10$  with 1 remaining. Drop the 1 = 10% chance to successfully break a chain).

3

For every 1/2" more thick a chain is, the % chance will be cut by 1/2 (rounded down).