

# Doors, Breaking in:

To find out the % chance to break in a door, see the following chart:

See: Note - 3

Condition

of door:      Chance vs. Strength:

Poor:            (Strength x3 = % chance to break in a door successfully (two chances)).

Fair:            (Strength x2 = % chance to break in a door successfully (two chances)).

Good:           (Strength = % chance to break in a door successfully (two chances)).

Very good:    (Strength ÷2 = % chance to break in a door successfully (two chances)).

Excellent:     (Strength ÷ 3 = % chance to break in a door successfully (two chances)).

Superb:        (Strength ÷4 = % chance to break in a door successfully (two chances)).

## Example:

A character with a strength of 30 attempts to break in a door in "Fair" condition.

He would have a 60% chance of success

$(30 \times 2 = 60 = 60\% \text{ chance})$

## Notes:

1

Two attempts can be made to break in a door 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 in a door in "Excellent" condition:  $31 \div 3 = 10$  with 1 remaining. Drop the 1 = 10% chance to successfully break in a door).

3

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