

Rope, Snapping a:

To find out the % chance to snap a 1/4" rope, see the following chart:

See: Note - 3

Condition

of rope: Chance vs. Strength:

Poor: (Strength \div 2 = % chance to snap a rope successfully.

Fair: (Strength \div 3 = % chance to snap a rope successfully.

Good: (Strength \div 4 = % chance to snap a rope successfully.

Very good: (Strength \div 5 = % chance to snap a rope successfully.

Excellent: (Strength \div 6 = % chance to snap a rope successfully.

Superb: (Strength \div 7 = % chance to snap a rope successfully.

Example:

A character with a strength of 37 attempts to snap a rope in "Fair" condition.

He would have a 12% chance of success

$(37 \div 3 = 12 = 12\% \text{ chance (drop the 1 that is left over)})$

Notes:

1

Only one single attempt can be made to snap a rope 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 snap a rope in “Poor” condition: $31 \div 2 = 15$ with 1 remaining. Drop the 1 = 15% chance to successfully snap a rope).

3

For every 1/4" more thick a rope is, the % chance will be cut by 1/2 (rounded down).