

Oxygen-Points, Explanation of:

Your character's MENTAL-STRENGTH x3 will be a character's Oxygen-Points (O.P.). This is how long you can hold your breath.

Holding your breath:

While a character is holding his or her breath, oxygen-points will be taken off. The number of oxygen-points that will be taken off depends on whether a successful avoidance-roll vs. "Breath" is rolled or not.

Look at the following chart to see the amount of oxygen-points that will be lost, PER TURN, while holding your breathing:

Activity vs. <u>oxygen-point loss:</u>	Avoidance-roll vs. "Breath" successful. <u>O.P. expended per turn:</u>	Avoidance-roll vs. "Breath" unsuccessful. <u>O.P. expended per turn:</u>
Motionless	1-D4	2-D4
Moving about casually	1-D6	2-D6
Swimming, Running, Fighting, etc.	1-D8	2-D8

Once oxygen-points reach zero, a character will pass out. When oxygen-points reach, in the negatives, equal to a character's full amount of oxygen-points, death will occur. In other words, if a character has 90 oxygen-points, he or she will die if they recede below zero to -180.