

# Strength vs. Strength

When two engage physically, attempting to over power each other, each must roll % dice to see who will win. The higher roll will win the contest of strength.

It is important to know that for every point of strength one has over another a +3 added to the % dice roll will be given.

When two or more creatures are attempting to overpower a single creature, for each creature, above one attempting to overpower a single creature, +5 added to the % dice roll will be given to succeed.

## Pinning your opponent to the ground:

When you wish to pin a creature to the ground helplessly, pit your strength against that creature to overpower it. On the following turn, you must do so again successfully. If you pit your strength against an opponent two time successively, it will be pinned and cannot get up.

Of course you cannot dodge any other incoming attacks without letting that creature up.

Example:

A creature has grabbed a Warrior, and attempts to subdue her, while she begins to flee. Its strength is 20; her strength is 23.

When you roll your dice to see if she can break the creature's hold, add a +9 to the % roll. In this case, she is 3 points stronger than the creature, thus she will get a +9 added to the roll.