Bars, Bending:

To find out the % chance to bend a set of 1/2" bars, see the following chart:
See: Note - 3

Condition
of bars: Chance vs. Strength:

Poor: (Strength ÷ 2 (-1) = % chance to bend bars successfully.

Fair: (Strength ÷ 3 (-2) = % chance to bend bars successfully.

Good: (Strength ÷ 4 (-3) = % chance to bend bars successfully.

Very good: (Strength ÷ 5 (-4) = % chance to bend bars successfully.

Excellent: (Strength ÷ 6 (-5) = % chance to bend bars successfully.

Superb: (Strength ÷7 (-6) = % chance to bend bars successfully.

Example:

A character with a strength of 37 attempts to bend a set of bars in "Fair" condition.

He would have a 10% chance of success

(37 ÷ 3 = 12 (-2) = 10% chance

Notes:

1

Only one single attempt can be made to bend a set of bars 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 bend bars in "Poor" condition: $31 \div 2 = 15$ with 1 remaining. Drop the $1 = 15\%$ chance to successfully bent the bars).

3

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