

# Damage, Chance to live after sustaining too much:

When a character becomes injured, damage-points (D.P.) reduced to zero or less, death may occur.

With mortal wounds, there is chance that a character can live on for a time. This depends upon the character's combined Strength, Constitution, and Mental Strength (add them together).

The amount of time that a character will survive after sustaining a lethal amount of damage will be checked for every 24 hours.

Character's

Strength

Constitution

and

Mental-strength: % roll needed to live:

01-60: 00

61-70: 96+

71-80: 91+

81-90: 90+

91-100: 86+

101-110: 81+

111-120: 76+

121-140: 71+

141-160: 66+

161-180: 61+

181-200: 56+

201-220: 51+

221-240: 46+

241-260: 41+

261-280: 36+

281-300: 31+

301+: 26+