

# Sudden-Death, Explanation of:

If, during combat, a 99-00 is rolled, this is known as sudden death. This may slay your opponent if it fails to successfully makes an Avoidance-roll vs. “Sudden Death”.

### Avoiding a Sudden Death strike:

Add together your DEXTERITY and COORDINATION. This will be the %chance to avoid the sudden death.

### Example:

If a character has a dexterity of 18 and a coordination of 26 there will be a 44% chance to avoid the Sudden Death strike.

## Adjustments:

### Skin Armor:

By wearing a set of skin armor the chance to evade a Sudden Death strike will be increased by 5% in favor of the wearer (just add 5 to your % dice-roll).

### Surprise attack:

If an attacker is not seen there will be  $\frac{1}{2}$  the % chance, rounded down, to avoid a Sudden Death strike.

### G.M.:

Other factors can adjust the resistance or susceptibilities against the sudden death strike. Just keep that in mind.