

Death Saving Rolls

DEATH ROLLS- Instead of burning an edge for keeping a character alive, the PC gets a single saving roll to leave their death up to the dice. The roll is Body + Edge. The player has to have more than 25% of the total die pool of hits. Each death roll is harder than the previous adding another required die for survival. For example: 1st attempt of a character with body 6, edge 4 needs 3 die. On the 3rd attempt with same stats needs 6 hits.

With this being an edge test, you can use exploding 6's.