

Shock, Explanation of:

There are many forms and levels of shock, and also many ways to penalize a person in shock.

First: You must determine if a character will go into shock. If a person is badly wounded he or she will have a chance of going into shock. You must determine what the % chance is by the severity of the wound(s) received.

Second: If the chance for shock to occur proves positive you must then decide what type of penalties will incur. If badly wounded, yet not mortally, there will be heavy penalties and maybe even death occurring. If mortally wounded, a character will have a greater chance to go into shock, possibly leading to paralysis, heavy penalty to strike opponent, unconsciousness, and even death.

You decide the chances based on the durability of a character. The more constitution and strength a person has the better chance he or she will have to overcome shock. Some rulings have such a high number of possibilities that it would be ineffective to make a chart to tell the % chances of shock setting in. This is one of the rare rulings which only the boundless decisions of the mind can create. If you exercise this ruling on a character, you should write down what you will roll for (before you roll for it). This will solidify your decision, showing the players that you are not just making up the outcome without some thought being put into it first.