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WAY OF THE WARRIOR - PAIN

“Aldamir knew instantly that his right arm was broken when he heard the sound. The pain from the concussion was so intense that he could have blacked out had he been a weaker man. He instinctively knew that the battle would be over and his life forfeit if he succumbed to pain, therefore - in a last stand - he shook off the pain and shifted his weapon to the left hand.”

This skill enables a character to ignore all or part of the pain from a wound for a duration. It can be used only once per wound, but on a *Partial Success* result you will get another attempt the following round. Penalties from wounds do not apply to this maneuver since it is considered a static action.

Normally one can suppress a penalty from a wound for the duration of *one action*. One action can be defined as “for as long as character sustain adrenaline”, usually the rest of the combat, or the rest of the run, etc.

WoW - Pain

Static Maneuver Table SM-10.2.2

-26 down Spectacular Failure

You try to ignore the pain, but it is too strong for you to handle. You begin to feel dizzy (-75) this round and next round you pass out. You will be out for 1-3 rounds. Next time, don't think so much, just do it!

-25 – -04 Absolute Failure

In a hopeless attempt to lessen the pain you try too hard and strain yourself. Add another -5 penalty to your total as a result of your failure. You are unable to use this skill until you have rested.

05 – 75 Failure

Why try to ignore the pain? It's the body's way of telling you that you need healing.

76 – 90 Partial Success

You fail this round, but may extend your attempt and make another roll with +10 bonus next round.

UM 100 Unusual Event

The God of Toughness (or a powerful adrenaline rush) have mercy on your poor soul, leaving your wounds painless for 3 full rounds. You may act without penalty for this duration. When the 3 rounds have passed, your penalties from wounds are halved for the rest of the current action (i.e. combat, climbing maneuver etc).

91 – 110 Near Success

You lower your penalty by 5 for the duration of this action.

111 – 175 Success

You lower your penalty by 10 for the duration of this action.

176 – 225 Absolute Success

You lower your penalty by 15 for the duration of this action or, if your penalty was -10 or less, ignore the wound totally (i.e. the wound is still there but you effectively ignore the pain and penalties from it with no time limit).

226 up Remarkable Success

You lower your penalty by 25 for the duration of this action. If your penalty is -15 or less, you ignore it totally (i.e. the wound is still there but you effectively ignore the pain and penalties from it with no time limit).