

OF THE WARRIOR - UNCONSCIOUSNESS

“Tired, so very tired... The feeling was familiar, but it was not from lack of sleep Rafael felt tired, but from the many blows landed upon him by the troll’s heavy clubs. His entire body ached. The last hit had caused his mind to black out for a moment and he was not far away from giving up. But failure to resist the pain and exhaustion would ultimately send him into a jar of troll jelly - an unfavorable end for a noble warrior. Knowing that, Rafael mustered his last strength to make a run for it.”

This skill enables a seasoned warrior to withstand more concussion damage than his hits total. Instead of passing out when reaching his limit a warrior with the WoW Unconsciousness skill can try to remain conscious. The difficulty of the maneuver is decided by the percentage of which he has exceeded his hits total. Normally one roll is required for every round as long as the character have exceeded his hits total.

WoW Unconsciousness may also be used when a critical result states that the character lose consciousness as a result of a critical injury or to convert Stun no Parry results into Stun results.

Stun no Parry rounds are converted from the end, unlike Stunned Maneuver where stun rounds are removed from the beginning.

WoW Unconsciousness does not count as an action and may be used in conjunction with Stunned Maneuver, but even if the WoW Unconsciousness may be used in different purposes only **one** purpose may be rolled for each round (i.e to remain conscious *or* to convert stun, *not both*).

Penalties from injuries is not applied to the skill roll.

■ The number to the right of this box indicate the number of rounds converted from Stun no Parry to Stun. A negative number indicate rounds *added* to the Stun no Parry result (i.e Absolute Failure).

WoW - Unconsciousness Static Maneuver Table SM-10.2.1

-26 down Spectacular Failure	■ -
You pass out immediately.	
-25 – -04 Absolute Failure	■ -1
If this was an attempt to stay conscious after reaching your hit point limit you fail. If you tried to convert a Stun no Parry result, you fail utterly and must add another round of Stun no Parry.	
05 – 75 Failure	■ -
You are unsuccessful in your attempt.	
76 – 90 Partial Success	■ -
You stay conscious, but barely. You may act at 1/4 of your normal action.	
UM 100 Unusual Event	■ 3
Not only do you stay conscious when you should have fallen, but a rage of adrenaline takes hold of you, driving you to act with a +10 bonus to whatever you attempt this round!	
91 – 110 Near Success	■ 1
You stay conscious for this round, but may only act at 1/2 of your normal action.	
111 – 175 Success	■ 1
You remain conscious for this round and may act at 3/4 of your normal action (or with a -25 penalty, whatever GM see fit).	
176 – 225 Absolute Success	■ 2
Your strong will push you onward through the darkness of the mind and ables you to remain conscious for this round.	
226 up Remarkable Success	■ 3
Mind over matter. You remain conscious for this round and the following rounds as long as you do not add more concussion damage to your already beaten body (sorry, but if you take hits per round you have to roll again next round).	

Static maneuver modifications:

Open-ended d100 roll

Stun conversion

- 50 if the critical result state “out for more than 1 hour”.
- 20 if the critical result state “out for 6-15 rounds”.
- 10 if critical result says “out for less than 1-5 rounds”.

Unconsciousness

- 10 if character have exceeded his hits total with 10-20%
- 20 if character have exceeded his hits total with 21-30%
- 30 if character have exceeded his hits total with 31-40%
- 40 if character have exceeded his hits total with 41-50%
- 50 if character have exceeded his hits total with 51% and up