

## SYSTEM SHOCK

This states the chance a character has to survive effects that affects the body. It can also be used to see if the character retains consciousness in particularly difficult situations. The most common effects that are used by this table are:

- petrification (and reversing),
- polymorph,
- magical aging,
- massive attacks,
- powerful lightning spells,
- resurrection spells
- any form of natural resuscitation

The table shows the base chance of succeeding a system shock check is shown here. As a character grows in level, so is their body's physiological efficiency. To roll for a system shock, the player must determine their base chance and their level, add the numbers together, and then roll a 1d20 to determine if the character remains conscious during the shock to the system. Roll in between the chance of 1 and the number means the character has survived or remained conscious. Rolling above the listed number means the character has died or fell unconscious.

| SYSTEM SHOCK |             |       |       |
|--------------|-------------|-------|-------|
| CONSTITUTION | BASE CHANCE | LEVEL | BONUS |
| 0-1          | 1-5         | 1     | +0    |
| 2-3          | 1-6         | 2-3   | +1    |
| 4-5          | 1-7         | 4-5   | +2    |
| 6-7          | 1-8         | 6-7   | +3    |
| 8-9          | 1-9         | 8-9   | +4    |
| 10-11        | 1-10        | 10-11 | +5    |
| 12-13        | 1-11        | 12-13 | +6    |
| 14-15        | 1-12        | 14-15 | +7    |
| 16-17        | 1-13        | 16-17 | +8    |
| 18-19        | 1-14        | 18-19 | +9    |
| 20+          | 1-15        | 20+   | +10   |

Some spells, abilities, or conditions also place a modifier on system shock. This will be determined by the DM.