* A failed shock test would knock out the victim unconscious right away and make them roll END for death saves. It's always bothered me that a person was able to last for 5 whole rounds with his arm or leg cut off.
* A successful shock test would impose all the usual effects as per vanilla, but the bleed out mechanic would not be tied to 5 rounds, but instead impose Bleeding (X), where X is (7 - [victim's EB]. This would make it easier for the GM and players to track the states of the character as opposed to tracking the rounds, spreading their focus and making the game more difficult.