

&Pain

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 8

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INTRODUCTION

This supplement offers additional game options for player and non-player characters for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

&Pain

A companion expansion for Basic Fantasy, and other old school role playing games.

No critical hits, just pain.

Starting with release 8 of the **&Pain** companion expansion a **simple rule of pain** that can be included in any game with minimum effort is presented first, while the original more elaborated rules make up the rest of this little volume.

A simple rule of pain

A creature attacking an opponent and scoring an amount of hit points causes pain to its opponent; the amount of hit points is, in addition to being subtracted from the opponent's hit point total, treated as an attack and ability check modifier to the opponent's actions for the current and following round, after which a saving throw vs. death and poison may be allowed to suppress the pain.

This emphasizes the dangers of combat, and especially surprise attacks. The GM may apply the modifier to armor class in some instances. Subdual damage due to non-lethal attacks yields similar pain.

Creatures and characters suffering a total pain modifier of -8 during one round will lose consciousness for 1d6 rounds. The same is true when the absolute value of the pain modifier equals their hit point total during one round (e.g., a 5 hp fighter suffers a -5 pain modifier). The GM may allow a successful saving throw vs. death for the character to stay conscious but incapacitated.

While fleeing a party gone wrong at Sevenwings Castle our adventuring cleric Klyth attacks the duchess (hp 4) with a candelabra and scores 3 hit points which are subtracted from her hit point total. The duchess shocked and in pain attacks with a -3 modifier, misses, and gets knocked out in the consecutive round with a non-lethal attack that scores 2 points of subdual damage. All this is happening, while her drunk husband, the tied-up guards

and the guests watch in amazement. Klyth then excuses herself formally, stuffs a piece of cheese into her pocket and leaves the party through the next window.

Damage hit points resulting from injury due to accidents will lead to similar modifiers.

Klyth scrambles down the castle wall, fails a dexterity check, slips and falls, and suffers 2 hit points of damage. She makes her escape with a -2 modifier on subsequent attack rolls, and the GM decides it will apply to her armor class for one turn, as well. The guards near the gate have already been alarmed.

&Pain

This expansion introduces the effects of pain. It is based on the **Tiny Hit Point Companion** which uses hit points to buy in-game effects. In its interpretation the standard use of damage hit points is to reduce a creature's hit points at a 1:1 ratio.

Here are two ways to implement pain in the game. The first one allows creatures and characters to transfer damage hit points to pain. The second one applies all damage to the pain status of a creature or character first, and they are allowed to transfer the damage to their hit points. The latter rule is called *Pain First!*

Though in principle the same, either way will have different consequences on how the game runs and on how players decide the actions of their characters in dire situations. The first way resembles standard play, and allows players to opt for pain and resulting modifiers in order to prevent hit point loss. The second way emphasizes the damage taken, as well as its consequences.

Pain First! is the default way to run with **&Pain**.

Note, that as with the **Tiny Hit Point Companion** hit points scored with successful attack rolls are never lost. Within the scope of **&Pain** they are either deducted from the creatures' hit points or from their pain status.

Health Status & Pain

A creature's health status is either dead or alive. At 0 or less hit points it is dead, at 1 or more hit points it is alive. A creature that fails a saving throw vs. death immediately drops to 0 hit points and is dead. Whether a creature has 1 or 22 hit points has no effect on the pain status. Hit point loss has no consequence. *Pain does...*

The standard rules for subduing damage no longer apply.

Pain Status

Pain will be recorded two-fold. First as the pain status (ps), second as the effective pain status (eps) which will equal the pain status most of the time.

The pain status is either 0, or below. The pain status is used as a penalty, so ps -1 results in a -1 modifier on attack and ability rolls. When a creature takes an injury, and suppresses the pain for a while be sure to keep track of the pain status and the effective pain status separately.

The effective pain status may be better than the pain status, because of successful saving throws vs. pain. However, after a while (e.g. an encounter) the eps will worsen by 1 each round until it equals the pain status. Saving throws may be required when certain pain thresholds are reached to check whether the creature becomes incapacitated or loses consciousness.

When a description mentions the *effective pain status* but no effective pain status has been recorded separately then use the pain status. In rare cases the *effective pain status* may be higher than the *pain status*.

A Note on Critical Hits

Within a game system where most creatures, and characters have 1 to 6 hit points, and successful attacks cause 1d6 hit points of damage, *all hits are critical*.

What you need

Use scrap paper & pencil or the **Tiny Companion Stat Sheet** to keep track of hit points, and pain status for characters.

Attack Roll

For convenience let the attacking player, or GM roll **2d20, and 1d6 at once** for each attack in combat. One d20 for the attack roll, another d20 (of a different color) for the *opponent's* save vs. pain, and 1d6 for damage. Damage modifiers due to strength, and magic apply. However, if your players want to roll their own saving throws, let them.

If the attack roll was successful, apply the damage to the target's hit points. The target may decide to transfer some, or all of the hit points to pain. If its saving throw vs. pain was successful, the pain is suppressed, and hit points subtracted from the pain status, but not from the effective pain status, and both are recorded separately. If *Pain First!* is used, then the damage is applied to the pain status first, and the creature may choose to deduct some or all of it from its hit points, instead. Again, if the saving throw vs. pain was successful pain status and effective pain status are recorded separately.

If you use individual weapon damage in your game, roll the appropriate dice.

Save vs. Pain

For saving throws vs. pain use the *vs. death, and poison* column, and if applicable modify the roll with the threshold penalty (see **Thresholds of Pain**). Saving throws are generally allowed on each attack roll. Add applicable racial modifiers, as well as CON, and WIS modifiers. Constitution takes into account the creature's physical resistance to pain, and wisdom its willpower. If the save was successful, the attack does not add to the *effective* pain status. It is added to the pain status, though, and the creature will feel the pain later on, usually after the encounter when the effects of pain start to set in.

GM's Optional: Save or Pain

These options are meant for monsters and non-player characters. They may be used for player characters, too, and raise the lethality of the game.

I*) Creatures and characters that are successfully hit in combat and fail their saving throw vs. pain must take the pain, and are not allowed to reduce their hit points instead. This works with *Pain First!*, too. This is the default for monsters and non-player characters.

II*) Creatures and characters that are successfully hit in combat and fail their saving throw vs. pain must take at least one point of pain and may deduct the remaining points from their hit points, if 2 or more points of damage

were scored. If only 1 hp of damage was scored it may be deducted from the creature's hit points, or transferred to pain. This does not work well with *Pain First!*

*) An additional saving throw may be allowed to determine if the target can suppress the pain and add to the pain status, without raising the effective pain status. A third d20 of a different color may be used for this second saving throw.

Effects of Pain

Creatures in pain suffer penalties on initiative, attack rolls, ability rolls, movement etc. At certain pain thresholds they may become incapacitated, lose consciousness, or die. Modifiers on attack rolls, ability, and skill rolls are usually penalties equal to the (effective) pain status.

E.g. Klyth has a pain status of 6. All her ability checks, secondary skill checks, and attacks are rolled with a -6 modifier.

Incapacitated creatures are easier to hit (-2 AC modifier), but may defend themselves. **Unconscious** creatures cannot act, and suffer a -8 modifier to their AC, and the GM may allow automatic hits against them.

Thresholds of Pain

The GM decides when a saving throw is appropriate. This may be in the round a creature suffers pain and reaches a pain threshold, or the following round. The GM may require saving throws in consecutive rounds. Medical help and time are of the essence.

Parenthesized saving throw penalties are applied to all saving throws vs. pain.

IT Incapacitation Threshold (save -2): If the *effective pain status* reaches 5, or above the creature must save vs. pain. If the save fails, it will become incapacitated for one round.

UT Unconsciousness Threshold (save -3): If the *eps* reaches 8, or above the creature must save vs. pain, or lose consciousness for 1d6 rounds.

DT Death Threshold (save -5): If the *eps* reaches 13, or above the creature must save vs. death, or die.

Creatures, and characters at the death threshold are no longer allowed to transfer damage hit points to pain.

Optional: Tough Blows

If a creatures takes damage equal to its threshold to incapacitation from a *single attack*, and fails a saving throw vs. pain, it becomes incapacitated for one round.

If a creatures takes damage equal to its threshold to unconsciousness from a *single attack*, and fails a saving throw vs. pain, it becomes unconscious for 1d6 rounds.

If a creature takes damage equal to its threshold to death from a *single attack, or other event (trap, fall, spell)* and fails a saving throw vs. pain, it loses consciousness and dies after 1d6 rounds. Note, that this optional rule sneakily introduces critical hits.

Optional: Alternative Pain Thresholds

These alternative pain thresholds may be used to reflect a creature's toughness by taking into account their hit dice (or experience level for characters).

Alternative Pain Thresholds			
HD	Incapacitation IT	Unconsciousness UT	Death DT
<1	3	5	8
1	5	8	13
2	5	8	14
3	5	9	14
4	6	9	14
5	6	9	15
6	6	10	15
7	7	10	15
8	7	10	16
9	7	11	16
10	8	11	16
11	8	11	17
12	8	12	17
13	9	12	17
14	9	12	18
15	9	13	18
16	10	13	18
17	10	13	19
18	10	14	19
19	11	14	19
20+	11	14	20

Initiative & Pain

Creatures in pain roll initiative with a penalty.

Initiative Penalty	Effective Pain Status
-1	Below IT and above 0
-2	Equal to or higher than IT, below UT
-3	Equal to or higher than UT, below DT
-5	Equal to or higher than DT

E.g. Oghyo with ps 5 has an initiative modifier of -2, attacks with a -5 modifier, and moves at half the normal movement rate.

Movement & Pain

Creatures in pain move at less than their usual movement rate. Incapacitated creatures may crawl slowly.

Movement Rate	Effective Pain Status
Full	0 to -1
3/4	Below IT
1/2	Equal to or higher than IT, below UT
1/4	Equal to or higher than UT, below DT
Crawl	Equal to or higher than DT

Healing, Rest and Duration of Pain

Pain lasts at least one round, and until the creature is healed. Hit points are recovered as per standard rules. For each hp recovered, the GM, or if she allows it, the players decide whether 1 hp is restored, or whether the pain status is reduced by 1. Magical healing restores the pain status first, then lost hit points. The GM may allow saving throws to suppress (some of) the pain later during the game, and quicker restoration of pain, as well.

Wounds, Disease & Pain

Bleeding wounds, diseases, and poisons cause hit point loss over long periods of time. *E.g. 1 hp every other round (1hp/2rds).* These hit points can be transferred to pain. Others worsen the pain status, regardless, or have different effects.

Magic, medicine, meditation & Pain

Mental techniques, certain spells, herbs and drugs may reduce the effects of pain. Some affect the pain status, some only affect the *effective* pain status. Some will grant modifiers to the saving throw vs. pain.

Short-Term Pain

There are a few instances where hit points scored by damage rolls add only temporarily to the (effective) pain status and are restored after a very short period of time regardless of the normal healing rate. This damage is marked by an asterisk*. The GM may assign short temporary pain due to several circumstances, such as shock.

E.g. A character knocks his head against a table after picking up a spoon from the floor. He suffers 1 point of temporary damage that is transferred to temporary pain. The pain lasts one round. He gets up grumbling, cleans the spoon, eats, and burns his tongue with the hot stew. He suffers another 1* point of temporary damage for one round, and gets angry.*

Normally, it is unnecessary to keep track of temporary hit point loss. But if the character trying to eat his soup is attacked the next instance, it just might be... Note, that the effective modifier is basically a normal modifier assigned by the GM due to circumstances in the game world.

A successful saving throw vs. pain in situations where temporary damage is transferred to pain does not change the pain status, nor the effective pain status. The pain simply is ignored.

Regeneration & Pain

Creatures, or characters with the power to regenerate do so at the usual rate; pain status is restored first.

Creatures that regenerate, and can only be destroyed by, for example, fire (like trolls) cannot regenerate fatal damage caused by that which can destroy them, and lose hit points permanently by any such damage. In order to destroy such creature, fatal damage equal to, or greater than their hit point total must be caused.

E.g. a troll (6hd, 35hp,) pain thresholds 6/10/15, saving throw 10. It takes 5 hit points of fire damage. Its hit dice are now 6hd -5. It does not die if it fails a saving throw at the threshold to death, but suffers the penalties of pain. If it takes 35, or more points of fire damage, it is destroyed.

If the **Bad Hair Day** rule is used, then these creatures are destroyed, if they suffer fatal damage equal to, or greater than the potential maximum hit point total.

E.g. a troll has 6 hit dice (d8.) To permanently defeat the troll its opponents must cause (6x8=) 48 points of fire damage. Fatal damage is recorded with the creature's hit dice. Should the troll suffer 7 points of fatal damage he would roll 6d8-7 under the Bad Hair Day rule.

Optional: There is no pain

Pain can be ignored completely for one round, if the creature successfully saves vs. pain with its pain status, or the parenthesized threshold modifier as a modifier (GM decision). At the end of the round the pain status and the effective pain status are worsened by 1.

E.g. Klyth (1 hp; ps 6; st/p: 14) desperately defends against Khrog. She decides to ignore the pain for one round, successfully saves vs. pain -6, draws back from Khrog without a penalty and hides in an old tree. At the end of the round her pain status worsens to 7. She fails her saving throw vs. pain and falls unconscious for 2 rounds. She's fortunate, and Khrog does not find her.

Monsters & Pain

Some monsters do not feel pain (e.g. undead skeletons and zombies) and can only be damaged and destroyed. This means all damage is deducted from their hit points. However, the GM may rule that damage hit points amount to an effective pain status leading to modifiers on attack rolls and such for damaged undead, constructs or similar creatures.

Example: A skeleton with 6 hit points takes 3 points of damage from an attack. It has now 3 hit points left and attacks with a modifier of -3.

Optional: Tiny Hit Point Companion & Pain

Hit points scored by damage rolls may be used to buy a -1 modifier at a 1:1 ratio for the *opponent's* saving throw vs. pain to ensure a painful blow. At least 1 hit point must be used to cause damage to the opponent's pain status. This works with *Pain First!*

E.g. Klyth rolls 5 hit points of damage, allocates 4 for a -4 modifier, and 1 as damage. She flips a hot frying pan in her opponent's face, who must take 1 hit point of pain and save at -4, in order to suppress it.

Creatures and characters may temporarily reduce their effective pain status for 1d4 rounds by spending hit points at a 1:1 ratio.

Optional: Bad Hair Day

Characters and creatures roll their hit dice to generate their hit point total for each session (or chapter, or encounter, depending on your style of play.) Characters who rolled only 1 hp during creation are no longer at a disadvantage. And now even a great 27 HD dragon can have a bad hair day.

Make sure to keep track of the pain status, as the pain will not go away just because hit dice are rolled again the next session or encounter.

Optional: Sneak Attacks & Pain

At the GM's decision creatures and characters that are targets of a sneak attack must either take the pain, or take the pain and suffer an equal hit point loss (one damage roll for both). This takes into account the fatality of sniper attacks, for instance. Thieves apply the usual +4 attack modifier and inflict double damage.

Morale & Pain

Creatures in pain roll morale checks with a penalty. Fearless creatures that feel pain can fail their morale checks. Undead are not affected.

Morale Penalty	Effective Pain Status
-1	Below IT
-2	Equal to or higher than IT, below UT
-3	Equal to or higher than UT, below DT
-5	Equal to or higher than DT

Alternative Morale Checks: Morale checks may be rolled with a d20 (+ Morale score - pain status) against a target based on the ability roll table. Treat hit dice equal to levels. *E.g. a harpy with a pain status of 6 would roll 1d20+7-6 against a target of 16.*

Optional: XP & Pain

Creatures receive experience points for their pain at a 5:1 ratio.

E.g. a character who suffered 12 points of pain during an adventure receives 60 XP.

Example: Keeping Track of the Pain

Klyth is a human cleric who got into a brawl with Khrog, a human fighter. In the first combat round she takes 4 hit points, and fails her saving throw vs. pain. She reduces her hit points by 2, and transfers two damage hit points to pain, so her pain status worsens to 2. She attacks at -1 (AB +1; pain penalty -2), her initiative is 1d6-1, and she moves at $\frac{3}{4}$ of her usual rate.

The next round her attacker scores 1 hit point of damage, and Klyth successfully saves vs. pain. She transfers the 1 hit point of damage to pain, but since her saving throw was successful she can suppress the pain. Thus, her *effective pain status* is still 2 while her *pain status* worsens to 3.

She manages to knock out her opponent. One round after the brawl her effective pain status worsens by 1. She has now 4 hit points left, and a pain status of 3.

Klyth (cleric, human, female)					
	Level 2	Ini 1d6+0	AC 13	AB +1	Save: 10
Round	Hit points	Dmg	Save successful?	Pain Status	EPS
1	6			0	
		4	No		
2	4			2	
		1	Yes		
3	4			3	2

Design Ideas

The **Tiny Companion Series** and **&Pain** are based on the following design ideas.

Changes to the basic game systems are an exercise in thinking, design and testing. They result in a different game, and portrayal of the game world. This is part of the exploration of the game as players and GM learn and master the rules. The given basic rules are evaluated, modified and re-interpreted.

The companion rules emphasize player action by allowing them to make use of hit points as an in-game currency to purchase effects. Hit points scored are never lost, which means, that once a successful attack was rolled the player gets to decide how scored hit points will be used, and what effects will follow. There are no modifiers for special attack maneuvers. Merely the hit point cost for such maneuvers may differ from one another. The GM will set the cost of such effects and maneuvers.

If the player chooses to disarm an opponent, the opponent will be disarmed. In the least, if the GM allows the opponent to defy the player's decision, the opponent will lose the amount of hit points paid for the maneuver, and possibly suffer a penalty when using the hit limb.

&Pain introduces a general concept of modifiers due to pain and damage. Even high-level characters and monsters are prone to pain and resulting penalties. They are thereby forced to act accordingly.

The book-keeping is easy, if the players are familiar with these companion rules. To speed-up play lay out necessary tables (e.g. saving throws) and stat sheets to record pain status, hit points and such.

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