

Tiny Hit Point Companion

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

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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.

Tiny Hit Point Companion

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

The **Tiny Hit Point Companion** presents an interpretation of hit points based on old school mechanics and philosophy. It is designed to be used as a stand-alone expansion, or together with **&Pain**, and the **Tiny Magic Companion**.

Run a few tutorial encounters with your players, and ask them to make notes of new options and maneuvers for their characters. Then decide what rules you want to keep for your game.

With the **Tiny Hit Point Companion** rules characters and creatures use hit points to trigger in-game effects. Hit points may be used to buy general modifiers and effects while hit points scored by damage rolls may be used to purchase modifiers and perform special maneuvers in combat.

Standard hit points and their use is defined from this new perspective as follows: hit points of damage scored against a target can be used to reduce its hit points at a 1:1 ratio.

A monstrous hill-cat is attacking a wanderer and scores 4 hit points of damage. These are subtracted from the wanderer's hit point total of 5; if he can escape the beast, he will do so with 1 hit point left. The wanderer calls himself Limble, by the way.

However, hit point loss has no effect on a creature's health status until its current hit point total drops to 0 or lower, in which case the creature is dead. There are a few instances when a creature's health status is affected directly. These are typically *save or die* situations, in which the character or creature is allowed a saving throw vs. a particular hazard; failing such a saving throw may result in death regardless of the amount of hit points left.

Normal Maneuvers and Standard Actions

The standard procedure for most character actions includes the players declaring their characters' actions, and rolling the dice after which the GM or the players describe the result. In some cases even, no dice rolls are required. It is not necessary to use hit points for normal actions; hit points may be spent to buy modifiers on dice rolls for these actions, though.

Limble decides to run away, while throwing sticks, and stones, and insults at the wild cat. The GM decides, that no die roll (such as an ability check) is required, and that the beast is satisfied with driving the strange intruder out of its territory. It then begins to play with one of the new sticks it just aquired.

Again, hit point loss has no effect on a character's health status. There are no modifiers for lost hit points on any character action. However, GM and players may decide to use reasonable modifiers or constraints on some actions, if hit point loss was suffered as a result of certain injuries.

The monstrous hill-cat, known as Braughel by local hermits, could have injured Limble's leg, in which case running away was not an option. However, the GM decided that Braughel merely wanted to scare the intruding Limble off. Which worked, because Limble's player got the idea.

Attack Roll

It may help the players decide on character actions, if the potentially resulting hit points are rolled first and the attack or success-roll following that.

Otherwise, to speed up dice-rolling *roll 1d20, and 1d6 at once* for each attack in combat. One d20 for the attack roll, and 1d6 for damage. Damage modifiers due to strength, and magic apply.

If the attack roll was successful, apply the damage to the opponent's hit points, or use the generated damage hit points to purchase other effects, or both.

Note that these effects can be chosen after the initial attack roll, as there are no modifiers for special maneuvers on the attack roll. In some cases the defender may resist the effect, in which case he or she suffers the damage value instead.

Why are there no modifiers for special maneuvers on the attack roll? A successful attack roll results in damage inflicted on the target; generally, no maneuver or action should be penalized by modifiers, if the attacker chooses not to inflict damage on the target. Disarming, subduing, and entangling an opponent are special maneuvers that must not be penalized. A hit is a hit, and the player gets to decide how scored hit points are used (GM fiat still applies here).

Be aware, though, that if word gets around that a certain fighter named Winson always attacks first, chops off limbs and asks for directions later, he might be seen as a threat, and regional parties of adventurers, mercenaries and law enforcement just might get together to teach him a lesson using group attacks to force penalties on Winson's attack rolls and armor class.

Difficult maneuvers may cost more hit points, instead of a modifier on the attack roll.

In some case die roll modifiers can be used when multiple maneuvers are to be performed, as explained in **Single and Multiple Attacks**.

Damage Roll

1d6 is used for damage rolls in combat, unless individual weapon damage is preferred. Certain weapons may offer advantages for some maneuvers, and effects.

A whip may be used to entangle, and sweep an opponent off his feet. Or to swing from one balcony to the next, if the building comes with whippable exterior décor. Both are special maneuvers and may be performed after a successful attack roll.

Single and Multiple Attacks

It is assumed that damage is either applied in a single attack, or multiple blows, strikes etc. against **one** opponent.

If attacking multiple targets check a single attack roll against the intended targets. In case of success divide the scored damage (a single roll only) among the targets that have been hit.

Ramblin, the magic-user, attacks three surrounding opponents (AC 13, 13, and 15) with quick strikes of his staff. His attack roll (14) is successful against two of them, and he divides his 3 hit points (d6 damage) this way: 2 hp against the first, 1hp against the second opponent.

If a ranged attack is combined with a melee attack in this manner, use the same attack roll and apply the attack bonuses for ranged and melee attacks accordingly.

Lina fires her short-crossbow at one charging goblin, and then slashes her dagger at he next. Her attack bonus for ranged attacks is +2, for melee it is +3. With an attack roll of 12 she hits the first goblin (AC 13), as well as the second (AC 15). She divides the 1d6 damage roll of 5, so the first goblin suffers 4 points of damage whereas the second suffers only 1 hp.

In case a character attempts multiple maneuvers in a single round, the GM has to decide whether all actions fit into one round, or they carry on into the next. Sometimes multiple maneuvers may require ability checks, or skill checks. The GM may apply modifiers to those checks. In some cases, when attacks are combined with other special maneuvers, a modifier might apply to the attack roll, as well. However, if an attack against an opponent must be penalized, then the amount of hit points the attack can cause can be limited. Remember, that hit points are never lost. In such a case, the attacking character uses the remaining hit points for another maneuver or special action.

Damage Hit Points

Hit points scored by damage rolls after a successful attack may be used in various ways. The attacker chooses whether the attack will cause damage, or whether the hit points will be used for other effects. Maneuvers, special actions, and damage can be combined.

Damage hit points are never lost! Actions, and maneuvers that are purchased with damage hit points, and directly affect the opponent might be canceled, only if the GM allows it, but the opponent will suffer the damage value, instead.

Resisting to get disarmed the player character takes the damage value of the maneuver and reduces his hit point total accordingly.

What if the resulting hit points do not suffice for a planned maneuver? Well, the character may spend some of her own hit points, but cannot use them to cause damage to an opponent. First, read how to use damage hit points, then read on.

Non-lethal Damage

All, or part of the damage may be used as subdual damage against the opponent (see **Basic Fantasy** core rules.) With the Tiny Hit Point Companion rules there is no penalty when attacking with the *flat of the blade*. This is important to make knocking-out and subduing an opponent a reasonable option. The attacker may use the sword's hilt, his fists, his forehead, or any object in reach for the attack. Non-lethal damage and knock-outs can be the result of a special maneuver.

Using the whip to entangle her opponent's legs, Lina sweeps his feet off the floor. He stumbles, knocks his head against the table, and passes out.

Hit point loss due to non-lethal damage results in unconsciousness, if the hit points drop to zero.

Generally, knocking-out an opponent is a result of system-shock due to damage, and as such should be treated as pain (see the **&Pain** companion rules). If the player bumps his head against the table while searching for lost dice or a dropped pizza slice, he will hurt. In some situations, the consequences can be critical, in which case you could call it a critical hit. The above-mentioned player probably will refer to the incident as an unlucky skill fumble, rather than being critically hit by a table.

Special Non-lethal Maneuvers

Players should be encouraged to plan and try out different maneuvers, make notes, and eventually include them in the repertoire for their player characters. The GM will determine the hit point cost.

Ramblin finds himself in a bar brawl. He decides to attack the biggest guy, sweep him off his feet with the quarterstaff, and then show off some fancy stick-fighting moves to impress the rest, and thereby gain a modifier for a reaction roll. The attack is successful, he rolls 4 hp of damage. 2 for the sweep, 1 point of damage, 1 for the forced reaction roll. The GM smiles. So, the big guy falls, his drunken pals giggle, and they make no further attempt to pick on Ramblin. Not for now, anyway.

Force Morale Check and Impress

An attacker may force a morale check on an opponent for 1hp. This maneuver is used to scare opponents away, or at least win some time, and is usually accompanied by war cries, curses, or other clamor.

The morale check may be modified by spending additional damage hit points at a 1:1 ratio. The maximum modifier is equal to the attacker's number of hit dice.

5th level characters may force a -5 modifier on their opponents' morale checks. They'd have to score at least 6 hit points of damage to do this. 1 hit point to force the morale check, and 5 to purchase the -5 modifier.

Instead of intimidating opponents a character may try to impress them. Actions, and maneuvers to impress opponents may be accompanied by witty remarks, or one-liners. Mechanically this works just like forcing morale checks. NPC, and monster reactions can be influenced this way.

Preparing an Attack

A creature may purchase an attack modifier for its next attack. The damage hit points are used to purchase the modifier at a 1:1 ratio.

Klyth successfully attacks her opponent in the bar brawl, scores 4 points of damage, applies 2 directly as damage, and uses 2 to purchase a +2 modifier for her next attack.

Disarming an Opponent

An attacker may disarm an opponent on a successful attack. The suggested cost for this maneuver is 2 hit points. The same maneuver is used to knock items out of an opponent's grasp, or kick items out of an opponent's reach.

E.g. an opponent is carrying a healing potion that he is about to drink, but Ramblin has won the initiative. He successfully attacks, scores 4 points of damage, and chooses to knock the potion out of his opponent's hand (2hp), and forces a morale check with a -1 modifier (2hp.)

Damage Equipment

An attacker may choose to damage equipment. The targeted equipment can be near his opponent, or carried, or worn by the opponent. In any case it must be in reach of the attacker. Ranged attacks are possible. Trick shots, such as cutting an opponent's belt or beard are possible, too.

Modify Rolls for Friendly Maneuvers

An attacker may choose to purchase a modifier for friendly maneuvers for one round (or action, depending on the circumstances, and the GM's decision) at a 1:1 ratio.

Oghyo, the thief, is hiding in the shadows, and throwing rocks against the party's opponents, thereby distracting them. He successfully attacks, scores 2 hit points, and purchases an attack modifier of +2 for his side against the distracted opponents.

Modify Rolls of an Opponent

An attacker may choose to purchase a modifier for an opponent's action for one round at a 1:1 ratio.

Ramblin uses his staff to ward off an opponent that tries to attack Klyth in a bar brawl. He successfully attacks, scores 4 points of damage, and purchases a -4 modifier for the opponent's next attack roll, effectively hindering him. The opponent may notice the skill of Ramblin and change his tactics.

Defend

If a creature chooses to defend, it purchases a modifier to its armor class against the next successful attack at a 1:1 ratio. All hit points scored by the damage roll may be used for the defense.

Klyth uses fists, feet, and a broken chair in the bar brawl to defend herself. She successfully attacks her opponent, and scores 6 hit points of damage. She uses one for a forced morale check and 5 to defend against the next attack. She really is not in the mood for a bar brawl and wants to eat her soup alone and without being bothered.

Since hit points spent on maneuvers cannot be lost, what happens, if the defending character is not successfully attacked within this round, and the next?

The opponent is not distracted, attacks and misses his next attack on Klyth, so she teaches him a lesson and slams her elbow into his belly. A non-lethal attack, and he goes down.

Is it really that simple? Yes, it is about decisions.

Optional: Defend without Attacking

A creature may choose to defend against any one next attack, if its attack roll against AC 11 was successful. Damage hit points are rolled normally and are used to purchase the AC modifier. The GM may allow this action

to be taken at the beginning of a round, if the character has not been surprised. The character cannot attack normally (with a full attack) in the same round; however, the GM may allow to combine this with the rule on attacking multiple targets.

Oghyo picks up a branch to defend himself, successfully attacks against AC 11, and scores (1d6) 2 hit points of damage which he uses as a +2 AC modifier against the next attack.

This rule may open up the game to a general mechanic of rolling against a target number and scoring a number of hit points that can be used to purchase a variety of effects.

When this option is used, remember how multiple attacks against one or more opponents are resolved.

Limble wins the initiative in this fight against the two ruffians (AC 14). His damage roll is 5, and his attack roll is 14, so he decides to prepare against the first attack of the ruffians and buys a +2 modifier for his AC, and performs some fierce quarterstaff tricks to drive them off. This forces a morale check with a -2 modifier (1 hp for the morale check, and 2 hp for the modifier). One of the ruffians fails the test, and he backs off. The second one attacks Limble against the modified AC, and misses. He then slowly backs away while making up unintelligible insults.

Magic Items

Some magic weapons deal extra damage, or special damage. Some allow extra damage points only to be used for certain actions.

A Whip of Gnarly Entanglement +1 adds a +1 modifier to the wielder's attack roll, but the +1 damage modifier can only be used for the magic entanglement effect (1hp).

Quite a few magic items have special properties that may be used in combat for special maneuvers, yet do not directly cause damage the opponent's hit points.

Favorite Weapon

Characters may pick a favorite weapon with which they yield one additional hit point per successful attack that can be spent only for non-damage effects. Characters must grow accustomed to the weapon over a period of time set by the GM.

Weapon Restrictions

If a weapon is not allowed due to class restrictions, but the character needs to pick up a weapon and defend himself, then the damage roll is halved, rounded down, with a minimum of 1 hp. This generates less damage hit points, representing the lack in skill with that type of weapon. Furthermore, the GM may choose to neglect the penalty for attacking with restricted weapons.

If the attack roll comes up 20, do not halve the damage, because a lucky shot is a lucky shot.

Optional: Bad Hair Day Rule

This is an approach of a dynamic hit point total. 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 its bad hair day.

It may be a little tricky to track hit points for wounded or diseased characters. It is suggested to record the hit point loss, as well as the current total. In case of a new bad hair day, that is, next session, or chapter, deduct the loss from the newly generated hit points. This can lead to the character's death. The GM may allow a saving throw vs. death to leave the character with 1 hp. Alternatively, the characters start the new bad hair day with a minimum of 1 hit point.

Optional: Damage & Pain

The **&Pain** supplement is an expansion of the Tiny Companion series and introduces the pain status of a creature which modifies its attack and ability rolls. This is to reflect hurt and pain from wounds and disease.

When both **&Pain** and the **Tiny Hit Point Companion** are used, then hit points scored by damage rolls may be used to cause pain, and force a modifier for the *opponent's* saving throw vs. pain at a 1:1 ratio. At least 1 hit point must be used to cause damage to the opponent. So, this action can only be used with a minimum damage roll of 2hp.

The resulting damage must be transferred to pain, and the purchased modifier applies to the saving throw vs. pain. (If the GM allows it, the target may choose to take the full damage value instead and must subtract the damage from its hit point total.)

Klyth rolls 5 hit points of damage, allocates 3 hp for a -3 modifier on the target's saving throw, and 2 as damage. Her opponent must take 2 points of pain, and save vs. pain at -3, in order to suppress it. If he fails the save his (effective) pain status worsens by 2. If he succeeds his effective pain status remains as it were, but the pain status worsens by 2. He will feel the pain later on, though.

Alternatively, he may take the full 5 hit points of damage to his hit points, if the GM allows it.

Damage and modifier can be tied, so that 2 hp purchase 1 point of pain with a -1 modifier, 4 hp purchase 2 points of pain with a -2 modifier, and 6 points of pain purchase 3 points of pain with a -3 modifier. Any remaining hit points from a damage roll may be used for normal damage, or to purchase other effects.

Why no class or character specific maneuvers

Players who want to embellish their characters by giving them iconic combat maneuvers will have to come up with these maneuvers during the game. The GM may allow a slightly reduced hit point costs after a while. Otherwise, the purpose of this rules supplement is to allow for dynamic and improvised maneuvers. Any character can perform special maneuvers.

Creature & Character Hit Points

Creatures, and characters may use their hit points generated by hit dice for certain effects. Game masters, and players should come up with their own ideas, and keep track of hit point costs. Hit points may be used to better the chances of dice rolls or perform risky, heroic or entertaining maneuvers. The GM sets the limit of modifiers.

Hit points spent on any of these special effects heal normally.

Modify Rolls

Creatures may spend hit points to add modifiers to dice rolls such as ability checks, saving throws etc. The ratio is 1:1.

Lyende could buy a +2 modifier on her saving throw vs. spells for 2 hit points.

Boost Initiative

Hit points can be used to boost initiative rolls with a modifier at a 1:1 ratio.

A creature may spend 1 hp to boost its initiative on the next roll with a +1 modifier.

Boost Armor Class

Creatures may spend hit points to boost their armor class for one round at a 1:1 ratio against all attacks. This must be announced before the attacks, but not necessarily at the beginning of the round.

Ramblin (AC 11) may spend 2hp to boost his AC to 13 for the remainder of the round.

Other Effects and Special Maneuvers

Creatures may spend hit points to perform special maneuvers. The players describe the maneuver, and the GM determines the hp cost.

Combat maneuvers are usually purchased with damage hit points scored by damage rolls after a successful attack roll. In such cases, when the hit points scored by an attacker do not suffice for a planned maneuver the character's hit points may be used as a supplement to the hit points. However, they cannot be used to boost the damage against an opponent's hit points.

Spellcasting with Hit Points

Rules for using hit points to cast magic spells are fully described in the **Tiny Magic Companion**. The formula for hit point magic is: spell cost (hp) = spell level x 2.

Permanent Hit Point Loss

Some actions may come at greater cost, so that characters will have to permanently deduct from their hit point total. In such cases the hit point loss is recorded along with the creature's hit dice. This is especially important when using the optional **Bad Hair Day** rule.

A level 3 cleric has permanently lost 2 hit points that are deducted from the hit point total. The hit dice are now recorded as 3d6-2.

On rare occasions permanent hit point loss can be devised to boost the damage rolls against an opponent. Something which is normally not allowed. The GM will have to decide this, and the GM is advised against using this for NPCs, or monsters against the player characters. The exception being for special villains in a long campaign.

Raising Ability Scores

When attaining a new experience level characters may choose to raise their ability scores by permanently spending hit points. The GM will have the final say on how far the scores may be raised from one level to the next, and if more than one score may be raised. There should be a reason for the change, such as hard training, heroic deeds, or special experiences.

The cost is 1hp per ability point, if the target score is up to 12; 2 for target scores of 13 to 15; 3 for target scores of 16 to 17; and 4 for a target score of 18.

Lyende reaches her 2nd level as a thief and rolls for additional hit points. She gets a result of 4. She chooses to spend 2hp to raise her Charisma score from 12 to 13. And records her hit dice as 2d4-2.

Optional: Damage & Pain

A creature may (or must) transfer received damage hit points to pain instead of subtracting them from its hit point total. The resulting pain is recorded, and the number used as a penalty on attack rolls, and other checks. Movement rate, morale check, and initiative are influenced by pain, too. See the **&Pain** companion expansion for a complete explanation of pain, and its effects in the game.

If the GM so allows, effects, or special maneuvers may be purchased with pain instead of hit points.

In order to boost her initiative, Klyth, with only 1 hp left, takes 2 points of pain (which is added to her pain status): She sprains her ankle while rushing into action, but is a little quicker (+2) this round, and manages to knock out her opponent and flee.

Health and Critical Hits

Within the scope of normal characters and their hit point totals typically ranging from 1 to 6 most hits can be categorized as critical. However, there is a simple and effective method of handling critical hits in Basic Fantasy and other old school games. Namely, **save or die**.

In some instances a creature is in such fatal danger that it either survives by sheer luck or dies. This is generally resolved by a **saving throw vs. death**. The creature's hit points, or pain status are not taken into account. In fact, in this instance they are circumvented and the creature's health status is affected directly. In a similar fashion saving throws may be used to resolve situations in which characters could lose consciousness, limbs, and sanity.

Tiny Hit Point Companion

A few successful special monster attacks lead to save or die situations, as do some poisons, fatal traps and accidents. In combat some hits may be resolved that way. The flawed scale armor of a dragon can be pierced by a fierce arrow. However, this is a story element as well, and

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the characters must acquire the knowledge of the flaw, first. The challenge could be to come up with a strategy to get a clear shot – remember, that allies in combat can help modify the attack roll.

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