

# &Pain

## A Basic Fantasy RPG Supplement

Release 4

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Basic Fantasy Website: [basicfantasy.org](http://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

## &Pain

The easy-to-use companion expansion for Basic Fantasy, and other old school role playing games.

### No critical hits, just pain.

*&Pain* introduces what had been left out in the first place.

### Standard Use of Hit Points

There are two types of standard hit points: A creature's hit points generated by its hit dice, and hit points of damage scored against a creature (e.g. by rolling 1d6 after a successful attack in combat.)

Hit point loss has no consequence until the current hit point total drops to 0, in which case the creature is dead.

### Hit Points as Currency

*&Pain* is based on the **Tiny Hit Point Companion** which uses hit points to buy in-game effects in addition to standard hit point use (That is, reduce a creature's hit points by applying damage hit points at a 1:1 ratio.)

*&Pain* allows hit points of damage to be transferred to pain, instead of reducing a creature's hit points. **Damage hit points can always be transferred to pain.**

According to the **Tiny Hit Point Companion** a creature's hit points may be used to buy modifiers (e.g. save vs. death +2) while hit points scored by damage rolls may be used to purchase modifiers (e.g. +1 to hit on following attack), and perform special maneuvers (e.g. disarm an opponent.) **Standard rules for subduing damage no longer apply.**



### Health Status & Pain

A creature's health status is either alive or dead. At 0 hit points it is dead, at 1 or more hit points it is alive. If it's alive it can be in pain, and will be, eventually. Whether it has 1 or 12 hit points has no effect on the pain status. Hit point loss has no consequence. *Pain does...*

### Pain Status

The *pain status (ps)* is either 0, or above. The *pain status* is used as a penalty, so *ps 1* means a -1 modifier on attack rolls. Sometimes a creature takes an injury, but can suppress the pain for a while (if it successfully saved vs. pain.) In these cases keep track of the *pain status (ps)*, and the *effective pain status (eps)* separately.

The *effective pain status* may be lower than the *pain status*, because of successful saving throws during combat. However, after the encounter, the *eps* will worsen by 1 each round until it is equal to the *pain status*. Saving throws may be required if pain thresholds are reached.

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* is 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*.

In this sense no critical hits are introduced by this companion expansion, since they are already there.

**What you need**

Use scrap paper & pencil to keep track of hit points, and *pain status* for characters & creatures. An extra d20 of a bright color. This allows for easy-to-read combat results.

**Attack Roll**

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 (\* or different weapon damage.) Damage modifiers due to strength, and magic apply. Record attack rolls, saving throws, and damage rolls, as well as the (*effective*) *pain status*.

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 added to the pain status, but not to the effective pain status, and both are recorded separately.

**Save vs. Pain**

For saving throws vs. pain use the *vs. death, and poison* column.

Alternatively, the saving throw *vs. paralyzation* may be used. The GM decides which saving throw will be used in the game.

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.

**GM's Optional Save or Pain**

These options are meant for any monsters, and non-player characters. They may be used for player characters, too, if the GM so decides.

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.

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, if at least 2 points of damage were scored, and may deduct the remaining points from their

hit points. If only 1 hp of damage was scored it may be deducted from the creature's hit points, or transferred to pain.

\*) 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 secondary saving throw.

Version I can be used for standard monsters, and random encounters. Version II can be used for more important monsters, and non-player characters.

If this optional rule is used for player characters make sure to talk about it with your players, because it changes the lethality of combat encounters significantly.

**Effects of Pain**

A creature in pain suffers 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 modifier.) Unconscious creatures suffer a -8 modifier to their AC, although the GM may allow automatic hits.

Saving throws are usually not affected by the pain status; although the GM may apply the parenthesized penalties when creatures reach the thresholds of pain.

**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 optional, and are only applied to 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.

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**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: 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	<b>14</b>
3	5	<b>9</b>	14
4	<b>6</b>	9	14
5	6	9	<b>15</b>
6	6	<b>10</b>	15
7	<b>7</b>	10	15
8	7	10	<b>16</b>
9	7	<b>11</b>	16
10	<b>8</b>	11	16
11	8	11	<b>17</b>
12	8	<b>12</b>	17
13	<b>9</b>	12	17
14	9	12	<b>18</b>
15	9	<b>13</b>	18
16	<b>10</b>	13	18
17	10	13	<b>19</b>
18	10	<b>14</b>	19
19	11	14	19
20	<b>11</b>	14	<b>20</b>

**Optional: Tough Blows**

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

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

**Optional: Certain Death** 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 dies immediately.

**Initiative & Pain**

Creatures in pain roll initiative with a penalty.

Initiative 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

*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.

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

\*Incapacitated creatures may crawl slowly.

**Duration of Pain**

Pain lasts at least one round, and until the creature is healed.

There are a few instances where hit points scored by damage rolls only temporarily add to the (effective) pain status, the pain status is restored after a short period of time regardless of normal healing rate. This is marked by an asterisk\*.

*E.g. A character knocks his head against table after picking up a spoon from the floor. He suffers 1d4\* points of temporary damage that are transferred to temporary pain. The pain lasts one round. He gets up grumbling, cleans the spoon, eats, and burns his tongue with the seaming hot stew. He suffers another 1d4\* points of temporary damage for one round, and gets angry.*

A note for GMs: normally it will not be necessary 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...

Remember, that even temporary damage hit points may be transferred to pain.

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.

### 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.

### Healing, Rest & Pain

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.*

### 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.*

### Optional: There is no pain

Pain can be ignored completely for one round, if the creature successfully saves vs. pain with its pain status (not its effective pain status) as a penalty. At the end of the round the pain status is 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, and attacks Khrog without a penalty. At the end of the round her pain status worsens to 7.*

### Optional: Hit Points as Currency & 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. At least 1 hit point must be used to cause damage to the opponent.

*E.g. Klyth rolls 5 hit points of damage, allocates 3 for a -3 modifier, and 2 as damage. Her opponent will either have to take 2 hit points of damage, or transfer them to pain, and save at -3, in order to suppress it.*

### 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.

### Monsters & Pain

Some monsters do not feel pain (e.g. undead skeletons.) They cannot be hurt, only damaged and destroyed. This means all damage is deducted from their hit points.

### 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 maximum hit point total must be caused.

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*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.*

## 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.*

## Magic, medicine & Pain

Certain spells, herbs and drugs, and mental techniques may reduce the effects of pain, although they will not reduce the damage taken. They only affect the *effective* pain status. Some magic will grant modifiers to the saving throw vs. pain.

## A BASIC FANTASY SUPPLEMENT

### 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

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