



The Sleeping Imperium

A far future, science-fantasy setting for the d20 System, created by Kenneth S. Hood.

No Hit Points Combat Rules

Variant Rules for Use with the Grim-n-Gritty Hit Point and Combat Rules

Version 1.0

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No Hit Points Variant Rules

What is this?

This document is a rather long set of variant rules that can be applied to the Grim-n-Gritty Hit Point and Combat Rules to provide Hit Point free combat mechanics. Characters do not have Hit Points. Instead of causing points of damage, weapons inflict wound conditions. These wound conditions hinder a character or creature's performance, eventually resulting in death.

Resilience

In this variant system, every character has a trait known as Resilience. Resilience measures your overall toughness and ability to resist serious injury.

Your Resilience score equals your Constitution modifier + Fortitude save bonus + size modifier + class/type modifier. Size modifiers are found in table VR-1. Table VR-2 shows class/type modifiers. (Note: you get the *best* modifier for your class or creature type. You do not stack modifiers.)

Table VR-1: Size Modifier to Resilience

Size	Modifier
Fine	-32
Diminutive	-16
Tiny	-8
Small	-4
Medium-size	+0
Large	+4
Huge	+8
Gargantuan	+16
Colossal	+32

Table VR-2: Class/Type Modifier to Resilience

Modifier	Monster Type
+6	Construct, Ooze, Undead
+3	Barbarian, Dragon
+2	Fighter, Magical Beast
+1	Aberration, Beast, Cleric, Druid, Monk, Monstrous Humanoid, Outsider, Paladin, Ranger
+0	Animal, Bard, Construct, Elemental, Fey, Giant Humanoid, Ooze, Plant, Shapechanger, Rogue, Vermin, Undead, Wizard

Example: Targ is a human, 11th level Barbarian with a Constitution of 19. His class gives him a +3 bonus to Resilience. He is medium size, so he gains no size bonus. His Constitution modifier is +4. His Fortitude save bonus is +7. He also has the Great Fortitude feat, adding +2 to his Fortitude. His Resilience is . . .

$$7 (\text{Fort}) + 2 (\text{feat}) + 3 (\text{class}) + 4 (\text{Con}) + 0 (\text{size}) = +16$$

He has a Resilience of +16.

Example: A great wyrm red dragon has a Fortitude save of +32 (including Con modifier), a size modifier of +32, and a type modifier of +3. Its Resilience is . . .

$$32 (\text{Fort \& Con}) + 32 (\text{size}) + 3 (\text{type}) = +67$$

The dragon has a Resilience of +67.

Example: Korf is an ogre/3rd level fighter. As an ogre, she has a base Fortitude of +6 (including Con modifier). As a fighter, she gains another +3 to Fortitude. Her giant type gives her no bonus, but her fighter class affords a bonus of +2; she uses the +2. Her size of large gives a +4 modifier. Her Resilience is . . .

$$9 (\text{Fort \& Con}) + 4 (\text{size}) + 2 (\text{class}) = +15$$

The ogre-fighter has a Resilience of +15.

Damage Rating

In the "no hit points" variant rule, you do not roll damage dice for weapons, offensive spells, acid, and the like. Instead, you have a fixed number that rates the damage inflicted by the attack or effect. This number is called a Damage Rating.

Standard Effects: For standard weapons, such as a long sword or claw, the base Damage Rating equals the *maximum* damage of the weapon. Added to this are any damage modifiers for Strength, enhancement bonuses, Weapon Specialization, and the like.

On a critical hit, the weapon's damage rating is multiplied by its critical multiplier.

Other Effects: Magical attacks, breath weapons, acid, falling, psionic attacks, fire, cold, and other non-weapon attacks figure their Damage Rating differently from melee and ranged weapons. A modifier from table VR-3 multiplies the damage dice of the attack. This modifier is based on the die type of the attack's damage dice.

If the effect permits a critical hit, the damage of the effect is multiplied by its critical multiplier.

Table VR-3: Other Effects Damage Multiplier

Die Type	Multiplier
d4	x3
d6	x4
d8	x5
d10	x6
d12	x7
d20	x11

Example: Targ wields a +2 great ax (1d12+2 damage). He has a Strength bonus of +3 to damage. His damage rating with the great ax is . . .

$$12 (\text{max. of } 1d12) + 2 (\text{enhancement}) + 3 (\text{Strength}) = +17.$$

The ax has a critical multiplier of x3. If Targ inflicts a critical hit, his Damage Rating of 17 is multiplied by x3, giving him 51.

Example: A great wyrm red dragon can bite for 4d8 damage and claw for 4d6. Its Strength bonus adds +17 to damage. The Damage Rating for the bite is . . .

$$32 (\text{max. of } 4d8) + 17 (\text{Strength}) = +49.$$

The Damage Rating for the claws are . . .

$$24 (\text{max. of } 4d6) + 17 (\text{Strength}) = +41.$$

The breath weapon of the dragon is not a standard melee or ranged attack. Its damage is figured using the "Other Effects"

rule. Its breath weapon normally inflicts 24d10 damage. Table VR-3 shows that d10 has a multiplier of x5. The damage rating for the breath weapon is . . .

$$24 \text{ (total dice)} \times 6 \text{ (die type multiplier)} = +144.$$

Example: A magic missile normally inflicts 1d4+1 damage. Since it is not a standard melee or ranged attack, its Damage Rating is determined using the “Other Effects” rules. It has one die of damage. Its die type is d4, providing a multiplier of x2 on table VR-3. Its damage rating is . . .

$$1 \text{ (total dice)} \times 3 \text{ (die type multiplier)} + 1 = +4.$$

Example: A fall from 100’ normally inflicts 10d6 damage. The damage for this is figured as an “Other Effect,” getting a multiplier of x3 from table VR-3. The damage rating of a 100’ fall is . . .

$$10 \text{ (total dice)} \times 4 \text{ (die type modifier)} = +40.$$

The Damage Roll

When a character is hit by an attack in the No Hit Points variant rules, the following steps take place.

Step 0 – Apply Effect of Critical Hit: If a Critical Hit is scored by the attacker, multiply the attack’s Damage Rating by the attack’s critical multiplier.

Step 1 – Perform any Saving Throws: If the attack permits a saving throw to halve, reduce, or ignore damage, the defender performs this save. The Damage Rating of the attack is reduced accordingly.

For example, a *fireball* with a Damage Rating of 40 would be reduced to Damage Rating 20 if the victim made a successful Reflex saving throw.

Step 2 – Apply Damage Reduction/Energy Resistance: If the defender possesses damage reduction or energy resistance that applies against the attack, those points of reduction/resistance are subtracted from the attack’s Damage Rating. If the attack’s Damage Rating is reduced to zero or less, the attack inflicts no damage, not even a Graze.

Step 3 – Apply Penetration: If the attacker has a weapon with Penetration, subtract that weapon’s Penetration score from the defender’s Universal Resistance. If the defender’s Universal Resistance is reduced to zero or less, ignore the defender’s UR.

Step 4 – Perform Damage Roll: The attacker rolls 1d20 and adds whatever remains of the weapon’s Damage Rating after steps 1 and 2. The defender rolls 1d20, adds Resilience, and adds whatever remains of Universal Resistance after step 3. The attacker subtracts the result of the defender’s roll from his roll. The remainder is compared to Table VR-2 to

determine the Wound inflicted on the defender. Find the size of the defender and the result of the damage roll to determine the wound inflicted.

The formula for the damage roll is . . .

$$\begin{aligned} & \text{Attacker's 1d20} \\ & + \text{Attacker's remaining Damage Rating} \\ & - \text{Defender's 1d20} \\ & - \text{Defender's Resilience} \\ & - \text{Defender's remaining Universal Resistance} \\ & \hline & = \text{Wound Result on Table VR-2} \end{aligned}$$

Defender Rolls a Natural ‘20’: If the defender rolls a natural ‘20’ on the Damage Roll, then no matter how great the final result, the defender can suffer no worse than a Light Wound.

Attacker Rolls a Natural ‘20’: If the attacker rolls a natural ‘20’ on the Damage Roll, then even if the result is negative, he inflicts no less than a Light Wound to his target.

Both Roll a Natural ‘20’: The defender can suffer no worse than a Light Wound. The attacker gains no benefit.

Example: Targ attacks Korf with his great ax and hits. Targ’s Damage Rating is +17. Korf has a Resilience of +15 and Universal Resistance 9 (+4 from armor, +5 from natural armor).

No critical hit occurred, so Step 0 is skipped. A melee attack permits no saving throw, so Step 1 is skipped. Step 2 is skipped because Targ’s great ax has no Penetration.

Targ rolls 1d20 and gets 15. Adding his Damage Rating of 17, his damage result is 32.

Korf rolls 1d20 and gets a disappointing 5. She adds +15 for Resilience and +9 for Universal Resistance, for a final result of 29.

32 (Targ) – 29 (Korf) = 3. Comparing ‘3’ to Table VR-2, Large to Huge, we see that Targ has inflicted a Light Wound on Korf.

Example: A great wyrm red dragon breathes fire on Targ. The breath weapon’s Damage Rating is 144. Korf is wearing a chain mail shirt (UR 4) and has a Resilience of +16.

There is no critical hit for Breath Weapons. Skip Step 0.

Targ does get a Reflex saving throw, so we perform Step 1. Unfortunately, he fails the save, so it has no effect.

Targ is wearing a *Ring of Fire Resistance* that gives him 10 points of energy resistance against fire. We perform step 2. The 10 points is subtracted from the breath weapon’s Damage

Table VR-2: Wound Result of Opposed Damage Roll by Defender’s Size

Fine to Tiny	Small to Medium	Large to Huge	Colossal	Gargantuan	Wound
0 or less	0 or less	0 or less	0 or less	0 or less	Graze
1 to 3	1 to 5	1 to 8	1 to 12	1 to 20	Light
4 to 6	6 to 10	9 to 16	13 to 24	21 to 40	Medium
7 to 9	11 to 15	17 to 24	25 to 36	41 to 60	Heavy
10 to 12	16 to 20	25 to 32	37 to 48	61 to 80	Mortal
13+	21+	33+	49+	81+	Instant Death

Find the column that represents the Defender’s size, then find the row that equals the Damage Result. This gives the Wound inflicted on the Defender.

Rating of 144, reducing it to 134.

The breath weapon has no Penetration. Skip step 3.

The dragon rolls 1d20, and gets a 4. This is added to 134 for a result of 138.

Targ rolls 1d20 – and lucks out with a natural ‘20’! Adding his Resilience of +16 and UR +4, this gives him a result of 40. 138 (dragon) – 40 (Targ) = 98.

Comparing 98 to Table VR-2, column Small to Medium, we get a result of Instant Death. However, since Targ rolled a natural ‘20,’ the worst injury he can suffer is a Light Wound.

He walks away from the attack, seriously considering a new life in the priesthood.

Effects of Wounds

When a character suffers a Wound, he may incur a negative penalty to his rolls. The penalties for different Wounds do not stack. Instead, the character suffers the penalty for the *worst* Wound he possesses.

For example, a character with 5 Grazes, a Light Wound, and a Heavy Wound suffers the penalty for only the Heavy Wound.

Graze: A Graze has no effect on a character. The attack only causes a minor scratch or bruise. It may be sensitive to the touch, but little else.

Light Wound: A Light Wound imposes a –2 penalty to all attack, initiative, skill, ability, and saving throw rolls performed by a character. Casting spells, activating psionics, or the use of any ability that requires concentration necessitates a Concentration skill check against DC 10 until the wound is healed.

Medium Wound: A Medium Wound imposes a –4 penalty to all attack, initiative, skill, ability, and saving throw rolls performed by a character. Casting spells, activating psionics, or the use of any ability that requires concentration necessitates a Concentration skill check against DC 15 until the wound is healed.

Heavy Wound: A Heavy Wound imposes a –6 penalty to all attack, initiative, skill, ability, and saving throw rolls performed by a character. Also, the character cannot run or charge. Casting spells, activating psionics, or the use of any ability that requires concentration necessitates a Concentration skill check against DC 20 until the wound is healed.

Mortal Wound: The character is unconscious and near death. He will die in 4d6 minutes unless he receives first aid, per the Heal skill.

Each minute, the character has a percentage chance equal to his Constitution score to *stabilize* his condition. A stabilized character is unconscious until the Mortal Wound is healed.

Instant Death: The character is dead.

Stacking Wounds

Two Wounds of the same type “stack” and become a Wound of the next worse degree.

Grazes do *not* stack, though the referee may determine that a large number of them will eventually result in a Light Wound. Circumstance and logic should dictate this.

Example: Targ has a Light Wound. He is struck in battle and suffers another Light Wound. The two Light Wounds stack. Targ now has a single Medium Wound.

Example: Korf has a Light Wound, a Medium Wound, and a Heavy Wound. She suffers another Light Wound in battle. The two Light Wounds stack, becoming a Medium Wound. The two Medium Wounds stack, becoming a Heavy Wound. The two Heavy Wounds stack, and Korf now has a single Mortal Wound. She collapses.

Next round, a scalawag gives her unconscious body a good poke with a knife, inflicting a Light Wound. She now has a Light Wound and a Mortal Wound.

Bleeding

If a slashing weapon inflicts a Light or worse Wound, the target begins bleeding, per the rules on page 9. Any other type of attack that inflicts a Medium or worse also causes bleeding.

Subdual Damage

If a subdual attack causes a Mortal Wound result or stacks with normal damage to cause a Mortal Wound, the character is *staggered*. If it causes Instant Death or stacks with normal damage to cause Instant Death, the character is unconscious until the subdual damage is healed.

Subdual damage is healed after twenty or so minutes of rest.

Healing

Natural Healing: It takes two months of rest for a character to recover from a Mortal Wound. At the end of two months, the Mortal Wound becomes a Heavy Wound.

It takes one month of rest for a character to recover from a Heavy Wound. At the end of this time, the Heavy Wound becomes a Medium Wound.

It takes two weeks of rest for a character to recover from a Medium Wound. At the end of this time, the Medium Wound becomes a Light Wound.

It takes one week of rest for a character to recover from a Light Wound. At the end of this time, the Light Wound becomes a Graze.

A Graze is healed after a day of rest.

All told it takes three months, three weeks, and a day for a character that has suffered a Mortal Wound to recover completely.

Long term care by someone with the Heal skill will double the character’s rate of recovery.

Magical Healing: For magical healing, multiply the number of dice normally healed by the effect by the multiplier based on die size in table VR-2. This is the effect’s Heal Rating.

The healer rolls 1d20 + Heal Rating. The patient rolls 1d20 + Fortitude. Subtract the patient’s result from the healer’s result and compare it to table VR-3 for the degree of healing.

Table VR-2: Healing Result

Result of Healing Roll	Healing
0 or less	No Effect
1 to 5	+1 step
6 to 10	+2 steps
15 to 20	+3 steps
21 to 25	+4 steps

The result is the degree of steps the patient's *worst* wound is reduced.

For example, a healing result of +4 would reduce a Mortal Wound by four steps, from Mortal to Heavy to Medium to Light to Graze. It would cure a Heavy, Medium, or Light Wound completely.

Fast Healing and Regeneration: The severity of the creature's Wounds decrease by one step every minute (six rounds).

Versions

1.0 – Original document.

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