

Ability Construction Set

HAT, or *HP - AC - TWENTY SIDED*, is a roleplaying game that shares three basic concepts with D&D but diverges from there. The three concepts kept from D&D are obvious from the title: HP, AC, and the D20 roll. However, each is expanded in scope. One of the goals of HAT is to create a game that embraces a more narrative and situation driven feel, while maintaining support for classic D&D modules. This is the first version on these rules, known affectionately by the author as the Bowler edition.

This page explains the basics on how to manage creating new Ability traits inside the HAT system. In order to do so, you need to already understand the basic [terms](#).

Basic Model for Construction

An Ability trait should conform to the basic model as so, but does not have to:

- Offer one attractive [Adjective](#) and one minor [Clause](#).
- Offer one attractive special rule.
- Offer one limited [Adjective](#) and one major [Clause](#) or two minor Clauses.
- Offer two limited [Adjectives](#).
- Offer two minor [Clauses](#).

In addition, you can trade a minor Clause for a modifier increase of +2. So an Ability could offer an attractive adjective and a +2 to STR or an Additional like Trick or such.

What is an attractive Adjective? That is one that has a wide scope (for an Ability), like “all combat actions” or “all social interactions” and so on. A limited adjective has a more narrow application, like “when attacking with a weapon”, or “trying to charm a woman”.

A minor Clause is either costly and powerful, or cheap but weak. A minor Clause may say: “Pay 3 HP to make a single additional attack with a weapon in a round” which is costly but powerful. It could also say: “Pay 1 AC to add the Adjective 'Bullrush' to an attack while in battle.” which is cheap but weak. What is weak and powerful here, cheap and costly, is up to the GM.

A major Clause is cheap and powerful, or free but moderate. To revise the above Clause, it could say: “Pay 1 HP to make a single additional attack with a weapon in a round” which is cheap and powerful. A free but moderate strength Clause could be like so “Earn +1 HP on HP drafts when injured in battle.” It has a condition, but has no genuine cost so its free and has a moderate effect.

A attractive special rule is something really neat that is powerful in the game mechanics and has reasonable scope in effect. One such ability might be: “Pay 1 HP to make a second maneuver after a successful maneuver at a cumulative -5 modifier.” These are really quite interesting things, and there isn't a limit, its just up to the GM. Players should look at the abilities in *Creating Adventurers* for inspiration.

Extensions to the Basic Model

Here are ideas to expand on the Basic Model with more choices, but these aren't things that are a given. Each would have to be approved by the GM of the HAT game in specific.

- Trade a Major Clause for a limited use [Usurp](#). In this case the clause is traded in for a Usurp that has quite limited application.
- Trade an attractive Adjective for a Story Exploit. In this case you drop the attractive Adjective and pick up the ability to introduce a Story Exploit at a set XP cost.
- Trade a Major Clause for a Limited Special Rule. In this case you trade off the Major Clause and pick up a limited special rule, like a special rule but without the wide scope.

These extensions can be seen in some of the Abilities given in the rules, which is why they are listed here, even if the GM must approve their use.

Known Minor Clauses

- Pay 1 HP to add one level to <narrow type> actions/outcomes.
- Pay 1 HP to apply <modifier source> in addition to <modifier source> rolls.
- May spend their minor action to recover 2 HP.
- For the price of 1 AC they may add <Adjective> to any one defense.

Known Major Clauses

- ?

Known Attractive Adjectives

- ?

Known Limited Adjectives

- ?

Known Attractive Special Rules

- ?

Known Limited Special Rules

- ?

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