2025/10/28 18:54 1/1 Weapons and Armor

## **Weapons and Armor**

**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.

This page explains a system for weapons and armor in HAT. Its only one of a few, but it is the default one unless you select an alternate.

## **Using Rules**

## **Basic Weapons**

W	leapon	Cost	Damage	Range	Notes
A	xe, Battle	10 GP	+4	_	none

## **Basic Armor**

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