

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

Weapon	Cost	Damage	Range	Notes
Axe, Battle	10 GP	+4	-	none
Axe, Hand/Throwing	4 GP	+0	10 ft.	none
Axe, Two-handed	20 GP	+8	-	none

Basic Armor

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