

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
Bardiche	15 GP	+5	-	none
Bec de Corbin	12 GP	+4	-	none
Bill or Billhook	14 GP	+5	-	none
Cat-O-Nine-Tails	9 GP	-6	-	none
Cestus	1 GP	+1*	-	+1 adjust to damage
Club	-	+0	10 ft.	none
Crowbill (Lucerne)	15 GP	+0	-	none
Dagger	2 GP	-4	15 ft.	none

Basic Armor

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Last update: **2013/01/20 15:50**

