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

Getting hit with a weapon is brutal, and we count it like its a second attack that can only be paid for with HP. If the initial attack lands (positive outcome, not Discounted or Evaded) roll a die and add the damage modifier below. Count those Outcome levels as ADDITIONAL injury from the strike.

Having armor on helps SOMEWHAT. If you have armor, you pay 1 AC to activate when hit and reduce the Outcome of the attack by the listed amount.

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

Armor	Cost	Outcome	Enc
Leather	10 GP	-1	1
Ring Mail, Hide	20 GP	-2	2
Scale Mail, Breastplate	50 GP	-3	3
Chain Mail	100 GP	-3/-1	4
Banded Mail	150 GP	-3/-2	5
Plate Mail	200 GP	-3/-3	6

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