

The CASTE Armoury

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A small sampling of weapons organized by Damage and Damage type.

Note: This armoury uses the Tech Level Module as a guideline for Damage types. If the tech level module is not being used it may be prudent to adjust the types. (Changing stone picks from bludgeoning to piercing. Noting them as stone age piercing is also a relatively common practice.)

Weapons

Stone Age

Primitive weapons that are fairly easy to find and refine.

Fisted Rock

Description: A smoothed and tested rock. Perfect for your hand and ready for throwing.

Type: One handed Weapon

Effect: 1D6 bludgeoning damage, Range 1

Cost: stone = 200 monies, metal = 100 monies, Powder = 50 monies, Energy = 25 monies.

Blackjack

Description: A leather sack of rocks or sand packed into a weldable shaft.

Type: One handed Weapon

Effect: 2D6 bludgeoning damage

Cost: stone = 200 monies, metal = 100 monies, Powder = 50 monies, Energy = 25 monies.

Rod

Description: Heavy oaken rod, sometimes adorned with various symbols

Type: One handed Weapon

Effect: 3D6 bludgeoning damage

Cost: stone = 300 monies, metal = 150 monies, Powder = 75 monies, Energy = 40 monies.

Stone Axe

Description: A wooden shaft adorned with a sharpened stone or stone pick

Type: One handed Weapon

Effect: 4d6 bludgeoning damage

Cost: stone = 400 monies, metal = 200 monies, Powder = 100 monies, Energy = 50 monies.

Mace

Description: A heavy shaft with a heavier end.

Type: One handed Weapon

Effect: 5d6 Bludgeoning Damage

Cost: stone = 500 monies, metal = 250 monies, Powder = 125 monies, Energy = 65 monies.

Heavy Club

Description: A large and wieldy shaft of wood with jutting parts.

Type: Two handed weapon

Effect: 6d6 bludgeoning Damage

Cost: stone = 600 monies, metal = 300 monies, Powder = 150 monies, Energy = 75 monies.

Stone Spear

Description: A long shaft with a sharpened end or stone head.

Type: Two Handed Weapon

Effect: 7d6 bludgeoning Damage

Cost: stone = 700 monies, metal = 350 monies, Powder = 175 monies, Energy = 90 monies.

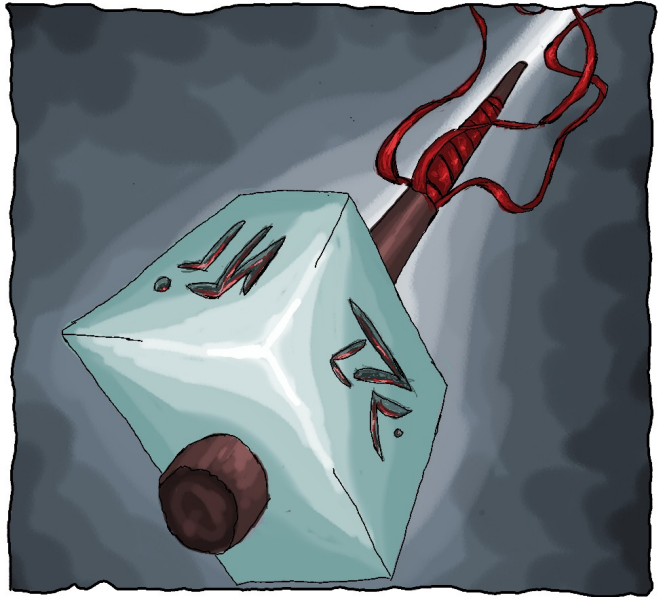
Heavy Staff

Description: A large staff often adorned with various symbols.

Type: Two handed Weapon

Effect: 8d6 bludgeoning Damage

Cost: stone = 800 monies, metal = 400 monies, Powder = 200 monies, Energy = 100 monies.



War Mace

Description: A heavy club with a heavy hammer head for extra smashing.

Type: Two handed Weapon

Effect: 9d6 bludgeoning Damage

Cost: stone = 900 monies, metal = 450 monies, Powder = 225 monies, Energy = 115 monies.

Sugliin

Description: A ridiculously oversized staff adorned with sharp antlers and horns

Type: Two handed weapon

Effect: 12d6 bludgeoning damage, cannot move and attack, impossibly heavy

Cost: stone = 1,000 monies, metal = 500 monies, Powder = 250 monies, Energy = 125 monies.

Short Bow

Description: Wooden staff with line to cause tension and fire a wooden shaft.

Type: Two handed weapon [Firearm]

Effect: 3d6 damage, range 3; Restrictions: Requires Ammo (Any Arrow)

Cost: stone = 600 monies, metal = 300 monies, Powder = 150 monies, Energy = 75 monies.

Metal Age

Weapons requiring Craftsmanship and metalworking

Metal Age Weapons

Blade knuckles

Description: Blade that wraps around fist for slashing purposes.

Type: One handed weapon

Effect: 1D6 slashing

Cost: stone = 1,000 monies, metal = 100 monies, Powder = 50 monies, Energy = 25 monies.

Stiletto

Description: Small skinny blade used for stickin it to em.

Type: One handed Weapon

Effect: 1d6 piercing damage

Cost: stone = 1,000 monies, metal = 100 monies, Powder = 50 monies, Energy = 25 monies.

Dagger

Description: Combat knife for cutting through all sort of stuff.

Type: One handed Weapon

Effect: 2d6 slashing damage

Cost: stone = 2,000 monies, metal = 200 monies, Powder = 100 monies, Energy = 50 monies.

Barong

Description: Combat knife for stabbing all sorts of things

Type: One handed Weapon

Effect: 2d6 Piercing Damage

Cost: stone = 2,000 monies, metal = 200 monies, Powder = 100 monies, Energy = 50 monies.

Short Sword

Description: The de-facto standard of basic combat weapon.

Type: One handed Weapon

Effect: 3d6 slashing damage

Cost: stone = 3,000 monies, metal = 300 monies, Powder = 150 monies, Energy = 75 monies.

Footman's Pick

Description: A heft and metal pick miniaturized for combat. Also useful for climbing.

Type: One handed Weapon

Effect: 3d6 piercing damage

Cost: stone = 3,000 monies, metal = 300 monies, Powder = 150 monies, Energy = 75 monies.

Hand Axe

Description: Crafted heft with iron axe head.

Type: One handed Weapon

Effect: 4d6 slashing damage

Cost: stone = 4,000 monies, metal = 400 monies, Powder = 200 monies, Energy = 100 monies.

Rapier

Description: Long slender blade meant for fast piercing strikes.

Type: One handed Weapon

Effect: 4d6 piercing damage

Cost: stone = 4,000 monies, metal = 400 monies, Powder = 200 monies, Energy = 100 monies.

Longsword

Description: THE sword for the able bodied adventurer

Type: One handed Weapon

Effect: 5d6 slashing damage

Cost: stone = 5,000 monies, metal = 500 monies, Powder = 250 monies, Energy = 125 monies.

Short Spear

Description: Small spear held above head for use in a phalanx.

Type: One handed Weapon

Effect: 5d6 piercing damage

Cost: stone = 5,000 monies, metal = 500 monies, Powder = 250 monies, Energy = 125 monies.

Bastard Sword

Description: Smaller two handed weapon build for quick, heavy strikes.

Type: Two handed Weapon

Effect: 6d6 slashing Damage

Cost: stone = 6,000 monies, metal = 600 monies, Powder = 300 monies, Energy = 150 monies.

Heavy Mining Pick

Description: A easy to use pick for loosening rock.

Type: Two Handed Weapon

Effect: 6d6 piercing Weapon

Cost: stone = 6,000 monies, metal = 600 monies, Powder = 300 monies, Energy = 150 monies.

Battle Axe

Description: Large bladed axe meant for heavy swinging strikes.

Type: Two handed Weapon

Effect: 7d6 slashing Damage

Cost: stone = 7,000 monies, metal = 700 monies, Powder = 350 monies, Energy = 175 monies.

Spear

Description: Long shaft with a metal blade for striking at distance.

Type: Two handed Weapon

Effect: 7d6 piercing Damage

Cost: stone = 7,000 monies, metal = 700 monies, Powder = 350 monies, Energy = 175 monies.

Halberd

Description: Smaller, axe bladed, pole-arm meant for a more urban setting.

Type: Two handed Weapon

Effect: 8d6 slashing Damage

Cost: stone = 8,000 monies, metal = 800 monies, Powder = 400 monies, Energy = 200 monies.

Lance

Description: Heavy driving point, often employed while mounted.

Type: Two handed Weapon

Effect: 8d6 piercing Damage

Cost: stone = 8,000 monies, metal = 800 monies, Powder = 400 monies, Energy = 200 monies.

Great Sword

Description: Massive Blade meant to cut swaths through rank and file.

Type: Two Handed Weapon

Effect: 9d6 slashing Damage

Cost: stone = 9,000 monies, metal = 900 monies, Powder = 450 monies, Energy = 225 monies.

Heavy Trident

Description: Large three pronged spear meant for heavy damage.

Type: Two Handed Weapon

Effect: 9d6 piercing Damage

Cost: stone = 9,000 monies, metal = 900 monies, Powder = 450 monies, Energy = 225 monies.

War Scythe

Description: Massive blade jutting from a heavy shaft re-tooled for battle.

Type: Two handed Weapon

Effect: 10d6 slashing damage

Cost: stone = 10,000 monies, metal = 1,000 monies, Powder = 500 monies, Energy = 250 monies.

Heavy Pike

Description: Over sized spear made to be braced against horsemen.

Type: Oversized (two hand + brace) Weapon

Effect: 15d6 piercing damage

Cost: stone = 15,000 monies, metal = 1,500 monies, Powder = 750 monies, Energy = 375 monies.

Metal Age Ammo

Iron Head Arrow

Description: A forged arrow with a head of Iron.

Type: One handed Weapon

Effect: 1d6 piercing damage, Break after use on 1-5-10

Cost: stone = 250 monies, metal = 25 monies, Powder = 13 monies, Energy = 7 monies.

Powder Age

Weapons that require metalworking, chemistry, and engineering

Primitive Powder Weapons

Flintlock Pistol

Description: A Primitive firearm employing a wick, bullets, and powder that requires lighting

Type: One handed Weapon [Firearm]

Effect: 4D6 ballistic damage, Range 1; Restrictions: Uses ammo (Gun ball), Uses ammo (Powder), 10-5-1 turn reload, Long Reload time, Requires Fire, Requires second hand to fire (alternatively: Movement action must be used to fire)

Cost: stone = 1,300 monies, metal = 130 monies, Powder = 13 monies, Energy = 7 monies.

Flintlock Rifle

Description: A Primitive Long Barrelled firearm employing a wick, bullets, and powder that requires lighting

Type: Two Handed Weapon [Firearm]

Effect: 11D6 damage, Range 3; Restrictions: Uses ammo (Gun ball), Uses ammo (Powder), 10-5-1 turn reload, Long Reload time, Requires Fire, Movement action must be used to fire

Cost: stone = 60,000 monies, metal = 6,000 monies, Powder = 600 monies, Energy = 300 monies.

Matchlock Pistol

Description: A Primitive firearm employing a triggered flint, bullets, and powder.

Type: One handed Weapon [Firearm]

Effect: 4D6 ballistic damage, Range 1; Restrictions: Uses ammo (Gun ball), Uses ammo (Powder), 10-5-1 turn reload, Long Reload time

Cost: stone = 5,000 monies, metal = 500 monies, Powder = 50 monies, Energy = 25 monies.

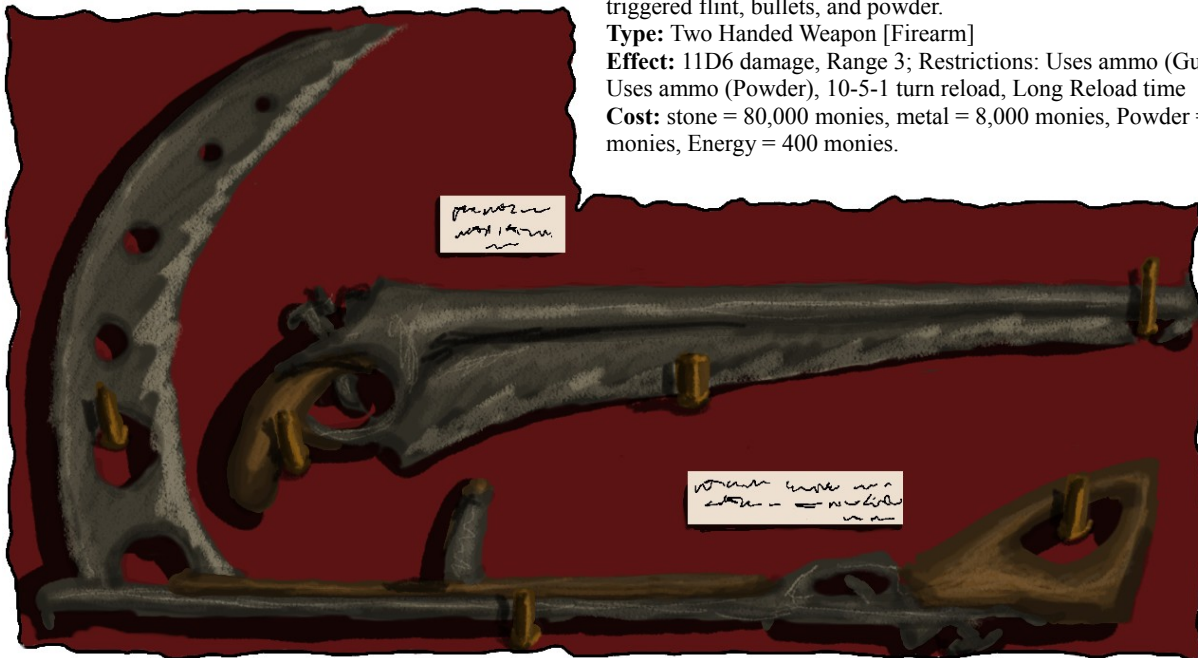
Matchlock Rifle

Description: A Primitive Long Barrelled firearm employing a triggered flint, bullets, and powder.

Type: Two Handed Weapon [Firearm]

Effect: 11D6 damage, Range 3; Restrictions: Uses ammo (Gun ball), Uses ammo (Powder), 10-5-1 turn reload, Long Reload time

Cost: stone = 80,000 monies, metal = 8,000 monies, Powder = 800 monies, Energy = 400 monies.



Primitive Ammo

Gun Ball

Description: Small metal or lead ball meant to be propelled with powder

Type: One Handed Weapon [ammo](Consumable)

Effect: 1D6 ballistic damage; Restrictions: Requires Weapon, Requires Gun Ball weapon, Requires Powder, Lethal

Cost: stone = 70 monies, metal = 7 monies, Powder = 0.7 monies, Energy = 0.4 monies.

Powder

Description: A satchel of sulphur, charcoal, and potassium nitrate. It burns fast.

Type: One Handed Weapon [ammo](Consumable)

Effect: 3D6 ballistic damage, Range 1, Restrictions: Requires weapon, Requires Powder Weapon, Must be Dry, Backfire 1-5

Cost: stone = 500 monies, metal = 50 monies, Powder = 5 monies, Energy = 3 monies.

Modern Age Ballistic Weapons

Semi-automatic Pistol

Description: A pistol capable of firing multiple shots quickly and efficiently.

Type: One Handed Weapon [Firearm]

Effect: 3D6 ballistic damage, Range 2; Restrictions: Uses Ammo [Pistol Bullet], 10 Turn Reload, Focus [Ammo Clip]

Cost: stone = 20,000 monies, metal = 2,000 monies, Powder = 200 monies, Energy = 100 monies.

Double-Barrelled Shotgun

Description: A long barrelled Scatter-shot weapon.

Type: Two Handed Weapon [Firearm]

Effect: 9d6 ballistic damage, Range 2; Uses Ammo [shotgun shell] x2, 10-5-1 turn reload

Cost: stone = 60,000 monies, metal = 6000 monies, Powder = 600 monies, Energy = 300 monies.

Hunting Rifle

Description: Single Long barrelled rifling firearm used for hunting at long ranges.

Type: Two Handed Weapon [Firearm]

Effect: 6d6 ballistic damage, Range 4; Uses Ammo [Rifle bullet], 10-5 turn reload, slow reload.

Cost: stone = 60,000 monies, metal = 6000 monies, Powder = 600 monies, Energy = 300 monies.

Sniper Rifle

Description: Overlong barrelled Rifle, meant for extra long ranged and instant killing. (A-Dur)

Type: Two Handed Weapon with Tripod [Firearm]

Effect: 8d6 ballistic damage, Range 9; Restrictions: Requires Ammo [Rifle bullet], 10-5 turn reload, slow reload, Requires individual proficiency

Cost: stone = 120,000 monies, metal = 12,000 monies, Powder = 1200 monies, Energy = 600 monies.

Uzi

Description: Large automatic pistol capable of firing many shots.

Type: One handed Weapon [Firearm]

Effect: 5d6, Range 1, targets 1; Restrictions: Uses ammo [Automatic Pistol rounds]x3, 10 turn reload, Focus clip

Cost: stone = 20,000 monies, metal = 2,000 monies, Powder = 200 monies, Energy = 100 monies.

Modern Ammo

Pistol Bullet

Description: A standard bullet round for small hand weapons

Type: One Handed Weapon [ammo](Consumable)

Effect: 2d6 ballistic damage; Restrictions: Requires weapon, Requires Pistol Bullet weapon, Lethal

Cost: stone = 250 monies, metal = 25 monies, Powder = 2.5 monies, Energy = 1.25 monies.

Shotgun Shell

Description: A volley of buckshot pellets encased in a shell.

Type: One Handed Weapon [ammo](Consumable)

Effect: 2d6 ballistic damage, targets +1, Requires weapon, Requires Shotgun shell weapon, lethal.

Cost: stone = 500 monies, metal = 50 monies, Powder = 5 monies, Energy = 2.5 monies.

Rifle bullet

Description: Larger bullet used for heavier firearms

Type: One Handed Weapon [ammo](Consumable)

Effect: +3d6 ballistic damage, +1 range; Restrictions: Requires weapon, Requires Rifle Bullet weapon, Lethal

Cost: stone = 1,000 monies, metal = 100 monies, Powder = 10 monies, Energy = 5 monies.

Automatic Pistol Rounds

Description: Multiple small rounds meant to be used in automatic weapons

Type: One Handed Weapon [ammo](Consumable)

Effect: 1d6 ballistic damage, +3 targets; Restrictions: Requires Weapon, Requires Automatic Pistol Rounds Weapon, Lethal

Cost: stone = 2,000 monies, metal = 200 monies, Powder = 20 monies, Energy = 10 monies.

Energy Age

Weapons requiring advanced micro and high energy technologies.

Energy Age Weapons

Mesmotron 9000

Description: Brain-wave inducer full hand pistol, which pacifies enemies who suffer prolonged exposure.

Type: One handed Weapon [Firearm]

Effect: 6D6 energy damage, Range 0, Targets 5; Restrictions: Living targets only, Thinking targets only, Uses Ammo (Micro-fusion Cell), Non-Lethal (Only Erases Memories temporarily), Swoon +1hp (swooning strike always leaves target at 1 hp.), requires special proficiency, indiscriminate (cone)

Cost: stone = 400,000 monies, metal = 40,000 monies, Powder = 4,000 monies, Energy = 400 monies.

Leonidian Lazer

Description: Heavy Multi-Plasmatic core cannon meant for maximum destruction.

Type: Two Handed Weapon [Firearm]

Effect: 12D6 energy damage, Range 0, Targets 7; Restrictions Uses Ammo [Plasmatic Core]x9, slow reload x5, indiscriminate (line), 1 turn firing x2

Cost: stone = 100,000 monies, metal = 10,000 monies, Powder = 1,000 monies, Energy = 100 monies.

Energy Age Ammo

Micro-fusion Cell

Description: A Small clip of miniature fusion coils meant for powering futuristic weapons.

Type: One Handed Weapon [Ammo] (Consumable)

Effect: Range +2; Restrictions: Requires weapon, requires Micro-fusion Cell weapon, Requires special proficiency

Cost: stone = 2,500 monies, metal = 250 monies, Powder = 25 monies, Energy = 2.5 monies.

Plasmatic Core

Description: Massive Plasma core meant to expel massive energy output in one spike.

Type: One Handed Weapon [Ammo] (Consumable)

Effect: 4d6 damage, +1 range, +1 targets; Restrictions: Requires weapon, Requires Micro-fusion Cell Weapon, Requires special Proficiency, Lethal

Cost: stone = 10,000 monies, metal = 1,000 monies, Powder = 100 monies, Energy = 10 monies.

