

X - Equipment Armoury

A walkthrough that explains how one can represent various items in Caste, peppered with examples and a bunch of example restrictions at the end.

X.1 - Action Skill Gear

Moar D6's: You can represent just about any equipment that helps an action by simply applying the 1D6 bonus die of damage effect to whatever caste of action that is desired while also explaining how it achieves this using the equipments description/nature and applying damage type.

Example:

Electronic Codebreaker

Description: A hand held electronic device that when properly applied to a electronic lock will crack the lock.
Effects: +4 bonus dice of damage to electronic lockpicking
Cost: 400 monies

Climbing Tackle

Description: Basic climbing gear that give the climber that little extra grip when climbing walls
Effects: +3 bonus dice of gripping damage to vertical climb.
Cost: 300 monies

X.1.2 - BIG gear

3 Fister: Large siege equipment or fantastically large equipment might require multiple people or a special means of use such as a tripod.

Battering Ram

Description: A big piece of wood for two people to break doors down with.
Effects: +20 bonus dice of damage to smash obstacle.
Cost: 2000 monies

X.1.3 - Melee Weapons

D6's are POWER: To make a melee weapon simply apply the 1D6 damage to the Physical Attack caste and be sure to specify the type of damage it will do such as bludgeoning, piercing, slashing etc...

Example:

Shiv

Description: The simplest knife, perfect for prison stabbing.
Effects: +1 bonus dice of piercing damage to physical attack.
Cost: 100 monies

Claymore

Description: A Simple Greatsword which is ideal for the mighty fighter.
Effects: +10 bonus dice of slashing Damage to physical attack.
Cost: 1000 monies

X.1.4 - Mixed Weapons

The Spice of Life: By combining different +D6 damage types we can create more interesting equipment without even having to use any other effects.

Example:

Balanced Kris

Description: A larger well balanced knife perfect for quick strikes.
Effects: +2 bonus dice of slashing damage to physical attack, +1D6 bonus dice of quickstrike damage to Reflexive Initiative.
Cost: 300 monies

Example:

Whip

Description: Elongated well woven piece of leather and metal weights that can wrap around targets.
Effects: +2 bonus dice of slashing damage to physical attack, +2 bonus dice of wrap damage to physical attack grapple.
Cost: 400 monies

X.1.5 - Multistrike

Targets Locked: By adding +1 targets we can represent equipment able to perform multiple tasks, cleaving weapons, or weapons with multiple means of assault.

Example:

War Scythe

Description: A large threshing blade modified for hurting lots of people rather than crops.
Effects: +7 bonus dice of slashing damage, +3 targets to physical attack
Cost: 1000 monies

Multi-Optrix(tm) Neuro Synapse

Description: A simple cyber tech device that allows the user to focus their attentions on multiple neuronet nodes.
Effects: +1 targets to computer hacking.
Cost: 100 monies

X.1.6 - Ranged Weapons

The Arranged Marriage: Representing equipment that can be used with range is simply a matter of identifying how it creates the ranged effect and applying it to the required restriction "uses ammo". Remember: Ammo does not necessarily have to be consumed.

Handedness: With ranged equipment that does use ammo remember that the ammo also counts towards the size limit of the equipment.

Example:

Javelin

Description: A short spear designed to be thrust or thrown
Effects: 4 bonus dice of piercing damage to physical attack, +1 physical attack Range; Uses Ammo - the Javelin.
Cost: 500 monies

Bow

Description: A Bent line wood with a cord attached made to launch arrows
Effects: +3 physical attack range; Restriction: Uses Ammo - Arrow
Cost: 300 monies

Crude Arrow

Description: Thin and breakable stone tipped shaft of feathered wood meant to be launched with a bow.
Effects: 3 bonus dice of piercing damage to physical attack
Cost: 30 monies (consumable)

X.1.7 - Defensive Gear

Being Difficult: Its best to use the +1D6 bonus dice effect when representing equipment that you are actively using or can use to protect yourself (Which translates to 5 defence per bonus die).

Example:

Buckler

Description: A small shield fitted around the wrist.
Effects: +2 bonus dice (+10) when willfully defending against a physical attack
Cost: 200 monies

Stealth Cloak

Description: An appropriately coloured cloak that allows the wearer to blend into their surroundings.
Effects: +3 bonus dice (+15) when willfully defending against detect hidden
Cost: 300 monies

X.1.8 - Armor

Those Oops Moments: Its best to use the +10 armor effect for equipment whose nature would protect the wearer even from unexpected attacks.

Example:

Breastplate

Description: A simple plate chest piece meant for guarding the breast.
Effects: +50 armor against physical attacks.
Cost: 500 monies

Prestigious Royal Gown

Description: A regal gown whose make is so refined that it can soften even the harshest criticism.
Effects: +100 armor against social insults
Cost: 1000 monies

X.1.9 - Kharmic Gear

Lucky Charms: Equipment with inexplicable mystical properties such as luck, soulful craftsmanship or just plain mystical properties can be best represented with the +1 essence effect.

Spindley's Lucky Rabbits Foot

Description: The rabbits foot that Spindly always wears when he runs the 100m dash.
Effects: +1 essence for sprinting run actions.
Cost: 100 monies

Grandstaff of Fire Magic

Description: The Black Cherry-wood staff burned with the power of the lavamancer.
Effects: +10 essence for fire magic actions.
Cost: 1000 monies

X.2.1 - Restrictions

Honed Specializations: Adding restrictions to equipment allows us to explain and represent an equipments specialness by its weaknesses.

Sample Restrictions and Representations:

Only when X: The Equipment is only effective when used in a specific situation.

Uses Ammo [type]: The Equipment requires/utilities a specific ammo per target to function. The ammo cannot be itself unless your being forced to purchase the restriction with the +1 range effect.

Focus [Item]: The equipment requires another article of equipment to function.

+20-10-5-1 Turn Reload: After so many uses the equipment requires an action to be used in order to be effective again(1 restriction given for +20, two for 10 etc...).

Long Reload +1: If the "X-Turn Reload" restriction was taken the Equipment is complex and requires an additional action of complex reloading process/maintenance to make it ready for effective use again.

+1 Turn to Cool Down: The equipment requires time after use (and maintenance) in order to become effective again.

Fails on 2(3,4,5,6): The Equipment is pretty unstable and fails to be effective if base dice roll a 2. Stacking this effect add +1 necessary for failure.

Lethal: The equipment has little finesse and cannot reduce the lethality of an obliteration, or the damage of a strike, or weather an attack swoons or not.

Sp Focused: Equipment of this nature is difficult to use and requires the character to have spent at least 1 sp without effect.

Attunement: This equipment is particularly complex and requires the devotion of a permanent Sp to be effective.

Proficiency: The Equipment is complex in its construction and requires its own personal proficiency talent to be effective.

Backblast: The equipment is unstable and causes 1D6 automatic overflow physical attack damage to the equipment user.

Example

Sniper Rifle (A-Dur)

Description: A big weapon that requires a tripod and Shoots big bullets.

Effect: +9d6 ballistic damage to physical attack, +7 range,

Restrictions: 20-10-5 turn reload, long reload +1, Uses

Ammo: Rifle rounds, Lethal, Proficiency

Cost: 1100 monies

High Caliber Rifle Round

Description: A rifle round built to be used with a gun.

Consumable.

Effect: +6D6 piercing damage to physical attack;

Restrictions: Focus (Rifle), Noisy

Cost: 40 monies.