BASIC V3

Tabletop Roleplaying System

By Bryant Baxter

Under Construction

C-A-S-T-E.ORG

Tabletop Roleplaying System

By: Bryant Baxter

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Chapter 0 – Example of Play

Johnny is going to a popular nightclub and wants to get in without having to wait in that tiring line. Seeing the bouncer minding the line he walks up and tries to slip him a 50 dollar bill (but will it work?).

[Johnny attempts to "slyly manipulate" the bouncer – Johnny rolls 2D6 base dice + 1 bonus die from talent + 3 bonus story dice given by the GM for slipping The Bouncer 50.00$ = base dice roll a 4 and 2 (no proficiency), bonus dice roll a total of 12 for a grand total of 18.]

[The Bouncer is never interested in letting people in and has 2D6 base dice + 1 bonus dice from talents for a total of 15 to defend. The Bouncer has no armour. Johnny deals 3 damage to The Bouncer]

Johnny *[,having dealt damage to the bouncer,]* cooly slides the money into his palm and is let into the club.

The club is as cool as advertised and pretty soon Johnny's eye is caught by a lovely lady sitting at the bar. Johnny slides up beside her and begins to lay on the charm

[Johnny now attempts to "casually seduce" the lovely lady – Johnny rolls 2D6 base dice + 1 bonus die from talents = base dice roll 6 and 5 (no proficiency), 6 explodes rolling 6, which explodes again rolling 3, bonus die rolls a 2 for a grand total of 22]

[The lovely lady doesn't get seduced easily and has 2D6 base dice for defence (10 defence) and has 20 armour to spend against social seduction (which is basically the same as casually seduce), Johnny deals 12 damage to The Lovely Lady but she has 10 defence and does spend 2 of her armour to negate his sudeuction attack.]

Johnny *[, having not dealt damage,]* gains her attention and throws his seductive pitch but fails to garner her full interest.

The Boyfriend sees this transaction and becomes enraged at Johnny, stomps over and decides to pop Johnny in the beezer.

[Combat is getting complicated so both players roll "reflexive initiative", Johnny rolls 9 and The Boyfriend rolls 7, johnny goes first.]

[Johnny holds his action to see what the boyfriend does...]

The Boyfriend attacks Johnny with his meaty fist.

[Johnny, getting clever, decides to act at the same time.]

Johnny takes the opportunity to try to charm The Lovely Lady again while-and-by rolling with the punches, causing a stir, and making her boyfriend look like a chump.

[Johnny rolls an 18 to casually seduce. The Lovely Lady has 10 defence and spends her 7 remaining armour but still takes 1 damage]

[The Boyfriend rolls 20 damage to physically attack with Fist. Johnny has 10 defence and 10 armour; Johnny spends all his armour and takes no damage.]

Johnny, rolling with The Boyfriend's attacks, gives the wink and gun to The Lovely Lady, who giggles at the attention. The Bouncer, seeing the scene grabs *[Grapple action success]* The Boyfriend *[who tries to press to escape but fails]* and throws him out of the bar *[press to throw him out: success]*.

Johnny, basking in the glory of social victory, spends the rest of the night with The Lovely Lady. [*And gains a character point.*]

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Chapter 1 - The Caste System

1.1 - Characters, Challenges and Capacities

A Caste character is, as an entity, capable of action and defined by some assumed principles (An inanimate object would also have assumed principles but is incapable of action). We define these principles not with numeric rules but with a pre-existing understanding of what occurs when the character happens into any given environment.

Additionally, This section defines that every difficult scenario (known as a challenge) has similar principles.

The section then defines the characters' abilities to avoid undesirable ends and, if able to act, expend energy in the form of capacity stats. These are meant to represent a character's / challenge's endurance and, for those who act, the ability to push themselves to success.

Gotta Have Character: In the Caste system, any single entity capable of action is considered a "character".

Take the Challenge: Likewise, in the Caste system any concept that would be difficult to achieve outright (including opposing another character) is considered a "challenge". (For example: appraising rare artifacts, picking a lock).

Nature of Being: All things in Caste (and any other system for that matter) are defined by their "nature of being". This nature defines two things: The entity's basic natural (or unnatural) capacity to perform actions; and the entities natural bodily reactions, when removed from its senses, to any given changes to the physical, mental, and spiritual space in which it exists.

The Product of Consumption: Choices of diet; biological by-products such as poison, waste, or children; and other natural processes are also defined by nature of being.

How to Nature: Nature of Being is a sort of catch all logic for every question that is not covered within the system's ruleset. It is generated from description and player understanding of the thing itself. (Though Caste nowhere says so: a human cannot breathe underwater, a big square block cannot fit in the small round hole, and vampires are hurt by blessed water, these things are, by nature, true.)

Natures Limits: A entitiy's nature cannot produce a numerical effect, cannot grant a special means of movement or any special type of action that goes beyond the standard of a human, and cannot directly affect any other entity (physically or socially).

Penning Nature: A player will generally only need to use 1 or two words to describe their nature (For example: Nature: Vampire Ghost) and any extrapolated rules will derive themselves from player understanding of these types of beings. Likewise it might simply be a mater of defining some simple exceptions from a standard nature (For example: Nature: As human but is hurt by Slim Whitman Music). Of course, obscure or newly made types of beings may need an extensive list of features in their nature.

Naturally Unnatural Stuff: Generally speaking: the removal of any human weaknesses by being something inhuman is usually offset by some other factor (for example: the fire spirit can swim in lava but can die if it gets too cold). Being mindful of a non-human's nature of being can make for much more interesting characters and may be all that is needed to define them.

Hazards: Often, as a result of their nature of being, a character will find themselves in situations where their environment works against them; these situations are called "hazards". The broad effects of these hazards defined by a characters nature. Numerically they are defined by the GM (See Section 1.2 - Actions and the Check Roll)

Capacity Stats: In Caste a "capacity stat" represents some sort of internal resource that can be used by its owner. It is a type of statistic that, in addition to keeping track of its total, records how much a character has spent of that statistic. This is usually done in the form of "current capacity" / "maximum capacity". Current capacity describes the remaining points left unspent and maximum capacity describes the total stat the owner has. (For example: if a character had the capacity stat "armour" at 14/30 they would have 14 remaining points of armour to spend from their maximum of 30.)

Armour up: Armour is a capacity stat that measures a character's resistance to successful actions from undesired sources. A challenge's armour is spent to reduce and eliminate any overflow damage applied from a successful action against them (see section 1.2 - Actions and the Check Roll). Armour of a given challenge is determined arbitrarily by the GM based on the tediousness of the task. For characters, it can also be attained by various other means such as talents and equipment (to be discussed later).

Armourous: All characters have, as a standard, 10 armour.

Essence: Essence is a capacity stat that measures a character's ability to push themselves beyond their limit. It is spent in various ways and fully replenishes whenever a character has had a chance to rest.

The essence of PC: All characters have, as a standard, 10 Essence.

Universal Capacity: Most sources of capacity define the caste/castes for which they are used. Capacities that have no such definitions are called "Universal" and can be used for type of action.

1.2 - Actions and the Check Roll

Here we explain that characters can take actions, that these action options are defined by a character's nature, and how those actions are organized using verbal descriptions called "castes".

The Caste system uses this method to allow players the freedom to chose their own skill actions rather then being pigeon holed into a small group of traits that have to accommodate an uncountable array of options. Further, because the system does not generally allow castes to overlap, the Caste system creates an environment where players must choose between specialization and generalization such that no choice produces a character that is actually more powerful then another.

This section also defines how actions will often be restricted for various reasons to either impede or give characters more specialization. Restrictions were designed in a non-negative way in order to allow characters to create easily manufactured flaws for themselves (and others) and be rewarded for these flaws in a way that is difficult to abuse.

Finally, this section covers the main mechanical nature of the system and its means of dealing with chance. Caste uses multiple sources of 6 sided dice in various ways to accumulate a large total which is compared to the challenge and determined if success occurs. When success does occur the succeeding strike mechanic is / was designed to allow a character to briefly take the role of GM and give their character the much desired limelight.

I am an Actor: In Caste any character, as a standard, can perform an uncountable array of "actions". An action is some mobile, thoughtful, or social function that can occur as a result of a character manipulating their own self in order to achieve some outcome. This, of course, implies that without certain understood traits, defined by their nature of being, a character cannot act.

The World in Castes: The Caste system organizes all actions by giving each action a "caste". A caste is a [descriptive clause]+[verb] combination that defines the nature of the action. Examples include: physical attack, computer hacking, heraldic thought.

I Like Castes: Castes of the same nature whose [descriptive clause] + [verb] combination is different are treated as being the same caste for all relevant situations (For example: "deftly hiding" and "personal sequestering" would, for most conceivable purposes, be considered the same caste of action).

Effective Management: Each individual numeral (such as a bonus die, or meta effect) that the Caste system uses to determine the successful outcome of an action or how the action can be applied is called an "effect".

Restrictions

Restrictions: Many actions (among other things) in Caste will be further defined by its conformity to one or many "restrictions". In Caste a restriction is defined as: A specific non-negative situation under which an entire entity's (action) effects will be relevant (for example: physical attack -with sword-). Restrictions are made by the player when it becomes necessary to conform to one.

Don't Take me for Granted: Restrictions that modify an entity/action cannot already be inherent to the entity/action (for example: computer hacking -with computer-); nor can they be a universal trait taken for granted by the setting or players (for example: physical attack -while the earth is round-).

Don't be Negative: Restrictions that imply a lack of penalty (such as "while well rested", or "while free to move") are not valid.

Preconditional Aftershock: Restrictions can affect the period before or after the action takes place (for example: long recharge: requires 1 round to pass before the action can be used again)

Stacking the Deck: Some types of restriction (generally ones that use numbers) can be cumulative such that when taken multiple times they become more and more cumbersome (for example: deals 1D6 physical damage to actor). This is called "stacking" a restriction.

The Rule of 1, 5, 10, 20: When applying multiple of the same restriction that can stack (for example: "+1 turn to Cooldown") any bonuses granted to the entity through restriction only apply on the first, the fifth, the tenth, and the twentieth instance of that restriction. Bonuses that become more restrictive in reverse (such as requires reload action after x turns) work with the first feasible restriction starting at twenty and progressing through the number order in reverse.

The Narrowing Rule: "Only when X" style restrictions can be narrowed once to a smaller subset possibilities. Then refined once to a single type of object/entity. Then finally once to a unique specific object/entity. For Example: Melee > Two handers > maul > "the crusher".

Two Steps from Hell: Restrictions may only define concepts that are no more than one logical step away from the to-be-restricted action. For clarity: A restriction such as "against women" that is directly associated is correct. Restrictions affecting an action modifying a thing such as "additional cost for Item – 100 mon" is one step away and is still correct. Restrictions akin to "crafter of this item must pay 1 extra essence at crafting" is logically no less than two steps removed from the action and is no longer applicable.

Advanced Mechanicraft: Stacking restrictions that rely on other restrictions to function or produce a unique mechanic ignore their first stacking instance for the purpose of counting total restricitons and bonus attained. (For example: challenges add an 10-50-100-200 "overheating" armor {was-4r-now-3r}; "overheating" Armor debt must be 0'd at 2000-1000 armor before challenges can be attempted {was-2r-now-1r}.) Likewise, in the case of a series of non-stacking restrictions of the same sort: the first instance in the chain of restrictions forgoes the bonus, and the maximum bonus the chain can provide is 4+1 per added mechanic.

Example Restrictions: See Section 2.2 for sample restrictions

Performing Actions

Action Satisfaction: In Caste when a character wants to perform an action they must: declare the caste of action they are going to use, the target if necessary, the desired outcome (which must make sense with regard to the action), and whether any restrictions are being applied to the action.

A Range of Actions: Actions that by their nature are performed using

direct contact (such as touch object, or grapple) should be assumed to be a melee actions (range 0). Other indirect actions (such as negotiation or Seduce) should be assumed as short range (range 1). See *Section 1.4 – Time and Space* for more information

Challenge Accepted: If the action is determined to be a challenge, the acting character must defeat that challenge in order for their action to be successful.

Safeguard: A character who is being acted against may always choose to defend. That defence is considered "active" if that character is choosing to defend, is capable of doing so, and also properly aware of the action being taken against them.

Martyr: A character, as a standard, may chose to actively defend 1 target in a turn. Though the target is generally assumed to be the character themselves; a character can declare that, for a time, they will be actively defending another target instead (and NOT themselves). Any attacks made on the new target are treated like attacks made on the character actively defending them.

Space Martyr: If character positioning, equipment, and type of actions being used make actively defending another target unrealistic then it cannot be done (barring some supernatural aid). It should be assumed that any active defending of a target is a baseline melee action.

Base Dice for Damage: To defeat a challenge a character must deal one or more damage to that challenge without it being defended. As a standard; all Caste characters, when performing any action, get two "base dice" of 1D6 damage to deal that much to their challenge.

Loaded to Explode: Base dice "explode" when a given die rolls 6+ (6 or more). Whenever a base die explodes it takes its current total, rolls another die, which can explode in the same way, then adds that roll to its total (repeating if the die explodes again). The final total counts as the number rolled for that one die.

Base Dice for Defence: All characters (and challenges) also gain two 1D6 damage base dice when performing an active defensive action. Defensive base dice are always assumed to roll 5 and will negate that much of an opponent's incoming damage.

It's a dud?: Defensive base dice never explode.

Bonus Dice: Characters and challenges can receive bonus dice of 1D6 damage to their actions from various sources (for challenges this represent the difficulty of the challenge assigned by the GM). These dice are treated just like base dice (for attack and defence) but do not explode.

Get Stacked: All of an action's relevant dice (bonus and/or base) gained from a character's various sources (all situational, talents and equipment) are all added ("stack") together when performing their chosen action.

If You Want These Lumps: Any time a character would need to roll 5 bonus dice, that character may instead group those die rolls into a single "lump" roll. The lump die is rolled instead and its result now becomes the value that each of those 5 bonus dice receive.

All the Right Type: Each bonus die must be labeled with a "type". A type is an indicator of the nature of the bonus die's damage and becomes important when comparing to certain restricted defenses. A sword, for example, may have the type "slashing" for its dice, implying how the sword operates. Likewise a character's skill at climbing might grant him "skill" type damage for their respective dice.

I Like Types: Just like castes, eerily similar types are treated as being the same type. (For example "slashing" and "cutting")

The Story Bonus: Actions by characters are entitled to a number of bonus dice, granted arbitrarily by the GM, and based on the quality of the proposed actions description and/or additional content (such as dialogue) accompanying the action. This is called "The Story Bonus".

Quantifying the Story: GM's should give out between 1D6 and 5D6 [story] bonus dice based on the following rubric:

> *1D6* – The character added some extra description beyond the basics and/or added some dialogue.
>
> *3D6* – The character has added exceptional description or some compelling new dialogue.
>
> *5D6* – The character has added both of the above and the additions have greatly improved the experience of the players.

Rough Dice: “Rough dice” are semi-arbitrary bonus dice that are applied to actions when using talents or equipment for purposes other then that which they were intended (for example: using a knife to pick a lock or a semi-appropriate physical attack talent for a feat of strength). In such situations the GM makes a judgment call as to whether the source would be helpful at all. If it would be helpful, they arbitrate the number of bonus dice received. Generally one bonus die for a source of small help, two for equipment of moderate help and three for equipment of substantial help. Rough dice are not given if the character is also using a source of proper bonus dice for the action.

Aiding: Rather than perform their caste of action normally, A character may opt to “Aid” another character when performing the same action, at the same time, against the same target. Doing so simply adds the aiding characters “skill” damage (or equivilent) bonus dice to the to-be-aided characters action.

Cool Aid: Aiding bonuses for attacks cannot exceed a target’s total defence.

Succeeding Strike: When an action is successful, the acting character makes what is called a "succeeding strike". It is at this point the acting character may re-describe their action, elaborating the exact outcome, and giving it any desired additional flourish up to what is the maximum possibility of the action. For example: using acrobatic maneuvers to avoid buzzsaws will not generally allow a character to destroy the buzzsaws but will allow the character to maneuver in such a way that they land right where the turn off switch is and look damn cool doing it.

Hazard Pay: Characters or challenges that find themselves within a hazard automatically suffer the hazard's effect. The hazard is not performing an action and characters do not get to defend (no base dice). A hazards success will, of course, cause an appropriate succeeding strike against the character / challenge.

O.S.H.A. Approved: Bonus dice and armour from equipment (see Chapter 4- Equipment) whose castes AND nature are relevant can apply their effect against the hazard (for example: Plate-mail with physical attack defences may help against a pit of spikes but will likely not help significantly against a raging fire).

Stop, Drop, Roll: Bonus dice and armor from Talents (see Chapter 3- Talents) are only applicable if the character is aware of and are taking their action to specifically defend against the hazard.

Collateral Damage: Sometimes the description of actions will produce other effects to affected targets that aren’t directly associated with the caste of action chosen (for example: “Physical attack” with a massive tree trunk might cause some collateral “aggresive knockdown” damage to the target.). In this situation the GM should assign “Collateral Damage” to the appropriate characters / challenges. Collateral damage is a hazard made up of rough dice and story bonus dice granted by the GM. Success will produce the appropriate succeeding strike against the target.

Swooning: Any successful mortal assault against a character does not automatically kill the target; instead the defeated character is "Swooned", representing the shock or incapacity produced from being mortally struck. Characters who are swooned are unable to act and are, for the most part, completely immobile. Depending on the nature of the succeeding strike made against them the swooned character may make a natural recovery, but generally they have suffered a mortal wound and will die without medical aid.

Roadmap of Pain: If a swooned character is swooned again, but not OBLITERATED, they gain another instance of swoon and may make an “Endure Pain” attack against a challenge with bonus dice equal to the number of swoons that character has accumulated (2 swoons means [Base + 2D6] or [20] to defend). Failure means the character dies.

Recovery Girl: Every swoon accumulated adds to the intensity of treatment and recovery time required if recovery is possible.

OBLITERATION: When an action is successful such that the defending challenge has suffered more overflow damage than they have [total defence bonus from base dice] + [any armour points the challenge has spent this turn against that caste of action] the acting character has "OBLITERATED" the challenge. In such a situation the acting character may make a succeeding strike that goes beyond what is generally possible with the action (but not beyond reasonable natural law) provided they can explain how it was accomplished. For example: acrobatic maneuvers to avoid buzzsaws can destroy the buzzsaws with the right description).

Don’t Just Die: Characters who have OBLITERATED another character need not limit themselves to simply swooning the defeated character (explode his head with your fist and kill him if you want!).

1.2.1 - Existential Dooms

This section explains the method with which to arbitrate certain extended actions that may not necessarily be difficult but might be physically taxing and will almost inevitably lead to failure in the long term. For ease of writing Crippling Exhaustion will always be the working example.

Exhausting Work: Characters exposed to some slow acting and long term hazard that may trigger at a defined time will suffer an attack from an "existential doom". *Ex: Characters performing some physically or mentally taxing action where their physical endurance is in question should suffer a "Crippling Exhaustion" attack.*

The Claws of Fatigue: Existential Dooms are attacks like any other (base dice, no proficiency) whose success means that the character will suffer the consequence of that doom. *Ex: Characters who succumb to "Crippling Exhaustion" become incapable of performing the current action or any action of similar strain until capacities could be restored.*

It Grows!: At defined times the existential doom will grow by some amount (generally +1D6), attacking the character again with it's new strength and provoking the GM to enhance it's description. *Ex: Every few turns of consistent strenuous action (generally 5 or 10 turns) Crippling Exhaustion grows by 1D6 exhaustion damage, until 5D6. Beyond that Crippling Exhaustion will only grow every few minutes (10-30 turns), applying +1D6 damage described with some new circumstances until 5d6 circumstance damage, wherein it will no longer grow but merely attack when growing would occur*.

Other Monsters: Other castes of action, different succeeding results, and different time separators would be used to describe other similar but distinct forms of long term attacks such as consumptive starvation, working 16 hour crafting days ("the Kolton rule"), or suffocating/drowning.

Simplicities: If simplicities are being used, feel free to add simplicities at defined times to enhance the doom. *Ex: add a simplicity to Crippling Exhaustion at 5D6 and another at 10D6.*

Example

Jody is running a marathon. After a few minutes of running fatigue is setting in.

The GM attacks her with Crippling Exhaustion and gets an 8 (*rolls base dice [6],[2]; Jody is proficient in defending vs. Crippling exhaustion so the 6 die does not explode*)

30 seconds later (roughly 5 turns) Exhaustion strikes again, sweat seems to roll of her brow (grow +1D6), rolling a 12 (rolling [5][5] [2]) dealing 2 damage which Jody negates using her armour.

Time has passed and Jody has been spending essence to keep Exhaustion from overtaking her, Sweat pours off her, her shirt is soaked, her body aches and her mind is begging her to stop the madness (current +5D6 exhaustion), Her shoes don't seem to be on as tight as she likes and the ground is slightly uneven (+2D6 circumstance). This time for sure fatigue would take her. Just as Crippling Fatigue would strike that mortal blow Jody crosses the finish line and takes a well deserved rest.

Module 1.2.2 – Simplicities

The Simplicities Module was created as a way to define both brutally difficult tasks and a character's absolute mastery of any given skill. Mechanically speaking, it also serves as an alternative mechanic to the standard dice bonuses and can make game-play MUCH faster.

Simplicities are a module rather than part of the core system for two reasons: First because they are subtractive (they remove numbers rather than add them) and second because they require extra steps before a die roll to accommodate them. In short: The simplicities module is somewhat cumbersome for newer players but adds a new dimension to the game proper and is often used in other modules that eliminate dice all together.

Simple is...: At times both characters and challenges will be faced with circumstances where their actions (or defenses) are seen as particularly easy. In these situations a character or challenge is given a "simplicity" to that action.

Simple Application: In general a GM should apply a simplicity to a challenge for every circumstance that causes the challenge to be extremely difficult (impossible even.). *For example: Climbing a wall that's sheer, coated in slippery slime, and slanted against a climber would have 3 simplicities applied against any climbing challenge.*

Hardly Ineffective: A simplicity is an indirect bonus granted by situation and is not an "effect" and cannot be modified/enhanced as such (even if generated by a traditionally effect-giving source).

As Simple Does: An entity with one simplicity reduces its challenge's (opponents) total base and bonus dice rolled by ½ rounded up. A second simplicity eliminates the opponents dice completely. Further simplicities add an additional bonus die (of a justifiable damage type, chosen/created at time of action) to your roll.

Cross Cannibalism: Simplicities between opposing entities cancel each other out (one for one).

Simply Gone: A character may spend 1 essence to cancel out one simplicity from being used against them for 1 action.

1.3 - Status Effects

In this section we explain that status effects exist, to whom they can be applied in an action, that actions that apply them apply all status effects they produce as a single blob, how a status' potency defines a status' duration by determining how long they endure against breakdown and finally that breakdown occurs when doubles are rolled on base dice and that it reduces all of a status' potency.

The Caste system chose the breakdown mechanic over individual status durations for two main reasons. First, to eliminate cumbersome bookkeeping and second, the breakdown mechanic creates a sense of tension in each base die roll, ultimately making the die rolling system mechanic into a more interesting ordeal.

Status Effects: In Caste there are certain actions that, in addition to damage, produce a "status effect". Status effects from an action are bonuses or penalties applied without the action having to be completely successful. Actions apply their status effects to their chosen target if their defence is breached (even if armour was spent to negate overflow damage) and persist until they are removed.

Target Locked: The target of a status effect is either the actor or the target of the action and is determined when the source of the effect is created.

The Full Monty: All individual status effects to be applied from a single source are accumulated and applied as a single lump status effect upon its target each time that source would apply status effects (for example: “Bloody Fire Attack” causes a “bleeding” and “on fire” status effect when status would be applied. When this happens the target receives a single “bloody fire” status that applies both as a single status effect. Every time “Bloody Fire Attack” applies status a new “bloody fire” status is added to the target).

Potent Status: Status effects will sometimes be defined with a "potency". A status' potency defines how long a status will endure over time. Standard potency for most status effects is one and should be noted and altered when appropriate. When a status' potency is less than one the status is lifted.

No Loitering: A status effect that no longer provides any bonus (capacities spent etc...) is removed.

BREAKDOWN: Unless otherwise stated in a status' description, whenever a character rolls doubles on the first base dice rolled in a turn, each status effect affecting that character must remove from themselves the doubled number in potency (for example: two 4's rolled means 4 potency). Characters who take no actions (or for some reason are not rolling two base dice) still roll their two base dice for the purposes of the breakdown rule. Outside of battle it can be assumed status effects will fall off automatically after about a minute (10 turns) per 5 potency.

Potency Breakdown Example: *Plague has a potency of 5, haste a potency of 2; a breakdown of 3 occurs removing three potency from plague, leaving it at potency 2 and 3 from Haste, removing its potency, and lifting the status. Later, a breakdown of 4 occurs, meaning that the two remaining potency is removed from Plague and the status is lifted.)*

Keepin' it Together: A character may spend one essence to, when breakdown occurs, reduce the potency removed from a given status effect by one. Any status that provides bonus essence can never be saved from the breakdown rule.

1.4 - Time and Space

In this section we define Caste's Turn. The turn is a somewhat unique method of accounting for both time and distance. In terms of time a turn is about 1/10 of a minute and with regard to distance it is an ambiguous amount that can be traveled by an average person in that time.

We chose this method, though seemingly complex, for a few reasons: the primary one being that even in situations where we were using definitive distances, this method of spacial bookkeeping was subconsciously being applied anyway through the use of arbitrary distance judgments by the GM. The other reason was that, using this method, a GM did not have to really account for various hindrances of terrain with hard numbers but rather simply say “it will take 2 turns to move there”.

Also we set in no unclear terms that multiple actions are NOT allowed!

Turns: The Caste system is organized into a series of "turns" (when necessary). A turn is used to define both lengths of time and distances of "range".

Turn of Time: With respect to time, a turn is approximately six seconds.

My Action: A character can only perform one action per turn.

Turn of Range: Caste defines a unit of range by the total distance that can be traveled by an average character during one turn of time. Range 0 is considered melee distance, and Range 1+ describes the number of turns it would normally take to reach that objective.

But... I'm a numbers guy: In situations or with players that can't handle more abstract concepts like those defined above: a turn of range is approximately 33meters or 100ft.

Movement: A character, as a standard, can move 1 turn of range during each turn of time. This value is defined as their "movement". During a turn characters may move in addition to performing their chosen action.

Move actions: Movement actions that are OBLITERATED without a complex succeeding strike or otherwise deemed insignificant do not count towards a characters use of action that turn (for example: picking up a pencil, or OBLITERATING an acrobatics action to avoid those buzzsaws.).

Hastes: A "haste" should be given for every situation that occurs where a character would receive a bonus to the rate of their action. For each haste a character has to their action, that character gains half again bonus (x1.5) to the base rate of that action (or the total die roll in certain situations such as reflexive initiative).

No You Can't: Multiple hastes to perform extra actions are <u>never</u> possible.

Slow at Fractions: In general, haste bonuses to movement are rounded down to the nearest whole. In situations of consistent, uninterrupted movement, fractal bonuses may accumulate from turn to turn until they complete a whole.

A Range of Actions: Actions that by their nature are performed using direct contact (such as touch object, or grapple) should be assumed to be a melee actions (range 0). Other indirect actions (such as negotiation or Seduce) should be assumed as short range (range 1).

1.5 - Basic Combat and Special Actions

Caste handles combat in a pretty standard way: initiative, then actions in turn (round robin style) until combat ends. Unlike some other systems Caste sets initiative only once at the beginning of combat and allows players to manage their turn order by holding action. Doing this allows freedom to combo attacks and more easily create strategies between players.

Where Caste generally differs from other systems is its grappling/press system. This system states, more or less, that when you start grappling somebody you can then press the grapple to do more stuff or to escape, that both grapple and press are different actions, and you can't perform other physical actions while in a grapple. Caste chose this system of mechanics because it makes the understanding of the process easy, allowing a full array of grappling actions without individual rules for each. Grapple and press being separate was a choice made for balancing reasons (as well as some practical considerations) as grapples effectively halt another character's ability to respond outside the grapple mechanic and so requires twice the investment to be fully effective.

Initiative: When a complex combat situation first begins, Caste organizes each participating character into their "initiative" order so that they may take their actions one at a time. This is achieved by each character performing the “reflexive initiative” action, applying any difficulties, then ordering the character's from highest damage first to lowest last. This does not ever use up a characters action.

Fast Conflict Resolution: In situations where characters are in conflict about who has priority over some some action (such as two active defences conflicting vs. some attack) the character with the higher initiative gets to make the choice.

My Turn: A character, when it is their turn to act, can both move (+ move actions) and perform one action.

Not My Turn: A character may always act to defend against an action even if it is not their turn or they have acted already this turn.

Ending Turn: The turn officially ends when all participating characters have acted and effects resolved. A new turn is then started.

Holding Action: Rather than acting, a character can chose to "hold" their action and/or their movement to await a better opportunity. While holding and after hearing the actions of another character, the holding character may opt to go just before, or at the same time as, the acting character. At such time their new place in the initiative order is set and actions resolve as normal.

Rollerholder: Holding actions may continue through subsequent turns.

Grappling: All Caste characters, as a standard, can choose to engage in the physical attack action "restrictive grapple" (or “grapple”). Holding equipment, the characters nature of being, and encumbrance, among other factors, should apply difficulty to any attempt to grapple. The details of the grapple action are detailed below:

Hugs go Both Ways: Grappling characters who are successful in applying a status (defences breached) will apply the status effect "in a grapple" and are also immediately given the status effect "in a grapple". This scenario assumes that both parties are now equally in-contest with each other.

Hey, I'm in a Grapple Here: Characters whom are "in a grapple" cannot perform any physical actions save for “grappling press” (or "press"). All characters, as a standard, can perform a press.

Nature's Primacy: The “Hey, I’m in a Grapple Here” rule can be overruled by the nature of the characters involved. Generally, defenders can ignore it if they are by their nature unaffected by the grappler (hobbits grappling godzilla) or if the grappler’s nature is such that they would not suffer from that rule (getting grappled by mist).

Can't lose the Grapple: The breakdown rule does not apply to the grapple status effect. It may only be removed using a press.

Grabbing Victory: A succeeding strike with restrictive grapple will give the aggressive character the opportunity to set the terms of the grapple (restricting hands, grabbing necks, holding mouth etc.). This scenario assumes that the aggressor has the advantage in this contest between both parties.

Holding Pressure: An OBLITERATION with restrictive grapple will grant the aggressive character an automatic “applied pressure” status (see below) against the defender AND, if the grapple still persists beyond that, the opportunity to set the terms of the grapple. This scenario assumes that the aggressor overwhelmed the defender with their skillful/lucky action such that they could leverage the success immediately.

A Press-ing Concern: A “grappling press” is an action that includes the status effect "applied pressure". Holding equipment and encumbrance, among other factors, should apply difficulty to any attempt to press.

Pressure Gauge: Characters who have contracted the "applied pressure" status effect are subject to one succeeding strike from the character who created that status. The "Applied Pressure" cannot be modified by any various means and is held in reserve by the status applying character until the press is used, the turn ends, or the conditions that created the press are no longer relevant. The succeeding strike from a press can generally re-position all actors in the grapple (potentially exposing contestants to hazards) and can always include removing the "in a grapple" status.

Choke Hold: Characters who have described their grappling press action appropriately, who opt not to re-position, break the grapple, or any other complex action, AND who OBLITERATE the grappling press may apply their overflow damage as a physical attack damage (defended with armor vs. press and vs. physical attack.). Success on such an action will swoon the defender, and physical attack OBLITERATION is calculated using the defenders press defence dice and any armor they spent against the press or subsequent physical attack overflow.

Fleeing/Persueing: A character may opt to forgo their turn's action to run at full speed. Doing so earns the character a haste to their movement for that turn.

Module 1.5.1: Action Reaction

This module alters the basic combat system allowing for a more dynamic experience by putting more emphasis on characters' abilities to defend themselves from harm.

The reason that it is a module and not a part of the core system is that it, in many ways, requires a reverse way of thinking about combat situations that many players familiar with other systems find difficult to get used to. Also because it uses simplicities.

It's that Simple: This module employs the Simplicities module.

Fully Organized Battle

Hold the Line: All characters, regardless of their position within the order of initiative, are considered to already be holding their actions.

Action Reaction: At any time during the turn a character, even outside of their initiative order, may perform their movement and action normally. Movement and self-affecting effects from actions take place immediately as normal. Any effects that affect other targets or the environment do not manifest until the character's official turn to act.

Boom: Any rolls made to perform these actions carry over until that action properly manifests.

Artful Dodger: When moving to avoid an action and potential to escape harm is in doubt, apply a simplicity to the defence of the targeted character if that action could potentially be avoided by that character's maneuver.

First in Last Out: Once a character's official turn to move and act has passed they are considered to be holding their action once again.

1.6 - The Power of Essence

Here we discuss many of the uses and limitations for essence and how initiative determines conflict resolution with regard to simultanious essence spending.

Giving uses for essence outside of restriction costs and uses within other modules allows players to be more involved with their character's actions while also giving the Essence stat the ability to fill the Jack-of-all-Trades niche.

The Essence Speed Bump: For every 5 character points acquired by a character (rounded up) that character can only spend 1 essence per turn.

Essential Challenge: Challenges that gain essence for whatever reason may use power of essence actions to bolster the challenge.

Temporal Essence: When multiple characters are spending essence simultaneously the character with the lowest initiative decides first how much they will spend followed by next lowest, etc. Same initiative means the defender decides first.

Hooper Nelson: A character may spend one essence before an action to add a bonus die to that action against a single target.

Break: A character may spend one essence to remove a level of potency from a status. If the status only has 1 (or less) potency remove it completely (This is not BREAKDOWN).

Second Wind: Once per turn a character may spend one essence to restore a base die roll (2D6, exp6) in armour when it first becomes their turn to act. Second Wind is a modifiable action. Only one capacity restoring action can be taken per turn,

Combo Supplements: A character may spend one essence to gain 1 universal combo.

Essence Explosion: Once per turn a character may spend one essence to roll base dice and restore 1 essence per dice explosion. Only one capacity restoring action can be taken per turn,

Keepin' it Together: A character may spend one essence to, when breakdown occurs, reduce the potency removed from a given status effect by one. Any status that provides bonus essence can never be saved from the breakdown rule.

Skip a Step: Once per turn a character may spend one essence to skip a restriction on their talent tree allowing the combo to continue with the next restriction in the tree.

Where's Waldo: Additional functions of one essence can be found in various modules.

Full page image

Chapter 2 – Creating a Character

2.1-Creating a Character

The following is the step-by-step guide on how to build a character and quick aids to help players create the talents and equipment quickly.

Holy Sheet: The Caste character and their representative sheet contains a Name, Nature, Description (and Alignment), Armour, Essence, Talents, and Equipment.

Start With a Name: The first and most important step in building a character is giving them a name.

Dissin' the Scribe: After names, a character needs a description. Take an opportunity to generalize the starting direction of your character. Doing this will help brace you for the infinite options that lay ahead once you begin buying talents.

Basic Assumptions of Nature: Next we note our nature. It is assumed that your character will be a human with two arms, two legs, and a pulse. Any applicable deviations from this norm should be noted in the character's nature of being. More often this can simply be taken for granted as an understanding between players.

Beyond Nature: Any deviations that provide stats, access to beyond human castes of action. or bonus dice to actions must be defined using talents. (see module 3.3.3 – Natural Talents)

Module 2.1.1 – Alignment

This module adds the 3 axis alignment to the character description as an additional way to describe your characters personality.

Three Axis: A characters personality can be roughly defined by three axis: Energy, Conformity, and Morality.

Energy: The energy defines a characters willingness to take action and consists of three positions:

*Apathetic: C*haracters do little and require great motivation to act. Apathetic characters are the sort to suggest to others what needs to be done (or even suggest that somebody suggest something) rather than do it themselves.

Neutral: Neutral characters will take action to achieve things that they find important but little else.

Zealous: Zealous Characters will take the initiative and always attempt to move to leadership positions. They are driven towards their goals and often have the energy to take on the goals of others.

Conformity: The Conformity axis defines a character's willingness to follow an imposed order and consists of three positions:

Lawful: Lawful characters take great pains to follow the rules of society and will often take exception to people who don't. In places where structures may not exist the character will often erect their own.

Neutral: Neutral characters will obey the laws and follow them when it “works” for them but have no qualms about ignoring them when its inconvenient.

Chaotic: Chaotic characters don't subscribe to social laws, do what they think is the right thing in the most convenient way, and don't expect others to listen or follow any sort of structures either.

Morality: The Morality axis defines a character's moral adjustment and consists of three positions:

Good: You are a person of sympathy and empathy. Good characters desire the betterment of others and will act towards that end even if it comes at the expense of self.

Neutral: You are a person of general good will. Neutral characters will help others if it doesn't inconvenience themselves too greatly but likewise will exploit a situation when the gains are sufficient.

Evil: You are a person of contempt and self service. Evil characters act on their base desires and have no qualms with hurting or exploiting others for their personal gain.

Module 2.1.2 – Classes

This module adds self styled classes made up of a few descriptive words to characters. This helps focus players on their characters when they are choosing talents and provides additional balancing frameworks for some settings that rely on class-specific play.

Having Class: At character creation, players will choose a “class” for their characters. A class is a descriptive noun exemplifying your field of focus (such as Berserker, Archeologist, Dark Knight, or Street Samurai) accompanied by descriptive clauses that describe that class in detail (Example: Dark Knight: Cruel, Strong, Terrifying).

Maximum Details: Characters, by default, may chose 3 descriptive clauses for their class.

Setting Defined Details: Some settings may have pre-defined class options with more than three descriptive clause choices for that class. In such a situation the character chooses three from that list.

Class Privilege: Characters performing actions that fall within the descriptive clauses of their class gain 3 universal combo. (See section 3.2.2 – Cast of Action Talent Trees)

Class Exclusion: Other modules that produce special styles and attacks should limit characters to options that fall in line with the descriptive clauses of their class or require exclusive clauses of their own.

Multi-Classing: Characters, at character creation, may choose to reduce the universal combo received by 1 in order to gain an additional descriptive clause and a noun (both from any setting defined classes if applicable).

Prestige Classes: Some GM’s will award additional descriptive nouns and clauses (or even universal combo in rarer cases) as a roleplay reward in game.

Starting Armour: Characters always start with 10 armour. The effects of talent and equipment determine if you have more.

Starting Essence: Characters always start with 10 essence. The effects of talent and equipment determine if you have more.

The Capacity Parade: Different capacity sources have different rules and requirements for when they can be used. Generally these sources are combined and noted in short in the appropriate section.

Starting Points: A starting Caste characters starts with 15 character points to purchase their initial talents. Those points must be spent as follows:

Buying Talent: Each talent investment costs 1 character point. The process for spending talents and the options available can be found step-by-step in section "3.2 – Spending a Character Point"

Countdown 5,4,3,2: Starting characters define four caste of actions or professions (words that describe an array of castes) that define their character. In order from most important to least, the starting character invests 5 points, 4 points, 3 points, and 2 points respectively. (See notation below and Chapter 3 – Talents for details)

Notation (Caste of Action): When taking note of investment into caste of action talent trees simply write amount of points invested, then the name of the caste of action talent tree (and the caste it modifies if not apparent in the name) beside it. Below, write a clarifying description if necessary. Below that write the restrictions taken in order (1 per point invested).

Example:

[3] Masochist (Physical Attack)
As you feel pain you grow stronger.
Restrictions: When you have spent at least 10 armour, 50 armour, 100 armour to resist physical damage.

Notation (Profession): When taking note of investment into professions talent trees simply write amount of points invested, then the name of the profession and an indicator that its a profession beside it. Beside that take note of the essence capacity from the profession (x/x where x is points invested). Below, write a clarifying description if necessary.

Example:

[4] Charisma - 4/4
People are just drawn to you and the things you say.

Blastoff with Style: The final point is spent on a style talent for a caste of action of the starting characters choosing. (See Notation Below and Chapter 3 – Talents for details)

First Times Easy: If you are a first time player of the caste system, go easy on yourself and pick a style whose caste is the same as your highest caste of action talent tree with a number of Mastery styles (+1 bonus die to action; combo cost: 1 each) equal to how many points were invested into that chosen tree. This will give you special move for your best caste that is easy define and costs exactly as much combo as you can produce with your caste of action talent tree (the amount of points invested).

Notation (Style): When taking note of investment into style talents simply write the amount of points invested (1), then the name of the style talent, and an indicator of its caste and that its a style beside it. Below write a clarifying description. Below that write the styles chosen and how those styles are applied (if applicable). Finally below that write the combo cost total of the style.

Example:

[1] – cutsu, cuTSU, CUTSU WRrreeee (Style: Phys. Attack)
Blood is in the air, your pain, will be their pain… and your plasure.
Effect: +3D6 [pain] damage to your physical attacks.

The Sky is the Limmit: After the first 15, any additional points can be invested wherever and on whatever the player chooses. Following the guidelines in "Chapter 3 – Talents" or game approved modules (See Chapter 6 modules for more info.).

Starting Money: Caste characters generally start with 1000 monies to purchase their equipment.

Ignore the Minutia: When starting out, character purchases should be at base cost (ignoring markups, labour, etc...).

Building Equipment: As equipment costs are based on what the equipment does it stands to reason that it must be built before it can be purchased. The Process for building equipment can be found step-by-step in section "4.2 – Let's Build Equipment".

Quick and Dirty Equipment: If you are a new player or don't want to read too much into equipment creation simply do the following: Divide your 1000 monies into 10 100-monies blobs. Divvy as many of those 10 blobs as you like into various clumps of blobs represented by castes of action that you would like to improve based on how much you want those castes improved (you may chose the same one multiple times). Each clump represents an article of equipment. If it's a held item give the clump the +1D6 [type] damage effect to the caste of action chosen per blob in the clump. If its armour give it the +10 armour effect to the caste of action per blob in the clump. Give each clump an appropriate name. Pocket any 100 monies clumps you didn't use.

The Human Body: As a standard a character can carry (or use) 5 effects within each hand, and 10 effects on the body (optionally: 4 effects on the torso, 1 on each arm, 1 effect on the head, 1 on each leg, 1 for boots). Additionally characters generally can carry 10 more effects un-equiped and worn on their persons.

Size Does Matter: For each chosen effect the size (or in some cases the complexity) of equipment is assumed to increase.

2.1.3 – Fast Equipment Armoury

This is just a small generic list of the most simplistic types of equipment to make character creation even faster. All you need to do is decide on the name of the Article and the caste that the numbers are applicable to.

"XxX" or "YyY" = Chosen Caste

Basic Gear

Small [NAME]
Effect: +2D6 [TYPE] damage to XxX
cost: 200 monies (20 monies if consumable)

Medium [NAME]
Effect: +5D6 [TYPE] damage to XxX
Cost: 500 monies (50 monies if consumable)

Large 2 Hander [NAME]
Effect: +10D6 [TYPE] damage to XxX
Cost: 1000 monies (100 monies if consumable)

Armour

Light [NAME] armour
Effect: +30 armour to XxX
Cost: 300 monies (30 monies if consumable)

Medium [NAME] armour
Effect: +60 armour to XxX
Cost: 600 monies (60 monies if consumable)

Heavy [NAME] armour
Effect: +100 armour to XxX
Cost: 1000 monies (100 monies if consumable)

Explosive

Small Splash [Name]
Restrictions: Indiscriminate blast.
Effect: +2D6 [TYPE] damage, +2 targets
Cost: 325 monies (33 monies if consumable)

Big Splash [NAME]
Restrictions: Indiscriminate blast.
Effect: 5D6 [TYPE] damage, +5 targets, Range 1
Cost: 1025 monies (103 monies if consumable)

Multi-function

Small [NAME] Multi-tool
Effect: 2D6 [TYPE] damage to XxX, 3D6 [TYPE] damage to YyY
Cost: 500 monies (50 monies if consumable)

Big [NAME] Multi-tool
Effect: 4D6 [TYPE] damage to XxX, 6D6 [TYPE] damage to YyY
Cost: 1000 monies (100 monies if consumable)

2.2 - Sample Restrictions

REMEMBER: You can make your own! But when you do keep balance in mind… we trust your judgment. Don't disappoint us!

Only when X: The action is only effective when used in a specific situation. Generally these restrictions should begin broadly and become more specific by following "The Narrowing Rule"

Material Component [type]: The action requires a specific reagent of no less than 1 monies to function. The reagent is consumed each time the action is performed.

Focus [Item]: The Action requires another article of equipment to function of no less than 100 monies.

X-Target Reload: After being used against X targets since the last reload the source requires a complete turn's movement OR an action to be spent by a character to be effective again. The source is not usable during the turn its being reloaded. (Stacking works in reverse 20-10-5-1)

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

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

Fails on 2 (4,6,10): The action is pretty unstable and fails to be effective if base dice roll a 2 or less. Stacking this effect adds a +2 (on the 5th), then +4(on the 10th), then +8 (on the 20th restriction) to the number necessary for failure.

Lethal: Only for actions that are able to kill. The action has little finesse, it cannot reduce the lethality of an obliteration, the damage of a strike, or whether an attack swoons or not.

Essence Focused: Actions of this nature are difficult to use and require the character to have spent at least 1 essence that turn without effect.

Attunement: This action is particularly complex and requires the devotion of a permanent Essence to be effective. Attuned essence counts as used up if un-attuned. Attuning essence is an action that takes 8 hours.

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

1 hour of Training: The action requires warm up time taking up at least 1 hour every day to be effective for that day.

Restriction – Indescriminate [type]: Targets are automatically selected on a first found basis defined by a shaped vector (such as circle blast, cone, spiral, line, or reverse shapes) their number of possible targets and maximum range. Once purchased the actor must define if each of any current and future range bonus effects will apply to the positioning of the vector or to the vector's blast radius.

2.3 – Sample Character – Sir. Gregory of Fisher

4 pages devoted

Chapter 3 - Talents

3.1 - Concept

Talents are the true heart of the Caste system's character generation. When players have a character point to spend on their character the player will be spending that point to on that characters talent.

This section defines talent, talents trees, combo and styles. It goes into detail about how improving your character always costs one character point, how to grow your character through talent trees and how to use restrictions to enable dynamic actions through combo and styles.

Caste's talent tree plus style system was chosen over a variety of different systems (including tabled leveling systems, raw per point talent systems, or tree only systems) due to its fluidity, it's more frequent and smooth improvement curve, and perceived excitement per point ratio. The tree-combo system trades only some of the character sheet customization for faster character creation and more dynamic turn-to-turn actions.

Training Up: In Caste, talent is acquired by characters through the spending of "character points". Character points are are simply a count of how much talent you have yet to purchase. They are acquired via two methods: Starting character creation (starting characters are generally 15 points), and in-game rewards (Which are given by the GM).

You've Got Talent: The strengths and abilities that define a character's uniqueness are exemplified by where they have spent their character points. Any place a characters has spent a character point is called a "talent".

I Tree, I Tree: Any point investments a character has made into an individual attribute (such as a caste of action, a profession or a restricted/casted capacity) is called a “Talent Tree”.

3.2 – Spending a Character Point

When a character has a character point there are a few places they are able to spend it:

Cashing In: First you need one character point to spend. If you do not have one, find a way to get one. You only ever need one.

But… How: Character points are attained at character creation and as rewards from the GM.

Do or Do Not: Now that we have a character point we can decide how to spend it. As all the possibilities are before us, we need to determine what exactly our goal is thematically for improving our character.

To Tree or not to Tree: Once we know what we want to do we need to decide if the best way to do it is to invest in bolstering a capacity, focusing our skill in a caste of action, improving on a profession, or take a style talent that gets us a signature move.

3.2.1 - Capacity Talent Trees

Expanding the Tank: Characters may spend a character point to increase their armour by 5 or their essence by 1.

Castes OR Restrictions: Characters may restrict the capacity investment to increase the armour gained to 10 or the essence to 3. Note these new capacities under armour or essence respectively.

Castes AND Restrictions: Characters may restrict the capacity investment and impose a caste to increase the armour to 15 and essence to 5. Note these new capacities under the armour or essence respectively.

Clumped investments: Identical capacity investments (same restriction/caste combinations) are grouped together into their own talent trees when noted below their respective capacity stat.

3.2.2 – Skills (Castes of Action Talent Trees)

Casting the Tree: Characters may invest a point into improving their ability to perform a caste of action of their choice. Doing so grants the following benefits:

Fruits of the Caste Tree: A character gains a bonus die to their action per point invested into that caste of actions talent tree(s).

Restriction Get: Every point of investment into a characters caste of action talent tree grants that tree a restriction of that characters choice. A character must take note of the restriction and the order in which they are purchased (see *notation* below).

Restriction Recap: A restriction is a specific non-negative situations under which an entire actions effects will be relevant (for more information re-visit section 1.2 – Actions and the Check Roll).

The Rule of 1, 5, 10, 20: When applying multiple of the same restriction that can stack (for example: “+1 turn to Cooldown”) bonuses granted to the entity through restriction only apply with the first, the fifth, the tenth, and the twentieth instance of that restriction. Bonuses that become more restrictive in reverse (such as requires reload action after x turns) work with the first feasible restriction starting at twenty and progressing through the number order in reverse.

The Narrowing Rule: “Only when X” style restrictions can be narrowed once to a smaller subset of possibilities. Then refined once to a single type of object. Then finally once to a unique specific object. For Example: Melee > Two handers > maul > “the crusher”.

The Power of the Specialist: Characters who satisfy the restrictions in their talent trees gain an additional bonus die to their action for each restriction satisfied.

The Loyal Order of Restriction: Talent tree restrictions must be satisfied in order from first chosen to last chosen.

I'm tweakin': When taking a new restriction that exemplifies a broader range than one(s) already taken (for example: taking “melee weapons”, when you already have “swords) you may exchange the positions of those restriction and the new one such that they appear in narrowing order (see *The Narrowing Rule* for more info).

C-c-c-combo: "Combo" is a resource generated by caste of action talent trees. For every restriction satisfied when utilizing a talent tree, a point of combo is generated by that talent tree.

Combo Speed Bump: For any given action, a characters can only generate (from one or multiple talent trees) a total of 2 combo plus 1 for every 5 total character points accumulated by that character (rounded up). For example: 1-5pts – 3 combo, 26-30pts – 8 combo.

To Each Their Own: Each tree generates its own combo separately and cannot combine it with other trees (even if both trees share the same caste or are identical).

Cliffhanger: Combo is used to activate "styles"… see styles below for more information.

Multi-tree: A character can have as many trees as they desire with the same or different restrictions. Both grant bonus dice and both grant combo separately.

Universal Combo: Characters can acquire "universal combo" from various sources (generally equipment, classes). Each point of universal combo is usable with relevant casts of action (defined by how it was acquired) and can each be combined with combo from relevant talent trees to meet combo cost requirements (again: see styles below)

Notation: When taking note of investment into caste of action talent trees simply write amount of points invested, then the name of the caste of action talent tree (and the caste it modifies if not apparent in the name) beside it. Below, write a clarifying description if necessary. Below that write the restrictions taken in order.

Example:

[3] – Lady of the Dark (Skulking Hide)
The darkness is her cloak and ally.
Restrictions: In shadows, in darkness, at night.

3.2.3 – Professions (Profession Talent Trees)

Enter the Matrix: A "Profession" is a grouping of castes of action defined by a simple word and/or clarifying phrase that generally denotes a field of study, circumstance, or other means of aggregation. Examples include things like "Blacksmith" or "Lore keeper" but can be expanded into somewhat more abstract things like "Ruffian" or "Lucky Guy". Which castes are covered specifically under a given profession is determined through mutual agreement among players and GM.

Professional Tree: Characters may invest a point into improving their skills in the array of castes of action defined by a Profession. Doing so grants the following benefits:

Fruits of the Profession Tree: A character gains a bonus die to all relevant castes of action per point invested into that profession talent tree.

Professence: A character gains 1 essence for use with that trees relevant castes of action per point invested into the profession talent tree.

Notation: When taking note of investment into profession talent trees, simply write the amount of points invested, then the name of the profession and an indicator that it is a profession beside it. Beside that take note of the essence capacity from the profession (x/x). Below, write a clarifying description if necessary.

Example:

[13] – Entertainer (Profession) – 13/13
She can dance, she can sing! She can even make ice-cream.

3.2.4 – Proficiencies (Castes and Professions Continued)

Invisible Proficiency: Characters with a point spent on a relevant profession or a specific caste of action has the proficiency style for that caste of action (and need not make any note of it)(See Styles below for more info).

Proficiency

Explanation: The style that exemplifies more than just a basic understanding of a concept.
Effect: The number required for base dice explode is reduced by -2 (4+ from the standard 6) when performing the described caste action. For defence castes of action: The number required for your opponent is increased by +1 (7 from the standard 6 or 5+ from 4+).
Cost: 0 combo.

3.2.5 - Styles (Style Talents)

Style Project: "Style Talents" represent special moves or skills for a specific caste of action. They are an accumulation of "style effects" (bonus dice, meta effects, simplicities etc.) that activate when a character performs the described caste of action, declares that they will be using the style to enhance it, and pays that style talent's combo cost.

Styles Price: A character may invest one character point to acquire a Style Talent and note it on their character sheet following the guidelines and gaining the benefits below:

Get Stylish: When a player purchases a Style Talent for their character they must select one or more Style effects, chosen from the style effect store (See Section 3.3 - Style Effect Shop). A player may chose as many style effects as they desire, but once chosen and accepted the newly purchased style talent cannot be changed.

Cost: Each style effect has a combo cost attached to it. A player, when purchasing a style talent for their character, adds the combo costs of all style effects chosen. This becomes the "cost" of the style (Noted: Cost: X combo).

From Tree to Me: For every restriction satisfied (in order) when utilizing a caste of action talent tree that talent tree generates that amount of combo. Combo is spent from a tree to pay for the cost of style talent that modify the same caste of action.

1 Tree Hill: Combo spent for any given style must come from a single tree. A Talent tree may split its combo generated to activate multiple styles but multiple talent trees cannot combine to activate a single style.

Combo Speed Bump: For any given action, a characters can only generate (from one or multiple talent trees) a total of 2 combo plus 1 for every 5 total character points accumulated by that character (rounded up). For example: 1-5pts – 3 combo, 26-30pts – 8 combo.

Combo Supplements (Power of Essence): A character may spend one essence to increase the combo generated by a talent tree for that turn.

Limit One Per Customer: Each instance of a style talent may only be purchased once per action.

Notation: When taking note of investment into style talents, simply write the amount of points invested, then the name of the style talent, then beside it, an indicator of its caste and that it is a style. Below write a clarifying description. Below that write the style effects chosen and how those styles are applied. Finally below that write the combo cost total of the style.

Example:

[1] – Omnislash (Physical Attack - Style)
The Ultimate Physical Attack. 1000 cuts from 1 grand sword.
Styles: +100D6 damage, +10 simplicities
Cost: 130 combo

3.3 – Style Effect Shop [Basic]

This section provides the core style effect choices available to players when investing in a style talent. Basic" simply denotes that it is the core Caste choices and does not include any other talent options from advanced modules. The Advanced Style Shop is the next section.

Proficiency

Explanation: The style that exemplifies more than just a basic understanding of a concept.
Effect: The number required for base dice explode is reduced by -2 (4+ from the standard 6) when performing the described caste action. For defence castes of action: The number required for your opponent is increased by +1 (7 from the standard 6 or 5+ from 4+).
Cost: 0 combo.

Note: Characters who have invested into a caste of action or profession talent tree automatically have gained the Proficiency effect for all castes of action relevant to their investment.

Special Proficiencies: In some situations it may be required for a character to gain proficiency in the use of a specific object or to represent training is a specific field. In such a case a character can invest in a proficiency style. Such styles are taken alone and cannot be taken with any other styles.

Language

Explanation: A style effect that exemplifies one's ability to speak or be literate in some form of communication without question.
Effect: The Talented character may speak or be literate in a chosen language affiliated with the caste of action.
Cost: 0 combo.

Note: This style effect may only be taken alone and can simply be noted under the characters additional languages section.

Examples:

- French [Literate]
- Elven [Spoken]
- Mechanical Engineering: Building Blueprints [Literate]

Capacity

Explanation: A style that exemplifies just about anything it wants.
Effect: Add either 10 armour or 3 essence (chosen when the style is taken) for use with the defined caste of action.
Cost: 1 combo.

Note: Taking Armour for offensive castes of action is probably a silly idea.

Mastery

Explanation: The style effect that exemplifies excellence.
Effect: +1 [damage type] bonus die to the caste of action
Cost: 1 combo.

Armour-Proficiency

Explanation: A style that exemplifies one's ability to optimally use one's robust defences.
Effect: When actively defending, doubles available armour capacity from one defined type of equipment, talent tree, or style talent. This effect never stacks (you can never double an armour bonus twice).
Cost: 1 combo.

Examples:

- Leather Armour-Proficiency
- “Dodge” Style effect [Armour-Proficiency]

Meta

Explanation: A style effect that exemplifies one's ability to specialize actions to a specific discipline.
Effect: The action gains a meta-effect (See 3.4 – Meta Effects).
Cost: 2 combo for the first of a specific meta-effect; 1 combo for each additional instance of that specific meta-effect.

3.3.1 – Meta Effects

This section is devoted to understanding and listing the various meta-effects that can be employed within the caste system. These options and the rules attached to them are essential for producing the wide variance between characters.

Effective Management: Remember that each individual numeral (such as a bonus die) that the Caste system uses to determine the successful outcome of an action or how the action can be applied is called an "effect".

Meta Effects: Meta-effects are effects that modify and generally enhance other the effects within a defined caste of action. They can be added to your style talent by purchasing the appropriate style effect.

Rigid Reality: Generally speaking, meta-effect's do not allow for actions that lay outside the realms of natural physical laws (For example: adding +1 range to a sword swing). Be sure to follow the guidelines of your setting and restrict appropriately so as not to be forced into unfavorable consequences at time of action (For example: Uses ammo: Sword).

Yeah THAT Rigid: The GM may at time of action apply extra consequences to meta-effect enhanced actions that stray too far from physical reality. (For example: You throw your sword. Now you don’t have a sword.)

Basically nonvolatile: When modified by meta-effects base dice count as simply 1D6 damage. Any additional values beyond the first roll are not applied with respect to the meta effect. For example: a maximized base die rolls a value of 6 even if it rolled a 4. Any additional values from exploding (perhaps as a result of the 4+ roll) are added to the maximized value (6).

Meta Effect List

Add Status: Add a status effect that either allows an (non-add status) effect to re-apply itself each turn or adds a 5 levels of potency to an (presumed) existing status.

+1 Range: Add one turn of range to all the effects of an action (or one turn of range for the purpose of selecting active defence targets).

+1 Target: Apply an additional target to be affected by all the effects of the action (or an additional target for active defence).

-1 Essence Cost: Reduce by one the essence cost of an effect's action.

Ignore Restriction: Ignore one defined restriction imposed on an action.

Swap: Allow for one defined non-Swap effect to be applicable to another defined caste of action.

Fluidity: Two of an already existing defined effect may be exchanged into one of an already existing defined effect (the action must have access to both effects before the exchange). Each instance of Fluidity allows the character to exchange up to Ten effects (for five effects).

Multiball: All non-base die effects are applied one-by-one against individual targets as the caster sees fit. With the exception of "+1 range" all meta-effects must be applied to each effect individually (Even if they wouldn't normally do so.) when this effect is used. Base dice apply to each affected target normally.

Better Luck: Choose an effect. If the challenge rolls to use the action is unsuccessful in applying that effect, the actor may explode any 6's rolled on bonus dice and add the new values to the challenge roll to determine success of that effect only. Only one round of explosions is required per round of multiple better luck effects activating simultaneously.

Critical Gamble: Choose an existing effect or (non-Critical) meta-effect. When performing the action if a base die explodes (yours or your opponents when defending) you may apply that chosen effect 3 more times. Effects that require definition must be defined at talent creation. You may apply this effect instead with three exploding base dice for x5 effects or with five exploding base dice for x10 effects.

Critical BREAKDOWN: When BREAKDOWN is rolled (by you or your opponent when defending) gain a number of instances of a chosen, Non-Critical, effect equal to the rolled breakdown value.

Maximize Effect: Choose two existing effect or meta-effect die rolls. They now produce the maximum number possible and does not require a roll.

Lucky: Up to two effect dice may be re-rolled. Re-rolling a base die resets any explosions that die had made before re-rolling.

Easy: The action is granted an individual +5 bonus to overcome defence penalties on its actions check roll.

Replication: Multiply the dice roll of a chosen effect die by a factor of one (ex: D6x2, D6x3,or D6x4). Replicated effect dice cannot be re-rolled or otherwise modified.

Conversion: Alters the damage type of once source (such as a piece of equipment or talent tree) of bonus dice to a different type (defined at purchase) and changing the nature of success if applicable.

Charging: The actor, rather than performing the action proper, may instead declare that they are charging the described action. Charging an action is a standard challenge whose caste is different than performing the action proper. Successful charging adds a status that applies all the action proper's current potential effect to the next use of the action proper. Performing any non-movement action (other than charging or activating the action proper) or any succeeding strikes that choose to disrupt the effect, removes the charging status effect. Each subsequent charging action after the first is a challenge that gains an additional 2 essence (from the last charging challenge) for optimal use against the character.

Concentration: While the character maintains concentration: all of the action's non-status adding effects (ex: add status) persist as a status beyond their normal expiry (completed effect or breakdown) refreshing automatically each turn if they were to end naturally. For each maintained concentration all challenges receive 2 essence to be used optimally against that character. All action from a concentrating character become challenges (various movements in a turn can be dealt with as one roll).

Tricky (Condition): The actions effects are no longer applied as an enhancement to the characters actions but instead set to perform the action on its own when a set physical condition, defined at purchase, is met. Tricky actions do not receive base dice, may not stack multiple instances on a single entity, and are generally taken in conjunction with the indiscriminate restriction.

Safe Bet: Any unused essence expenditures (bonus dice unrolled or not necessary for success when defending) used in this action are refunded. When using safe bet essence dice should be rolled last individually.

Growing: This action gains 1 instance of the chosen (non-growing) effect each time this action has already been used since BREAKDOWN has occurred, up to a maximum of 5 instances.

3.4 – Advanced Style Shop

This section contains style choices that require other optional modules or are too complex to be justified in the core system.

If you are not worried about complexity of character choices we highly recommend using these additional options as well.

Abstract (Requires Module: 1.2.1 - Simplicities)

Explanation: A style effect that exemplifies and defines the nature of ones near supernatural skill in a chosen action.
Effect: Provides either a simplicity or a haste to the action.
Cost: 3 combo

Reflex

Explanation: A style effect that exemplifies a characters ability to defend themselves without a moments hesitation.
Effect: The character may, at any time, convert any bonus dice that would be generated for the action in optimal conditions into 5 "Reflex" armour. Every 5 "Reflex" armour spent that turn reduces that characters bonus dice available for that action next turn by one (rounded up).
Cost: 3 combo

Debilitating

Explanation: A style effect that exemplifies a characters ability to disable anothers abilities through their action.
Effect: The affected target suffers the status effect "Lock: add <restriction> to all castes of <X>" which adds a restriction, defined at talent creation, to all castes of action directly affected by the described result of the users action. Choosing to apply a debilitating effect means that the action will apply no overflow damage if successful. A debilitating effect may only be chosen in situations where the action can still apply overflow damage if successful.
Cost: 4 combo, +2 combo: add another restriction, +1 combo: add another 5 levels of potency to the status.

Example:

5 Combo: Crush: Add status "Lock: add 1 turn cooldown to all castes of action affected by the result of the Physical Attack.", potency +5.

Presser

Explanation: A style effect that exemplifies a fancy flourish that can control the situation.
Effect: Applies an Applied Pressure (press) status to the target, allowing the actor to control the situation in a way defined by description of the action. Choosing a presser effect means that the action will apply no overflow damage if successful. A presser effect may only be Chosen in situation where overflow damage would be done if successful.
Cost:
4 combo: Challenges get 4 essence to defend against this action.
5 combo: Challenges get 2 essence to defend against this action.
6 combo: No penalty.

Breaking Peoples Shtuff: A presser effect can be used to break a defined type of equipment if action description permits. Rather than using their own defences the defender of such an action gains a number of bonus dice equal to the equipment's monies value divided by 100 and rounded down representing the equipment durability (see Chapter 3 – Equipment). Obliteration breaks the equipment, success does something lesser defined by the characters succeeding strike.

Countering

Explanation: A style effect that exemplifies ones ability to capitalize upon weak assaults.
Effect: Provides either another movement or the use of a defined action (chosen when the style is purchased) for the character upon defending against a hostile type of action (from a source unrelated to the character) that fails to succeed (without reduction from armour). Only one move effect and one extra action effect can be used per failed action. All necessities for the chosen action must be ready.
Cost: 5 combo
2 combo: Add movement or action to talent tree with Countering.

Hobo Counter: As an alternative to the standard countering strike effect, a player may opt to substitute the failed physical attack with skipping their move or action (whatever is employed in the effect) on their next turn to act simultaneously to their aggressor (meaning they could potentially avoid an attack before it were to officially take effect, making an action roll unnecessary).

Bolstering

Explanation: A style effect that exemplifies a characters ability to focus entirely on their next move.
Effect: Forgo this turns action to gain 5 armour or 1 essence (chosen at activation) per bonus die generated by the talent tree that paid to activate the style. Gains usable for that trees actions only until the end of your next turn.
Cost: 5 combo

Module – 3.4.1 - Special Actions

This is a module that gives characters another character point investment option by allowing over powered signature "Special Action" style talents. Special actions help create characters with Anime-like special attacks and moves that will add a level of dynamism to any setting.

The Module was not added to the core rules because not every game needs these sorts of character's.

This ones "Special": Characters can invest one character point into a style talent defined as a "Special Action". Special actions modify either a caste of action (as normal) or a profession, defined at purchase.

What's my name: Special actions don't work unless they have a name.

Special Declaration: Special actions (like style effects) do not provide their bonuses to actions unless the character using the talent declares that that special action is being activated.

One Action, One Cost: Characters may only use 1 special action

per turn. Activating a special action costs 1 essence (in addition to Combo costs). This cost can not be reduced.

Restwinktion: "When I've activated a special action" or similarly vague restrictions are not viable (though "when i have activated -specific action-" is viable).

Special Beyond Limits: Special action talents ignore maximum combo generation limits from talent trees (The Combo Speed Bump) and Essence Expenditure limits (The Essence Speed Bump) when spending from capacities derived from the special action.

Triple Trouble: Talent trees generate three times the combo from restrictions for Special Actions that modify a caste of action.

One Payer System: A caste of action talent tree can produce combo to pay the cost associated with Special Actions that modify a relevant profession.

Better Supplements: The "Combo Supplements" rule produces 2 combo when used to pay for special actions.

Caste Powers: A special action, for every 5 character points of its owning character (rounded down), gains a restriction (chosen at purchase or when it meets a new character point threshold). restrictions that are met grant 3 combo points that can be used to purchase additional style effects already defined in the special action. For example: MEGAPUNCH – grants bonus dice and simplicities; 2 optional restrictions are met and grant 6 combo which are used to add 3 more bonus dice and 1 more simplicity.

When Everyone is Special: A character may only purchase one special action talent for every ten character points they have acquired.

Class Lockdown: Classed characters may only chose special actions that fall within the descriptive clauses of their class.

Examples:

[1] – Galvanic Strike (Physical Attack - Special)
Supercharge your fist using the Gylectro Bracelet.
Restrictions: Fist only, Requires Gylectro Bracelet, Must always use all restrictions, indescriminate (line)
Styles: +1 target x3, +1 simplicity, +3 essence x2, +1 range x2
Cost: 12 combo

[1] – Bootytown Slyde (Profession – Slam Dancer - Special)
Innate power is drawn from ambient sexyness to increase ones power through seductive dance.
Restrictions: Must be in an attractive state, Must have members of the opposite sex in presence, Requires successful dance action, Must be visible to onlookers.
Styles: +2 simplicites, +30 essence
Cost: 16 combo.

Module 3.4.2- Supernatural Talents

The Supernatural module is in many ways THE most important module in Caste with regards to allowing players to create and codify nearly any character they want. This module heavily increases the talent selection options and is meant to allow players to transcend the normal physical reality of their setting and craft a near infinite array of custom built magic.

The effect list itself has been chosen arbitrarily and balanced through trial and error. That being said, if you can't do something using this list, we highly encourage you to create your own effects and place them into the supernatural effect list yourself.

With such a vast array of options placed before a talent creator it's only natural that there will be some very powerful combinations. As a result we have devoted many of the rules in this module as a response to moany of the exploitative combinations that players would create.

Obviously because magic is not always in a setting this module is not a part of the core rules.

All the Talents of the Rainbow: This module uses the advanced styles, Natural Talents, (see Module 2.3.4 – Natural Talents) and Simplicities modules.

Explanation: Supernatural style talents, called "spells", exemplify fancy actions that leave the realm of natural law and begin to tap into secret sources of power. Unlike normal style talents, spells do not define enhancements to existing castes of action, instead, they define their own new and complete castes of actions. Ones that, without access to the spell, a character would not be able to perform.

Unequal Treatment: Each spell should be treated as its own unique caste of action. This means that spells can have accompanying castes of action talent trees and style talents which provide additional dice and style effects.

It's Super Effective: Spells do not produce a succeeding strike and inflict no damage directly in any way. Instead spell style effect are applied when status is applied. Base and bonus dice (unless specifically noted to apply when status is applied) only use their values for the purposes of applying the talent's status effects.

Guide - How to Damage: A character wishing to create a physically damaging spell that employs base and bonus dice to damage like a standard physical attack would be required to take the meta-effect "enhance-action" [Physical Attack]. This would, of course, make the action a physical attack challenge rather than a magical one.

I Wantz Damag: A character, at talent (or equipment, etc..) creation, can, when the talent is modifying a physical attack or other damage dice based spell (such as "Damage Obscura"), define their bonus dice to apply as additional status effect damage rather than damage to determine if the action is successful in applying status.

In Defence of Magic: When defending against spells or when performing actions that affect spells indirectly, characters can define their actions using broad terms that exemplify entire sources of supernatural action (such as against "magic", "psychic", "elemental" etc…). The exact categories would be dependent on the setting.

Advanced Armour: Armour usable against spells is spent before status effects are applied (effectively stopping the status effect).

Just a Reminder: Restrictions that modify spells (directly or indirectly) cannot be the same (or eerily similar) to any restrictions on the spell they are modifying as they are inherent to the action.

The Entry Talent

Entry Requirement: Before a character is able to invest in a spell, it is required that a character first invest in a profession talent tree which accurately encompasses the desired field of supernatural actions (for example: Necromancer, Fire Bender, Telepath, Super Technologist). This is called an "Entry Talent". The castes of action that this profession encompasses are any potential spell that are purchased by the character through this entry talent tree and any mundane actions directly related to that field of study.

Exceptions: The entry talent tree differs from normal professions in that when it is first purchased it is given 3 restrictions that accurately define boundaries of your field of magical study. These restrictions are often created in advance by the setting creator and given as an optional kit for players when they desire the option to purchase spells. These restrictions are mandatory and must be activated in order to use any spells purchased under that profession. Entry talent restrictions generate universal combo for use with those spells or relevant castes of action.

Example:

[4] Necromancer – 4/4
You are a master of the dark arts of the dead.
Restrictions: Requires 1h study each morning, Focus: Necromantic sigil, Somatic (requires gestures)

Cantrips: Characters with invested points in entry talents are able to access small scale castes of action that, when successful, affect the world in very minor ways. These castes, called "Cantrips", represent novice level magical exercises.

Itinerary: Cantrips must conform to the descriptive theme of the entry talent and require all of the entry talents restrictions to be met.

Travel Costs: Cantrips require 1 essence per turn to attempt or maintain and are always a challenge.

Trip Rewards: As a measure of scale: A cantrip should take 10 turns to produce the equivilant of one cost 3 supernatural style effect (see below) and shouldn't be able to exceed that.

Class Rules

These are rules specifically if characters are using the classes module.

Magocracy: Characters cannot purchase an entry talent or spells without a special class descriptive clause. This clause will generally be setting specific but broadly speaking will exemplify the type of magic being performed and any narrowing specializations. (Examples include: Wizard, Elementalist Mage, Fire spirit totemic Shaman)

A Lifetime to Master: A broad special descriptive clause (Like Wizard, or Priest, or Psychic) requires the character to devote 3 descriptive clauses to that special clause (generally leaving them with none). Characters may apply up to two narrowing specializations (such as: of X god, Elementalist, Telekenetic) to reduce the devotion requirement by 1 per narrowing specialization.

Es-Specially Narrow: Narrowing specializations should, broadly (and abstractly) speaking, reduce the sort of options a character can chose by at least half.

Not Restrictions: Narrowing specializations are not restrictions and should be viewed as a way of limiting options rather than requirement / situations that must be met.

Spells

Cast a Spell on You: A spell is a style talent representing its own caste of action that, when performed, allows you to apply supernatural effects to your target when status would be applied (if actions would be successful, before armour is spent to avoid success). They consist of both restrictions and supernatural style effects.

Spelling: A character pay invest one character point to acquire a Spell and note it on their character sheet following the guidelines and gaining the benefits below:

The Power of Words: When a player first purchases a spell they must, before anything else, think up a name and think up a description for the spell.

Supernatural Buffet: Next the player will need to select one or more individual supernatural style effects to represent the effects of the described spell. When the player eventually castes the spell they will be able to mix and match these effects dynamically so there is no need to take any options as doubles. Any number of supernatural style effects may be chosen, but once accepted the newly purchased style talent cannot be changed.

Bind the Ritual: A player may impose any number of restrictions on a spell. All restrictions on a spell are mandatory and once accepted cannot be changed. Restrictions that define how effects must be purchased are allowed and encouraged.

Notes in the Margin: When producing a spell, try to keep the whole picture of what you are trying to do in mind. The description, what it's limits may be, what restrictions should be applied to the spell etc… Try to be as narrow as possible in your spells desired effects to maximize their potency.

Softcore S&M: Though not strictly forbidden a character should not purchase spells with more mandatory restrictions than they have points invested into their entry talent tree.

The Balance of Magic: Each restriction imposed on the spell generates +1 additional combo. Each supernatural style effect chosen for the spell reduces the total amount of combo generated by 1. Players must take note of the combo deficit or surplus (see notation below).

Cost of Doing Business: All spells have a base essence cost of 1.

Spell Notation

Name: Write down how many character points were spent in brackets: [1] (because you can't spend more than that on spells), then the name of the spell, followed by an indicator that it is a spell along with any other keywords (such as necromancy) in brackets.

Description: Below the Name write what the spell does in detail. This is important because it will help explain how the various supernatural styles fit together.

Restrictions: Below the description write the list of mandatory restrictions. These restrictions must be met for the spell to function.

Styles: Below restrictions write the list of supernatural style effect options chosen for the spell. Beside each take note of each of their normal combo costs.

Cost (& Combo) : Finally below that write the essence and materiel costs of the spell (followed by the combo surplus or deficit from styles in brackets).

Example:

[1] - Ogor's Bolstering Barrier (Spell-Abjuration)
Surround yourself and nearby allies in a three quarter shell of arcane power that deflects physical damage and sometimes gets in the way.
Restrictions: Must purchase at least 5 Bolster (def phys attack) 1-5, Must purchase +1 targets, verbal, somatic, component (piece of egg shell), physical bubble moves with caster only and stops passage of items and allies.
Styles: [3] Bolster (Defend vs Physical Attack), [3] +1 targets
Cost: 1 essence, piece of eggshell. (+5 combo)

Casting a Spell

Behold My Power?: The first step to casting a spell is to decide on a spell and determine if you CAN cast it.

Combo Speed Bump (SP): For spells, a character can can only generate from talents (entry + spell) 2 combo plus 1 for every 5 total character points accumulated by that character (rounded up). For example: 1-5pts – 3 combo, 26-30pts – 8 combo.

Spelling it Out: Once the spell is picked and we know we can cast it, we must decide the exact parameters of the spell and declare what we are doing with it. We do this by choosing how many of each of the spells supernatural style effect we are going to be using, how they are going to interact with themselves and the targets of the spell.

Paying the Price: After we have determined the parameters we can add up the combo cost of all Supernatural effects chosen (taking into account any price discounts from the "Power Play" rule below). Then we add the combo cost deficit of the spell (or subtract a surplus). This is the combo cost of the spell, paid for by combo gained by meeting the mandatory restrictions in the entry talent tree (and then any other applicable sources). If the price can be paid: the spell is cast. If not: other avenues must be followed (see: The Price of Power below) or the chosen action cannot take place.

*Power Play: C*haracters, when casting a spell, discount to 1 the combo price of all supernatural style effects of combo cost 2 + 1 per 5 total character points invested by that character into supernatural styles and entry talent trees (rounded up). This changes the price in combo that needs to be paid when casting, not the effective combo cost that determines the potency of the style effect.

Beyond the Grasp: Attempting to activate a supernatural style effect whose combo cost is not reduced by the "Power Play" rule is a challenge (if it was not already). That challenge gains an additional 2 essence (for optimal use against the character) for each point of combo that style is above that characters maximum style cost that can be reduced (2 +1 per 5 pts. invested in spells or entries).

The Price Of Power

Paths to Power: In addition to the 3 base restrictions from your entry talent and the mandatory restrictions found in most spells there are a few ways to generate additional Combo:

The Paths End: You may only generate a number of combo in the following ways equal to your points spent on the spells entry talent.

Increase Cast Time: At casting you may designate that the spell requires additional movement and/or actions to be sacrificed to the casting. Doing so generates 1 combo per additional 1 movement or action required. Your action must be sacrificed each turn (movement is optional) until the spell is cast or you declare that your casting is forfeit.

Increase Cost: At casting you may designate that the spell requires additional essence to cast. The essence is spent immediately.

Increase Difficulty: At casting you may designate that the spell is a challenge (if it were not already) and that the challenge gains an additional 1 essence for optimal use against you.

The Laws of Magic:

The following rules are applied to the purchase and use of all spells:

Maintain Purity: Spells may only take styles from the supernatural styles list..

From these Hands: The base range for all spells is 0.

Stop the Apocalypse: Regardless of the maximum range of the talent, spells can only affect targets within direct unobstructed sensory range of the caster (or theoretical sensory range of the spell) or targets with whom the caster has a direct sympathetic link (such as a lock of hair or personal affect).

Style minimums: Supernatural style effects cannot have a lower combo cost than 3.

Sneak Those Effects in There: Unless otherwise stated: All spell effects chosen are applied when status effects are applied.

Spell Targeting: Spell effects can be described to target other spell effects at the instant they are being deployed. Status effects from spells may be targeted at any time. Spells and Spell statuses, by their nature, are separate from the caster or the target upon which they are applied and do not defend themselves. When targeted in this way they offer 0 resistance (no dice, no armor). Spells cannot affect mundane actions or status' in this way.

Too Easy to Roll: Any spell with no hostile target and whose total defense dice are less than the number of points the caster has spent on the appropriate entry talent is assumed to succeed and requires no roll.

Summoning Creatures

Creation Status Effects: Effects that produce something from nothing, such as summonings or creation effects, are treated as status effects applied to the created object(s).

Just Unnatural: Summoned creatures who by their nature do not have basic anatomical traits (such as skeletons not having muscles, or the ability to hear) must acquire these traits through character point expenditure through natural talents or professions (See: Natural Designates) to represent their unnatural existence.

Stacking Dolls: Summoned creatures cannot summon other entities of greater character point cost.

For Great Justification: All talents purchased for summoned creatures must be justified via the materials used to summon them (rotten wood doesn't become diamonds), personal understandings of the summoner (one cannot create knowledge one doesn't know), or the creature itself if not created from nothing (summoned badger is … a badger!).

Summoning Sickness: Summoned creatures act the turn after they are summoned. Conjured damage hazards (such as fire) begin applying hazard the turn after they are conjured (if they are still capable of producing hazard).

Conjuration

Weightless Conjuration: When producing or manipulating objects of no or hardly definable weight (such as fire or smoke or steam) it is assumed that each 10 kilos can, at best, cover an area of group size (roughly ¼ of a single unit of range).

Hazardous Materials: When conjuring damaging hazards it is assumed that each 10 kilos/litres produces a maximum of 1D6 damage of the appropriate type (and depending on how sparsely the hazard is arrayed can just as easily produce none).

Going Infinite

Cage the Wambo: Because Caste relies on players to assemble pre-made and player made effects, there will certainly be situations where effects combine to create unbelievable results. As such: **A**ny supernatural style combinations or recursions that consistently grow at some sort of geometric rate (the effects accumulate at a higher rate each turn) or could theoretically go to infinite must have major setting specific consequences (BOOM?) or simply not work (preferably for setting specific reasons).

Option: The Rule of Three: Rather than not work, any combinations that would meet the standards of the "Cage the Wambo" rule function only for three repetitions or, if there are no repetitions, for three times the number of styles taken to perform the action.

More Examples:

[1] - Cone of Cold [Spell - Evocation]
Bring forth a conic of frigid ice and cold to freeze your foes.
Restrictions: Verbal, Somatic, Indiscriminate [Cone], Focus (Icy Sphere) 100-500-1000 monies
Styles: (3) 1D6 [Cold] Damage, (3) Range +1, (3) Targets +1
Cost: 1 essence (+4 Combo)

[1] - Suggestion [Spell - Enchantment]
Power words impose a suggestion onto your target that will be followed unless ultimately against the targets scruples.
Restrictions: Verbal, Target Must understand the language used, Material: Pinch of Inscense.
Styles: (4) Force Suggestion, (4) +5 Potency [Suggestion], (4) +1 Range
Cost: 1 essence, Pinch of incense. (0 combo)

[1] - Perfect Translocation [Spell - Conjuration]
Charge up and travel instantly from one point to another
Restrictions: Verbal, Somatic, Self Only, Only when carrying less than translocation can lift over head, Must Purchase Minimum 1-5-10 (+1 Extended Range)
Styles: (8) Extended Teleport, (8) +1 Extended Range, (8) Charging
Cost: 1 essence. (+4 combo)

Supernatural Style List

Variable Combo Cost Styles

The styles listed below have a combo cost that changes based on how you use it. The cost is described in the description.

Supernatural Meta effect: Applies a meta effect to a specific caste of action and/or its effects. When applied to other supernatural effects a supernatural meta effect may only modify effects of equal or lower combo cost. The combo cost is chosen by the purchaser.

Meta-Effect "Enhance Action": The spell adds its effects to a defined caste of action and the character immediately uses that action. Only one enhanced action may be activated in a turn. Enhancing movement or defensive actions can be applied on demand but take up the characters next action on their turn to act. Enhance action's combo cost is equal to the highest combo cost in the spell.

Meta-Effect "Subtle Mix": This spells effects are woven into and can be activated discretely while performing a defined caste of action. All targets must be able to fully understand the action being performed (for example: spells that use dancing would not work on the blind, nor would songs to the deaf). Subtle mix's combo cost is equal to the highest combo cost in the spell.

Dispel: Nullify all of a defined category of effects imposed by spells of equal or lower combo cost within range (for example: 'Dispel Minor Magical Might' of combo 4 may nullify all physical attack bonuses gained by spells of combo cost 4 or lower). The effect cost is chosen at purchase.

Alt-Dispel: Nullify all of a defined category of status effects imposed by mundane sources affecting the spells target (For example: “Sutchure Wounds”: Nullify bleeding effects imposed by mundane sources). The effect cost is chosen at purchase.

Prolong: Enhance an effect such that breakdown can only occur once per day. For combo cost purposes this effect's cost is equal to the chosen effect's cost +3 (and 5 for mundane effect’s); in any other situation its combo cost is as the effect to be enhanced. This style is never a Meta-Effect. If this effect is taken upon itself breakdown will not occur.

Extend: Enhance an effect such that Range is extended from Turns to hours. For combo cost purposes this effect's cost is equal to the chosen effect's cost +3 (and 5 for mundane effect’s); in any other situation its combo cost is as the effect to be enhanced. This style is never a Meta-Effect. If this effect is taken upon itself the range is extended to unlimited.

Widen: Enhance an effect to change the Target from a single Target to Group. Group area size is about ¼ of a single unit of Range and is indiscriminate of friend or foe. For combo cost purposes this effect's cost is equal to the chosen effect's cost +3 (and 5 for mundane effect’s); in any other situation its combo cost is as the effect to be enhanced. This style is never a Meta-Effect. If this effect is taken upon itself the area is widened to full range.

Broaden Effect: Enhance an effect such that their definitions are broadened to include all similar Effects (example: 'Create Water' would become 'Create Liquids'). For combo cost purposes this effect's cost is equal to the chosen effect's cost +3 (and 5 for mundane effect’s); in any other situation its combo cost is as the effect to be enhanced. This style is never a Meta-Effect. If this effect is taken upon itself the effect is broadened to any option the effect could have produced.

New Created Effect: An effect of potency relative to the cost of effect chosen, precedents set by the system, and approved by the GM/playgroup.

Combo Cost 3 Style Effects

Empower Capacity: Add status that grants one individual 5 armour or 1 essence for/against a defined caste of action.

Damage Capacity: Deals 1 damage to a specified capacity (usually essence) when a status could be applied.

Manipulate Base Materials: Create 10 kilos/litres of a defined non-valuable substance. Alt: add status that allows one to "magically" displace of 10 kilos/litres.

Simple Illusion: Create a defined simple illusion that affects one sense. (simple meaning that the illusion is unchanging once initiated.)

Damage: Impose 1D6 non-supernatural physical attack damage of a defined type (such as slashing or fire). *Remember: This effect is applied when status would be applied.*

Healing: Restore +1D6 armour capacity.

Detect Trait: Add status that allows one to detect a defined hidden trait in persons, in objects or in situations. (for example: sense evil, detect lying).

Summoning from the Natural: Summon a pre-defined, non-unique, creature of no more then 3 points who is native to the immediate area (such as a raven in a forest), or whose existence can be defined by ready materials (such as bones for an animate skeleton) to act under your control. This effect can be combined with itself at spell creation to summon larger and more powerful creatures. All combined effects must always be purchased together.

Guts: Add status that allows a character to ignore the debilitating effects of one swoon. Any wounds leading to the swoon do not heal (does not apply to the swooning supernatural style effect)

Combo Cost 4 Style Effects

Buff/Debuff: Add status that grants a target a bonus die or subtracts a bonus die to a caste of Action.

Mass Buff/Debuff: Add status that grants D6 targets +1 or -1 to a caste of action.

Dampen/Magnify Damage: Add a status that reduces or increases by D6 the damage taken by a caste of action.

Supernatural Action: Add status that gives the target access to a defined caste of action which may lay outside of the targets nature. This new caste of action need not conform to natural laws and its existence may render the use of others unnecessary or provide rough dice to their use.

Option-*Backdoor Entry:* Characters (even ones with no entry professions) who have a style talent with an abstract style effect and a caste of action talent tree that can pay that styles combo cost may take a logically similar supernatural action as a stand alone style talent. This style's combo costs are paid via the justifying talent tree and requires an additional 1 essence to activate. On the characters next turn to act, the status gets -1 potency (and ends).

Moderate Illusion: Create a moderately complex illusion that that affects one sense and can change if a certain requirement, defined by the caster, is met.

Force Suggestion: Add a status that imposes a suggestion (action, emotional response etc…) to a Target that will be followed unless ultimately against that target's scruples.

Paralysis: Add a status that applies a restriction to a specific caste of action.

Creation: Add status that summons 100 monies of a pre-defined (at spell creation) non- consumable article(s) of equipment. Alternatively: produce 20 monies if the chosen item is consumable. All size and cost rules apply normally. The defined equipment monies value must met in full to manifest the equipment.

Fortification: Add status that Enhances by 100 monies a non-consumable type of equipment (such as sword, or ladder) in a pre-defined way (chosen at spell creation). Alternatively: produce 20 monies if the chosen item or enhancement is consumable. All size and cost rules apply normally. The defined enhancements monies value must met in full to manifest the enhancement.

Cure Swoon: Cure a character of 'swoon' and heal the characters superficial wounds, leaving scars but not requiring medical attention (not the product of a swooning supernatural style effect).

Combo Cost 5 Style Effects

Damage-Obscura: Impose 1D6 damage of a defined type, representing any non-supernatural caste of action (such as computer hacking). *Remember: This effect is applied when status would be applied.*

Summoning from the Essence: Conjure from nothing a pre-defined, non-unique creature of no more then 3 points whose existence within the setting is codified (such as a Bear, or a Djinni in magical settings) to act under your control. This effect can be combined with itself at spell creation to summon larger and more powerful creatures. All combined effects must always be purchased together.

Manipulate Semi-Valuable Substance: Create 10 kilos/litres of a defined semi-valuable substance (including crafted materials of moderate value like swords). Alt: add status that allows for the displacement of 10 kilos/litres. Using this effect to disarm an opponent would be treated like an attack against wielder.

Slumber: Add status that renders one Target unable to move or act

for what could be hours (Check for breakdown every minute). This effect is ended if the target is physically damaged/hurt, heavily jostled, or an appropriate similar action is taken. The target is not Swooned.

Negative Polymorph: Add status that removes a character point investment into a defined type of natural talent (such as size increases) and alter the target to exemplify the change.

Positive Polymorph: Add status that purchases invests a character point into a defined natural talent and alter the target to exemplify the change.

Teleport: Move instantaneously from one point to another point within 1 turn of range ignoring normal obstacles.

Inquiry: Target is granted a truthful yes/no answer to a question.

Re-Incarnate: Resurrect a 'killed' target into a new random, zoomorphically similar body type, The target loses 5 character points (if unpaid resurrect fails) plus an amount equal to the number of natural talents associated with the new body (if unpaid then character must buy those talents before new purchases are made), then gains those natural talents. If setting does not have races with natural talents randomize 1d6 character points to determine the bodies qualities.

Regeneration: Cure a character of 'swoon' and heal any wounds the lead to the swooning. Can regrow minor amputations and re-attach limbs (not the product of a swooning supernatural style effect).

Combo Cost 6 Style Effects

Mind Read: Add status that allows the understanding of inner secrets. alt: read thoughts of an individual.

Charm: Add status that forces a hostile target into becoming friends or acting against his companions.

Manipulate Precious Materials: Create 10 kilos/litres of a defined valuable substance (such as gold). Alt: add status that allows for the displacement of 10 kilos/litres.

Conjure Structure: Create a structure roughly the size of 3 people or alter an area of a certain type of simple material of that size.

Supernatural Abstract: Add status that grants a beyond realistic description to the use of a non-supernatural action. In addition to this benefit the character gains a simplicity or a haste to the caste of action.

Planar Projection: Add status that projects a defined sense of the target from one point to a corresponding point in a psudo or pocket dimension such as a setting specific spirit realm or hell plane.

Transmogrify: Add status that alters a bodies nature to be akin to a defined non-valuable substance without impeding that characters ability to act (though it may impair their ability to interact with their surroundings while in the altered state).

Transmutate: Add status that alters a bodies nature to conform to a defined shape without changing any natural talents associated with the character.

Combo Cost 7 Style Effects

Swoon: Instantly 'Swoon' a Target or afflict them with an ailment of similar power (such as paralysis, or comatose state.) such that they could be restored with proper care but if left alone may eventually die.

Complex Illusion: Create a complex illusion that affects one sense, whose motives are defined by the caster and that can perform complex processes (such as holding a conversation).

Create Structure: Create a structure of approximately the size of a small cottage (¼ range) or alter an area of a certain type of simple material of that size.

Resurrect with Loss: Resurrect a 'killed' target. The target loses 5 character points. If they cannot pay they are not resurrected.

Summoning from the Void: Conjure from nothing any pre-defined creature of no more then 3 points that will act under your control. This effect can be combined with itself at spell creation to summon larger and more powerful creatures. All combined effects must always be purchased together.

Divine Inspiration: The target is granted a simple, descriptive, truthful answer to a question.

Combo Cost 8 Style Effects

Kill: Instantly kill a target.

Planeshift: Move instantaneously from one point to a corresponding point in a psudo or pocket dimension such as a setting specific spirit realm or hell plane.

Supernatural Profession Abstract: Add status that grants a beyond realistic description to the use of all non-supernatural actions described by a profession. In addition to this benefit the character gains a simplicity or a haste to the caste of action in that profession.

Greater Transmogrify: Add status that alters a bodies nature to be akin to a defined valuable substance without impeding that characters ability to act (though it may impair their ability to interact with their surroundings while in the altered state).

Combo Cost 9 Style Effects

Mindslave: Enslave a target indefinitely.

Soothsay: The target is granted a truthful vision of the probable future outcome of a line of action.

Rejuvenate: Alter target's form to be either 1 year younger or 1 years older (defined at purchase). Subject ages normally from that point afterward.

Resurrect: Resurrect a 'killed' target.

Combo Cost 10 Style Effects

Time Warp: Travel 1D6 Turns backwards or forewords (direction chosen at Talent creation) in time (With reference to yourself.)

Erasure: Remove one target completely from all of space and time. As if he had never existed.

Wish: Erase a spent character point from the caster and produce 1d6 non-Wish supernatural style effects of any type that can be created using the Caste system and the games defining modules. Only one character point need be spent per spell cast with the Wish effect.

Planeswalk: Move instantaneously from one universe to another ignoring normal obstacles.

Eurika: Add status that produces and invests 1 character point into wherever the target desires.

Module 3.4.3 – Special Races and Creatures

The Special Races and Creatures module is Castes way of codifying the non-human races, and their numerical traits that generally step beyond the point balance scope of a creatures nature of being.

Additionally, natural talent trees are more powerful than standard talent trees. As such they should be codified IN ADVANCE by the GM or setting creator. They should not be given out freely.

That said, this module will walk the reader through how to define a special race / creature using nature, class descriptor, and natural talents while also giving suggestions on if and how to compensate non-special characters for their lack of extra-special-ness.

Natural Review: You may want to review “Nature of Being” in section 1.1 - “Characters, Challenges, and Capacities” if you don’t already have a solid understanding of the concept.

Creating a Creature / Race

Defining Special Nature: The first step to creating a race / creature package is to define an understanding of the entities nature. It’s shape, how it exists in various environments and what it’s basic abilities are. This doesn’t necessarily have to be written out in its entirety but notes should be take in regards to common special cases or setting deviations from common understood norms.

Natural Frustration: Because nature of being is such a broad catch-all section, it is very tempting to simply toss every type of trait and abnormal action under that header. Doing this though creates many challenges and should be restrained. The foremost being GM and Player frustration from the lack of limits for these traits and the balancing of characters operating as a different race.

When to be Unnatural

A Racial or Creature specific trait should be codified outside the nature of being header (and probably with natural talents) if...

- The trait alone would produce a numerical advantage to one or more castes of action. (such as large size, exoskeleton, or dark charisma)

- The trait is able to be turned on or off at will and is not active / inactive when the creature / race is at rest. (Such as a mist form)

- The trait affects other characters in some non-abstract way. (such as a Knock-out Stench)

- The trait produces something that has a numerical effect or affects other characters in some non-abstract way. (Such as creates waste that has “Knock-out Stench”)

Races and Classes

Racial Background: When using the class module creatures and races can define one (or more if variant cultures exist) descriptive clause that defines the culture or some class trait of the race in general. Characters playing this race add that trait to their class descriptors (or chose one from among the listed options)

Humanoid Versitility: Characters who are not using special races get an additional descriptive clause of their choosing to define their cultural background.

Natural Talents

Race Realism: Natural talents are NOT cultural, or earned through experience. They are not earned at all, but instead given as a result of the natural advantages that come with playing the chosen creature / race.

Racial Complexity: It should be the goal of the creature / race creator to minimize the number of natural type talents a creature has. Additionally there is no rule saying that the race / creature creator cannot simply take a standard type of talent and make it a requisite for the creature / race. For example: creatures with many spell-like abilities may have, rather than 20 super-natural talents have 1 "natural" "entry" talent (and subsequently access purchasing more normally.).

Restrict ME more: The restrictions on natural talents can be chosen to affect the character with the talent rather than the action it is modifying. This is should be used to describe the repercussions for the character with that natural trait. Restrictions of this kind are ALWAYS in effect and are not optional.

One Time Offer: Natural talents can only be purchased at character creation with GM approval or granted by GM in game. Creatures with natural talents must purchase those first before purchasing talents in the normal way.

Natural Style Talents

Explanation: A insular type of style talent that exemplifies the mundane racial advantages (and disadvantages) that come with playing that specie of character.

Ground Floor, Restrictomancy Dept.: When creating a natural style talent, the talent creator can generate as many restrictions as necessary to fully define the trait. Once the restrictions are chosen the talent creator may purchase, using the combo generated from those restrictions, as many styles (chosen from the basic and advanced style shop) as desired. (For example: a Simplicity effect requires 3 Combo from chosen restrictions to be added to the tree).

Natural Insulation: Natural style talents do not get combo from any other source and may only use combo generated from their own restrictions.

Naturally Superior: Natural style talents are defined by the description of their trait and apply their bonuses for all castes of action that would benefit from such a description.

A Harsh Mistress: In situations where the natural style talents description would be a hindrance to the action, the challenge is given a bonus dice for each combo that the talent can produce.

Harsh Polygamy: Multiple instances of the same natural style stack their bonus dice applied by the harsh mistress rule.

Nature Alteration: Natural Talents can and will often alter the characters nature. These changes must be described when the talent is created. The general guideline for how much each invested point changes the character is to cumulatively apply ½ again, rounded down, what the character already had before the new investment (For example: A character is rougly 6ft tall. Taking "Massive" would make them 9ft., then 13ft then 20ft etc...).

(Optional) Implied Numerologic: When a character trait (such as size) runs afoul logically with other character numerals that are taken for granted (such as size vs. holding capacity), it may be prudent to apply the ½ again method described in "Nature Alteration" above.

(Optional) Too Something to do That Now: In certain cases it might be prudent to apply new barriers to what creatures can do who trigger the above "Implied Numerologic" rules. Possible example: creatures who are too small might not be able to wield larger normal sized weapons (½ of 5 is 3 effects per hand). Likewise, creatures who are big might not be able to effectively wield weapons that are too small (+½ of 5 is 7 [or +2] effects, thus 3-7 effects per hand only).

Nothing is Free: All styles, even ones that cost 0 combo, cost 1 combo for the purposes of purchasing using the "Ground floor, Restrictomancy Dept." rules.

Autobahn: Natural style talents ignore the "Combo Speed Bump" rules.

You've Run Out of Options: Natural style talent restrictions are not optional. All combo generated is automatically spent on available styles even when those styles are not used.

Notation: When taking note of investment into natural style talents simply write the amount of points invested (multiple points mean multiple instances of the style taken), then the name of the style talent, then an indicator that it's a natural style talent beside it. Below write a clarifying description. Below that write the chosen restrictions. Below that write the styles and how those styles are applied, and the grand total for all instances of the style.

Example:

[3] - Natural Armour (Natural Style)
From thick hides to adamant like skin.
Restrictions: For defence vs. physical attacks only, x2 time to recover natural capacities.
Styles: +20 (x2 +10) armour; total 60/60 armour.

Super-Natural Spells

Super-natural talents are represent the natural magical properties of certain creatures. They follow the same rules as spells except as noted below:

Do not Entry*:* Super-Natural Spells do not require an entry.

Natural Restrictomancy: When creating, Super-natural spells automatically begin with one restriction and one supernatural style. The Combo cost of that chosen style is reduced to 1.

Spells with Bells: After the initial restriction and style has been generated the character may produce a spell in the same way as is described in the Supernatural module.

No-Choice: The Restrictions on super-natural spells are all mandatory when using the action.

Easy Options: Taking additional supernatural style effect options does NOT reduce combo generated by the spell.

Natural Overload: At super-natural spell creation the talent creator may chose to increase the essence cost by +1, add +1 turn to the spells cooldown, and/or a bonus die to the difficulty of the challenge. Each of these choices adds an additional combo for use when casting the spell. This can be done as many times as the character desires but once the Super-Natural Spell is accepted it is codified, mandatory, and cannot be changed.

Cheap Tricks: Supernatural style effects have a combo cost reduced to 1 if their standard combo cost does not exceed the characters total character points divided by 5 (rounded up). Note: If the character does not have the combo to cast the spell within its current parameters it cannot be cast.

Supernatural Costs*:* Super-Natural Spells have no base essence cost.

The Rule of ON/CAST: When creating a super-natural spell you must define whether the spell is: ON, meaning the effects of the Spell are always in effect and automatically refresh if status fades BUT cannot be used as an action and will not stack with itself; or CAST, meaning the talent must be used like any other spell. If it has not been noted it is assumed to be CAST.

Natural Combo ON: Combo and effect choices for Super-natural spells set to ON must be made and defined at creation. Once accepted those choices cannot be changed.

Pay ON Demand: Natural Spells designated as ON incur challenge (if applicable) and take costs when (re-)activating.

B-roken E-asily S-ystem M-echanics: A character who uses spells to summon a creature with Super-natural spells must pay 1 essence per style activated each time one of their (or any other creatures summoned by them) Super-Natural spells are used.

Example:

Medusa's Gaze [Super-Natural][ON]
The gaze of the Medusa that turns all who see it to stone.
Restrictions: Targets must see face, Indiscriminate Cone, must purchase at least +1 range, must purchase at least +5 targets; Cooldown 5 turns
Styles: [1] Widen [Swoon-petrify], [5] Damage Obsura [+1D6 instill terror]
Cost: 0 (+5 combo)

Natural Designate

Explanation: A special Natural Style talent that exemplifies a creatures mundane access to seemingly supernatural traits.

Investment: The first point invested into a super-natural designate generates a restriction describing the characters limitations on their trait and a the Natural Designate style. No other options are available.

Natural Designate Style: Alters the nature and features of the character in a defined way to allow access to a chosen caste of action ([Descriptive Clause]+[Verb]) which may lay outside of the characters basic nature (such as gaining wings to gain "foreward flight"). The alteration should make sense within the physical (or in some cases supernatural) reality of the setting. Further, a simplicity (or haste) is granted to any other castes of action that may directly benefit from this styles described caste.

Style Cost: 1 combo.

Example:

[1] - **Grand Wings – (Natural Designate)**
This creature has the ability to fly with great wings.
Restriction: Full body length required on each side.
Styles: Creature is able to "forward fly" and gains a simplicity or haste to actions which benefit from this.

The Killing Condition – *The Option you Cannot Choose.*

Explanation: The Killing Condition is a highly useful and special type natural style talent that easily defines races or creatures that are of particular difficulty to kill. Creatures with regeneration, impenetrable skin or villains that just won't die make prime candidates for the Killing Condition.

They May Never End!: Any creature with a killing condition can/should not be killed by normal means (sometimes with repercussions for failure) and must be defeated by an appropriately described succeeding strike. This condition must be defined when the Talent is made.

Invest in KCS: The Killing condition Talent can be taken up to 3 times. Each point investment grants the character one of the Killing Condition Styles listed below.

No Stacking The Killing Condition: Only one Killing condition may be taken per entity. Only one of each type of killing condition style may be taken per tree. Each style CAN have multiple condition options.

Killing Condition Styles

Type 1 (I Will Return): Without meeting the condition, the character is defeated but will rise again in due time. The nature of this 'resurrection' varies from creature to creature (examples include Liches, Death Knights, or Trolls).

Type 2 (No Man of Woman Born): Without meeting the condition the character cannot be swooned nor killed and all succeeding strikes fail (with an appropriate re-write by the still-not-dead character).

Type 3 (REVENGE!): When swooned without meeting the condition the character initiates a countering style whose defined effect is chosen from among their options when this style is purchased. That action is considered to have the “Tricky” meta effect save that it DOES gain its bonus from base dice.

Level-NA: The killing condition style is WAY outside the balancing scheme of the game and should only be used for special creatures or acquired as long term role-play rewards.

Chapter 4 - Equipment

4.1 - Concept

Another major plank of the Caste system is its equipment generation mechanics. Here we explain that equipment exists, that there is standard equipment and trinkets, that they can be created by players on demand, that doing so involves purchasing effects to represent their primary function, that more effects mean bigger equipment, and that equipment can be restricted for reduce cost or get more effects that don't increase size. We also explain step-by-step how a character can use their talent to craft equipment in game.

… We also mention that "monies" is the caste money denomination.

Stuff Matters: In Caste, the tools and objects people use to achieve greater ends are called "equipment". When used or worn, these pieces of equipment add their effects for their defined action.

Suit up: Equipment can be found, built, or purchased by characters in game through various means.

Equipment Source: Each article of equipment that provides bonus dice counts as a separate source.

The 1 Weapon Rule: When performing or defending against an action, a character may only choose the effects of one of their held equipment per target. For example: a character with a sword and a gun can strike a melee foe with the sword and, provided they have +1 targets, can strike a ranged foe with the gun that turn.

The 2 Weapon Rule: Wielding two (or more if you have more hands) weapons grants the user +1 targets to that action for each additional weapon. Alternatively, when opting not to use the +1 target, using an additional weapon grants rough dice (of a type consistent with the additional weapons damage type).

The 1 Armour Rule: Worn equipment may stack any purchased equipment effects and special effects (from crafted talents). Effects gained through restrictions do not stack. Any worn equipment that shares a caste and one or more restrictions with another more restricted item must ignore their effects gained through restrictions (or reduce their total bonus down by the amount gained through restrictions).

Note: The mental visualization of the 1 Armour rule is that a character is wearing 1 piece of armour. Obviously the 1 piece of armour is / could be made up of multiple little pieces.

4.2 - Let's Build Equipment

Because equipment comes in a nearly infinite variety, it is generally the job of the players to create their desired equipment and catalog them on their character sheets. Producing equipment requires the following steps:

The Lazy Way v2: If you don't want to read through the step-by-step of how to build equipment you can simply use section "2.1.3 – Fast Equipment Armoury" as a template to quickly create equipment.

Tools vs. baubles: These steps concern themselves with tools that provide benefit when performing some action. For things that only have a superfluous function we shall leave their basic value and function to their nature and to the whims of the players.

Whats it gonna DO?: The first step is deciding what the equipment is and does. This might be as simple as a sword that slashes enemies with physical attacks, or a computer that is functional in an array of computational jobs. This understanding of what you want will be the foundation for the rest of the process.

What Is IT?: The next step is taking note of what the item is. Be detailed enough to give a general sense of the equipment, such as its size, and features. For example: calling a giant super heavy custom firearm just "gun" is not really appropriate but "The Kingslayer" would be.

Coding the Gear: Now we choose the numerical effects the equipment has. To do this we need to first determine what caste(s) of action (the [descriptive clause]+[verb]) the equipment would modify. Then we choose a number (greater than 0) of effects from the Equipment Effect List below.

Effect Cost: For each effect chosen the monies value of the equipment is increased by 100 monies.

And What exactly are Monies?: "Monies" is simply a generic name used to describe the value of any given equipment. It could just as easily be called dollars, or gold, or any other currency when playing.

Size Does Matter: For each chosen effect the size (or in some cases the complexity) of equipment is assumed to increase.

The Human Body: As a standard a character can carry (or use) 5 effects within each hand, and 10 effects on the body (optionally: 4 effects on the torso, 1 on each arm, 1 effect on the head, 1 on each leg, 1 for boots). Additionally characters generally can carry 10 more effects un-equiped and worn on their persons.

The Weight is Over for Encumbrance: For each effect a character is carrying over their maximum (10 worn on body, 5 in each hand, 10 carried on back) all challenges against the character relevant to the over-encumbrance receive 1 essence to be used against that character in the most efficient way (generally +1d6).

Body assumptions: It is generally assumed (and sensible) that the effects on body equipment are used to bulwark defensive actions.

Equipment Effect List

Damage bonus: +1D6 [type] damage to a caste of action. Damage bonus cannot be "skill" type.

Armour bonus: +10 armour against a caste of action

Essence bonus: +2 essence for use with a caste of action.

Range bonus: +1 range to the equipment's effects. Physical castes must add restriction "Uses Ammo: [type]" with no bonus*.

The Polarm Exception: A physically casted equipment can have +1/10 range without the "Uses Ammo" restrictions. This represents the equipment's functional extended reach.

Target bonus: +1 targets to the equipment's effects.

Modular (Equipment Type): The equipment is an add-on to a defined type of equipment which, when attached, improves its stats. (See Modular Equipment). Most times ammo is modular.

Tricky (Condition): The equipment's effects are no longer applied as an enhancement to a caste of action but instead is set to perform the action on its own when a physical condition, defined at equipment creation, is met. Tricky actions do not receive base dice, may not stack multiple instances on a single entity, and must be taken in conjunction with the indiscriminate** restriction.

**Restriction - Uses Ammo [type]:* The equipment requires/uses 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.

***Restriction – Indescriminate [type]:* Targets are automatically selected on a first found basis defined by a shaped vector (such as circle blast, cone, spiral, line, or reverse shapes) their number of possible targets and maximum range. Once purchased the actor must define if each of any current and future range bonus effects will apply to the positioning of the vector or to the vector's blast radius.

Modular Equipment

Adding On: Equipment that purchased the "Modular" effect is defined as something that does not perform the action itself (though it may provide rough dice) but instead enhances an existing weapon (such as bullets enhancing a gun) by adding its bonuses to the base weapon.

Redundancy: Modular equipment will not add any effects to the base equipment if it shares a restriction with it or any other attached modular add-ons. The exception being if the duplicate restriction is adding additional costs such as an essence cost or uses ammo.

Equipment Bondage: Next we must choose if and how the article of equipment would be restricted (Specific non-negative situations under which the equipment's various effects will be relevant). Equipment does not require any restrictions.

The Powers of Specialization: If the item creator opted to restrict the item they may, for each restriction, chose one of the following options:

1UP: Add an extra effect at no extra cost or increase in size.

Tweak: The creator of the equipment may opt to make this restriction optional such that, if applied, grants a trinket style effect (see *Trinkets* below).

Knock off: If the equipment is only one effect in size, the equipment creator may ignore the cost of this restriction and also reduce the equipment's effect cost (before restriction, special or other additional costs are applied) by half, cumulatively, rounded up. (For example: 100 - 50 - 25 - 13 - 7 - 4 - 2 - 1).

Restriction Cost: For each restriction that would grant an effect, the monies value of the equipment is increased by 25 monies (after "Knock off" discounts are applied).

***Remember 1, 5, 10, 20:** When applying multiple of the same restriction that can stack, any bonuses granted to the entity through restriction only apply on the first, the fifth, the tenth, and the twentieth instance of that restriction.*

Special: Finally, if we're making some sort of special or masterly crafted equipment, we can choose Styles or universal combo for that equipment. When performing the relevant action with the equipment characters have full access to any of that equipment's listed styles.

Micro Universal: Universal combo from equipment can be spent on any styles within the equipment or any action to which the equipment is actively contributing at least one effect or capacity.

Cost:

- 100 monies per equipment effect.

- 25 monies per restriction (using the 1UP or Tweak rule)

- Styles cost 1000 + 1000 per combo cost of style talent.

- Universal combo costs 1000 monies + 1000 monies for each point of combo the equipment already has (1000, 2000, 3000 etc.)

Consumables: When equipment is designed it can be designated "consumable". Consumable equipment can only apply its effects once and is depleted after it's use is exhauseted.

Big Things in Small Packages: Consumables are 1/2 the effect size of standard equipment (rounded up). Meaning an average person can hold 10 effects from consumables in their hand.

The 1 Bullet Rule: Multiple instances of the same consumable with the "Modular" effect need only account for it's size once (generally up to it's reload time or within reason).

The 1 Poison Bullet Rule: Characters using multiple "Modular" consumables in one action must chose and apply the effects of only one. Additional "Modular" consumables used beyond the first grant rough dice to the action.

Consumables on the Cheap: Making equipment which is consumable (is depleted upon use) reduces its cost to 1/10 (including special costs).

Rough Dice: "Rough dice" are semi-arbitrary bonus dice that are

applied to actions when using talents or equipment for purposes other then that which they were intended (for example: using a knife to pick a lock or a semi-appropriate physical attack talent for a feat of strength). In such situations the GM makes a judgment call as to whether the source would be helpful at all. If it would be helpful, they arbitrate the number of bonus dice received. Generally one bonus die for a source of small help, two for equipment of moderate help and three for equipment of substantial help. Rough dice are not given if the character is also using a source of proper bonus dice for the action.

Trinkets: Trinkets are articles of equipment that are too small to take up considerable space on the body (such as rings, necklaces and the like) but still provide minor bonuses. Trinkets are created and priced per effect just like any other equipment except they may only produce a +1 armour bonus (rather than +10), requires 2 effects for +1 damage bonus and requires, +5 effects for +1 essence to a caste of action, and 10 effects to produce any normal equipment effect. 10 purchased effects on a trinket take up the size of 1 effect on standard equipment. Trinkets can not apply the "tweak" rules.

Structure in Summation

Name: The name of the equipment.
Description: A brief description that should indicate its size (one handed, light, two handed, large, etc...).
Effects: A listing of its chosen effects and related castes.
Restriction: A listing of its restrictions if applicable.
Special: A list of styles or combo that the equipment generates.
Cost: Its cost based on the effects, restrictions, and talents chosen.

Workshops

Bag of Tricks: Characters can represent a large array of tools of various sizes as an aggregate by defining those various tools as a "Workshop". Unlike standard equipment, a workshop applies its bonus to a specific profession, chosen at the workshops creation.

Fist full of Tools: You cannot use more workshop dice effects then your character can reasonably carry (10 effects).

Share the Wealth: The lump of workshop bonus dice can divided among multiple people performing applicable actions at the same time.

Workshop dice also stack with other standard equipment when physically possible or during extended actions (such as crafting) to a maximum of a characters ability to hold Items (10D6).

1 Trick Pony: A workshop can only chose the damage bonus effect.

Ticket Price: A workshop costs 500 monies per effect and is treated as being effectively that size.

4.3 - Crafting Equipment (In Game)

In this section we outline that characters can craft any equipment. That the time it takes to do so is based on how valuable the equipment is. That you can craft consumable equipment at a fraction of the cost. How characters can acquire a workshop, and that workshops are like giant communal equipment for performing actions. That hastes increase the rate of crafting by a multiplier. And finally how you can apply talents to equipment to make it "special".

The Act of Crafting: Characters who choose to construct things from baser materials are considered to be crafting. Crafting is performed like any other action but also adheres to the following guidelines:

You Need the Stuff: In order to perform the crafting action the character must have the base materials required for the construction of the equipment. This is generally half the effect cost of the equipment.

Things Take Time: The crafting action for a character takes 8 hours.

Make Haste: Each haste a character has going into a crafting challenge increases all damages that pierces the challenge's defence by ½ again of the remaining total rounded up. For example: A character deals 32 damage to a challenge with 20 defence. The remaining 12 damage adds ½ again of that total per haste for a total of 18.

Fractional Crafting: If a character achieves succeeding strike with fewer dice, the crafting time can be reduced by the fraction of dice that remain out of the total. For example: with 8 effect dice a character succeeded after 4 dice are rolled then the crafting time is reduced by 1/2 or 4 hours)

Splitting my Attentions: Adding multiple targets to crafting actions does not apply effect dice to the extra targets as normal but would eliminate any penalties for working on multiple projects simultaneously.

Stubborn Thing: The armor of the crafting challenge is equal to the monies value of the to-be-crafted equipment.

Custom is Finniky: Crafting equipment with restrictions adds a bonus die to the defence of the challenge for each restriction.

Special Equipment: A character may opt to add style talents or universal combo to equipment. Doing so requires the following:

Style Challenge: Each different style effect and each point of combo cost of the style talent adds: +1 bonus die, and +1000 armour to the crafting challenge.

Impossibly Variable: Each different style effect in the chosen style talent gives the crafting challenge +1 essence to spend against the crafter (in the most efficient way).

*Universal Combo***:** Crafting the first universal combo adds +2 essence and +2000 armour to the challenge. Subsequent points add an additional +2 essence and +2000 armour per point of universal combo the equipment already has.

Special Materials Cost: Crafting styles costs +500 monies + 500 monies per point of combo to the cost in materials. Universal combo costs 500 monies + 500 monies for each point of combo the equipment already has.

Special Consumables: The total monies cost and armour is reduced to 1/10 for style talents applied to consumables.

Special Limits: character cannot apply more instances of a style talent upon an equipment then they have instances of that style (or appropriate crafting style, see below).

Crafted Styles

Crafted in Style: Characters that like making equipment have the option to invest a character point into a "crafted style". Crafted styles are special style talents that must be crafted onto an equipment to be useful.

Notation: Crafted Styles must be noted with "for crafting [Type of Equipment]".

Style Freedom: When purchasing a crafted style, the character may choose any caste of action suitable for the type of equipment being crafted.

Installation Fees: Crafted styles must be paid with combo derived from the crafting talent being used to apply crafted style.

Special Access: A character must have unrestricted access to the crafted style they wish to craft upon their equipment by either directly (via talents) or indirectly (via equipment with talent) having the talent.

Pay to Play: All combo costs for using crafted styles must be paid normally with combo appropriate to the action.

Repair and Modify: The challenge difficulty of adding or subtracting properties (restrictions, effects, styles, combo etc.) from an already crafted item is the sum of all the crafting difficulties (bonus dice and essence) that would be needed to create the most valuable instance of item (pre or post alteration). The armor value is change in monies value of the alteration.

4.3.1 - The General Theory of Labour and Wages

This section extrapolates (with a few liberties) and lays out the basic value of unskilled and expert labour.

Ready to Work: As a baseline, assuming a static economy, unskilled labor is worth 10 monies per 8 hours of work.

Big Money $killz: Each character point investment that gives a bonus to the labour is worth an additional 5 monies. Each restriction applicable to the labour is worth an additional 5 monies.

Special $killz: Style talents used that grant bonus to the labour are worth 5 monies per combo cost when they are usable without resource (essence, materials etc) expenditure (or if a character has enough resource to spend for the style each turn for 8 hours).

Specialist Labour: Style talents used for crafting styles onto equipment are worth 10 monies + 10 monies per combo cost.

Example

A character wants to work his trade and make armour with a combo cost 1 style. He has 3 points invested into crafting, 1 usable restriction, 1 style talent worth 1 combo, and the cost 1 crafting style for that equipment. His labour would cost 10 [base] + 15 [points] + 5 [restrictions] + 5 [style] + 20 [craft style], for a total of 55 monies per 8 hours.

Module 4.3.2 - Technology and Eras

This module can be employed to better define progresses in the types of equipment that exist, the limitations of restrictions on technology, and advanced technologies effects on less advanced equipment.

Simplicities: This module uses the simplicities module.

Equipment has an Era: This module adds "Era" to the structure of an Item. Alternatively it can simply be explained in the description.

Restrictions as Technology: The number of restrictions an article of equipment can have is based on its technological era.

The Five Ages: There are five eras to which an equipment can belong. In order from lowest to highest these Eras are:

Stone Age: Wood and stone bound to make the most primitive tools. Max 1 restriction.

Metal Age: Metal and Fire harnessed to make durable and effective tools. Max 5 restrictions.

Powder Age: Chemistry and mechanics create complex modern tools. Max 10 restricitons.

Energy Age: Circuits and light model advanced futuristic tools. Max 20 restrictions.

Cyclopean Age: Power and Knowledge form in unimaginable ways to create eldrich tools. Unlimited Restrictions

Damage & Defences: Equipment of greater era provides a simplicity for their users when against equipment all of lower era.

My Hands: Unarmed actions are considered stone age effects. Succeeding strikes from grapples and rough dice are dealt with case by case.

Cost & Crafting: Crafting equipment using higher era tools reduces all of the challenge defenses by 1/2 per era rounded up (it follows that within a higher era setting it can be understood that the cost of lower era equipment would be 1/2 per era as well). Crafting equipment using lower era tools increases all of the challenges defenses by 10 per era (it follows that within a lower era setting it can be understood that the cost of higher era equipment would be x10 per era as well)

Bleeding Edge Restric-tech: Adding more restrictions than the technology era allows increases the cost of adding that restriction by x10 per era above the current era.

Module 4.3.3 – Education

This is a module which better defines education and learning using the crafting rules.

Caste Education Defined: For the purposes of this module we will define education as the crafting (learning) of new talent trees onto oneself:

Workshop: In order to educate oneself one must have the tools to practice your future skills. Without a workshop to aid in crafting the talent all the crafting challenge's armor values are increased by x5.

Professor Book-Learning: Having some learning source such as a scroll or book with the talent(s) (or sufficient quantity of them) or another character with the talent(s) who is willing to teach it for extended periods counts as unrestricted access to the talent. Without a source of learning education is possible but with a challenge whose armour values are increased by x5.

That's double multiples: x5 plus x5 equates to x25 armour, not x10.

Tree of Knowledge: Each crafted point to be invested into a talent tree is crafted individually. Crafting talent tree point adds 2 bonus dice and 1000 armour to the crafting challenge; + 2 bonus dice and +1000 armour per point that preceded it in the talent tree.

Special Education: Each crafted point to be invested into a special talent such as a style, or spell, adds +1 bonus dice and +1000 armour to the crafting challenge; +1 bonus dice and +1000 armour per restriction within that talent; +1 essence (to be used most efficiently against the crafter), +1 bonus dice and +1000 armour for each style effect within the talent; +1 bonus dice and 500 armour per combo cost of styles; and/or additional costs used for advantage in the talent.

Special Education Books: Writing books that contain talent trees fit for self education would have the same challenge structure as described in "Special Education".

Material Costs: Barring any wages from professors and the use of a workshop the cost of crafting talents onto yourself is free.

Module 4.3.5 - Magical Equipment

This module applies direction to crafting supernatural module spells onto equipment.

Expansion to Supernatural: This is an expansion to the Supernatural module.

Enchanting: Crafting spells to equipment is its own caste of action defined by the type of spells to be crafted (usually denoted as "Enchanting [the entry talent of those spells]").

Needs of the Trade: All characters require access the appropriate proficiency for crafting the spell. Any tools or workshops being used are required to have the appropriate proficiency for crafting the spell built into them.

From the school of …: An Items spells should have their derived entry talent noted on the spell,

Spell Copy: The character must have unrestricted access to the spell, whether direct or indirect. Consumable equipment does not grant unrestricted access.

Deviant Magick: The enchanter may opt to withhold a base spells effects from the item but may NOT withhold the spells restrictions.

The Rule of ON/CAST: When creating a supernatural talent on an item you must define whether the talent is: ON, meaning the effects of the talent are always in effect and automatically refresh if status fades but cannot be used as an action and will not stack with itself; or CAST, meaning the talent must be used like any other supernatural talent. If it is not addressed it is assumed to be CAST.

Combo ON: Combo and effect choices for spells set to ON must be made and defined prior to the start of crafting. Once crafted those choices are static.

Choose your Suffering: When enchanting a spell on equipment, the caster may opt to infuse the spells restrictions into the equipment. Doing so means that the restrictions is considered met whenever the spell is used from the enchanted item.

Inscribing the Root: Enchanters may also additionally infuse the defining restrictions from their entry talent. *Note: Opting not to infuse defining restrictions means they are not accessible to those who do not themselves have that entry talent.*

Suffer by Choice: Restrictions not applied to the item must be met by the user of the item when the spell is cast (or refreshed). Unmet

restrictions should be noted on the item.

Heretic Lock: Enchanters may opt to force their entry talent restrictions into the spell. This has no cost and is simply added to the spells listed unmet restrictions.

Translation of Skill: Spells enchanted on items are crafted as if the enchanter was casting the spell. Meaning all effects benefit from the cost reductions the enchanter would gain from the "Power Play" rule at time of crafting. Their costs should be noted on the equipment's spell.

Material Costs: Spells cost 1000 monies in materials, +1000 monies per restriction infused, + 1000 monies per combo cost of styles applied (ignoring combo cost reductions from the "Power Play" rule).

Additional Costs: Any infused foci must be integrated into the equipment. For non-consumables 100 times the consumable material components required for the talent must be spent as well.

Note on Immaterial Restrictions: Infused immaterial restrictions used in spells that are not specifically relevant to the spells activation or with the equipment (such as "evocation only" or "Require 1h magical study in morning") are generally assumed to be somehow built into the equipment (and covered by the 1000 monies cost for that restriction).

Supercharge: The Crafter may supercharge a magic item by permanently increasing the spells essence cost, casting time, or difficulty at crafting (but no more than the lowest of the crafters' entry talent tree or highest relevant crafting talent tree). This should be noted on the spell when noted on the item. Each addition is worth 1000 monies.

That Free Essence Cost: Finally, if the player wishes, they may infuse 1 point of essence into the equipment for 5000 monies per essence. Infused essence is always considered paid. Unpaid essence costs must be paid at time of casting. This option does not extend to any restriction specific essence costs.

Essential Devotion: While crafting the spell onto the equipment a spells essence cost must be devoted (unused essence set aside) by each crafter from the beginning of crafting the spell until crafting has been completed or crafting fails. When crafting fails the resources up to the point of failure are lost and crafting must be started again.

Difficulty: Crafting a spell adds +1 bonus dice and +1000 armour to the crafting challenge; + 1 bonus dice and +1000 armour per infused restriction; +1 bonus dice, +1000 armour, and +1 essence, given to the challenge for use against the crafter (in the most efficient way) per combo cost of styles (taking into account any combo cost reductions from the "Power Play" rule).

Cursed: If failure occurs the crafter may opt to ignore the failure and continue to craft as if no failure occurred. Doing so produces a restriction of the GM's choice upon the equipment. This restriction is mandatory, can restrict the item itself or the character using the item rather than the action, and can alter the nature of the character. (Note to GM's: Be cruel, but fair. The best ones make us smile.)

Consumables

Consumable Value!: All Consumable spell crafting divides all armour and material costs by 100 (rather than 10).

Consume, Obey: Supernatural Equipment consumables come in the following types, each with different features:

The "Scroll": The scroll is a written document or tablet outlining a spell(s). Scrolls are always set to CAST and always are crafted with one charge. The benefit is if a caster has the same entry talent as the scroll they do not consume the item provided they meet all the restrictions and pay all costs on their own (even if the scroll has infused features already paid for).

The "Rod" (Staff, or Wand): The rod is a single item multi-charged consumable that can bring their spell to bear with less effort than casting it raw. Rods are always set to CAST and enchanters must define the number of charges before crafting begins. The benefit is that after the first charge is crafted the enchanter only has to defeat the armor value (difficulty 0) of each subsequent charge crafting challenges until all charges are complete. A rod with any given spell is considered its own unique class of consumable.

The Potion: The potion is a single item single-charge consumable that activates when used as an action. Potions are always set to ON and can be crafted in batches in a quantity defined when crafting begins. Drinking multiple potions with the same (or similar) effect will queue the new effect to refresh when the previous has broken down. The benefit is that after the first instance in a batch is crafted the enchanter only has to defeat the armor value (difficulty 0) of each subsequent charge crafting challenges until the whole batch is complete.

The Dongle: The dongle is any other type of enchanted consumable and has no additional special rules (examples might include enchanted arrows, grenades, warding circles, etc.).

Using Supernatural Equipment

Proficiency: Unless a character has the same type of entry talent as the equipment's spell talent, that character requires a Proficiency style talent specifically for that item.

Proficiencies for Consumables: For spell enhanced consumables the proficiency style can be broad enough to accommodate a wide range of similar items (for example: curative salves, spell scrolls, arcane grenades, or a rod with a specific spell)

ON/CAST Combo: Spells on equipment set to ON produce their effects automatically in a predefined way and cannot be altered. Spells on Equipment set to CAST can have their effects defined when cast like any other spell but their infused essence, cast time, difficulty options, and by extension, total combo surplus is already defined.

Benefits of Knowledge: Item users who have the same entry talent as the item's spell may gain and utilize the restrictions and the combo from that tree for CAST spells.

Paid in Advance: Characters do NOT pay any infused essence, material or focus costs for using spells from equipment. Prices that are not infused into the item must be paid at casting (or refresh).

Module 4.3.6 – Wonderous Inventions

This module applies Natural Designate talents to mundane equipment for the purpose of creating the wondrous things made by the great inventors.

Natural-Designate: This module requires the Natural Talents module's Natural Designate rules.

SCIENCE!: Characters may take a crafting style for the construction of a natural designate talent tree onto a piece of equipment.

COST!: Natural designates cost 6000 monies in materials to craft.

DIFFICULTY!: Natural designates each grant 6 bonus dice, 6 essence (to be used most efficiently) and 6000 armour to the crafting challenge.

Thinking Big: Crafted Natural-Designates are applied to equipment and sized as if its costs were spent as standard mundane effects on that equipment. This means for every 500 monies of the natural designates cost (Generally a total of 4000 monies) the equipment size increases appropriately.

Special Case - Miniaturization: A character may purchase the super-natural designate “miniaturization”. Each instance of miniaturization applied to an equipment reduces that equipment's size attained by the “Thinking Big” rule by 500 monies. Miniaturization does not increase an equipment's size.

Dumb Machine: Equipment with designates that allow castes of action outside a characters normal array of actions require at least 1 point invested into a profession talent tree specifically for making use of this complex device.

Really Wonderful: Wondrous machines must conform to the physical reality of the setting.

Module 4.3.7 – Legends and Titles

This module sets ground rules for a character acquiring fame and status by creating an invisible type of equipment that stays with the character and applies its effects always.

Forging a Legend: Titles and Legends are created exactly like equipment (and could theoretically be purchased at character creation) but are intangible, cannot be modified or altered, are always applying their effects when possible and cannot be controlled by the character who has them.

Their Knowledge is Your Power: Titles and legends only apply their effects when the holder of the title or legend is in a challenge with another character and that character is aware of, and recognizes the value of that title or legend.

A Broad Tale: Rather than affect singular castes of action, titles and legends grant their bonus to all castes that can be reasonably affected by having the title or legend (exactly like a profession).

Fear is the little death: The type of damage bonus gained by titles and legends depends on how it affects the people around the title or legend bearer (generally morale, fear, rage, etc...).

They got Downs: If the target of the effect is hostile to the title or legend all bonuses are reversed (with applicable minimums such as range and targets being maintained).

Negative Nancy: Negative bonus dice are subtracted from the total bonus dice to be rolled before the roll.

Example

Legend: The Dragon Slayer
Description: You are known for slaying the great and terrible dragon.
Effects: +2d6 to castes of action affected by “The Dragon Slayer”
Special: None (but I guess it could totally be possible... somehow).
Cost: 200 monies.

Chapter 5 - Putting it all Together

5.1 - GM Game Administration and Advanced Concepts

The following is a series of suggestions regarding handling certain basic and advanced concepts.

Autonomous Parts: Creating a single creature with individual autonomous parts such as a hydra simply requires each part to be written separately and the nature of each satellite part to be altered to accommodate the entity as a whole.

Mooks: There is a lot that can be done with the generic 15 points. In most cases the basic mook (aka: footman, henchman, red-shirt, extra) need never go beyond that.

The Minion Rule: A simple way to do mass mooks in a fast paced game is to set the armour of the mooks to 0 (meaning they take no time to beat) and apply half of any armour effects they would have had to raw defence in the same caste (because you don't want them to be a slog to hit).

Advanced Concept - The Turbine: (Assuming the supernatural module is in use) An equipment that "turbines" is an article of equipment that makes a spell action each turn such that its effects are consistently being applied/re-applied and in some cases compiling. At a certain level of mis-understanding the players may begin to assume that the equipment itself is capable of using the action each turn and without cost (as it is an Equipment). It should be noted here that it is outside the nature of equipment to perform actions. If an equipment were made to be able to do so however it would require an array of talents that give it proficiency for itself, understanding of basic concepts, and an understanding of how to make any choices necessary for the use of these actions.

Flaws: Do not allow characters to receive extra points by applying or taking reverse Talents (or flaws). Have your players define the weaknesses of their characters by a lack of bonuses instead of a numerical penalty.

No-Effect Status': Be liberal with allowing characters to create, apply, and take advantage of do-nothing status' on themselves and other characters. Examples of do-nothing status' include but are not limited to:

Bloody (Weakened): A character has spent over half their armour.

Tired: A character has run out of Essence.

Prone: A character is currently in a position of disadvantage to defend against your attack.

Cursed (Hunters Mark): A non-descript curse has been placed on one target (and only one target).

Holding: The character is waiting to act.

Faster: A character has higher initiative than another.

5.1.1 - General Theory of Casted Damage

This section goes into some basic attack castes and tries to disambiguate certain common types of damage. This is mainly useful in determining the sorts of defenses a character will have against hazards.

The Flavours of Damage

Often, sources of damage, generally from hazards, are not accompanied by a proper action (and in turn, no caste). In such a case it is proper to define from what caste the damage would have sprung from were it an acting character producing it so that we can determine what caste of action the defending character would need in order to avoid the outcome. The following are the most common sources of damage that can generally swoon characters:

Physical Attack: The physical attack caste is probably the most common and meant to represent a physically definable source dealing physical damage to a target. Things like spike traps, crushing walls, impacts, stray bullets are basic examples of these with damage types like slashing, piercing, impact, concussion etc. Likewise explosive, fire, acid splashes or other more esoteric but definable sources of damage are considered from the physical attack caste with damage types like fire, acid, or concussion. The outcome is almost always swooning.

Elemental Attacks: The elemental attack caste is meant to represent physically undefinable, environmental sources dealing physical damage to a target. Things like radiance, poison gas, and steam that are difficult to avoid without specific defences; dealing damage types like burning, freezing, spark, poison etc.. The outcome is almost always swooning but could be sickness or other horrible stuff.

Suffocation: Drowning and inhalation damage can be done using hazards but are more appropriate in using The General Theory of Existential Dooms.

Magical Attack: In applicable settings magical attacks represent physics breaking, quazi-physical or non-physical actions generated by any given magical spell. See Supernatural Module (or whatever magical module being used) for details. The outcome is unpredictable but usually produces a status effect (which could be a different type of hazard damage!!!)

Example

Gregory falls into a pit of red hot scrap metal. Landing on the metal causes 10D6 [Stabbing] Hazard damage. The spikes, it is determined, would do physical attack damage. Luckily Gregory has a large shield and the skills to use it. Together both the shield and his talents give a defence of 15D6 to physical damage. Gregory is safe!

But, the pokers are red with heat, and as a result cause an additional 5D6 [heat] elemental damage. The heat itself is definitely a non-defineable but physically damaging elemental attack. His shield is useless against elemental attacks and he has no talents for defending against elemental attacks. Gregory thus takes the full 5D6 damage. I hope he's okay!

5.1.2 - The General Theory of Loyalty and Charm

This section lays out how to handle characters trying to subvert characters whom are under the thrall of other entities. For ease of

writing this module will only cover that topic but it should be noted that these concepts could be applied in any situation where the effects of a characters actions may linger on their target (examples might include hiding things, creating a puzzle and riddles)

Leaving My Mark: Characters that are seduced, mediated, charmed etc.. are marked as under the social control of the succeeding character. That succeeding character will be referred to as their "master".

A Man of Many Masters: Characters may have multiple masters.

Mine Mine Mine: Characters attempting to apply social control over a character with a master, such that the control interferes with the masters control, must overcome not only the social defenses of their target but also skills used by the master to initially charm the target as well. Both the masters and the targets bonuses are treated as defenses against the social action being taken upon them.

Example

Joline wants to haggle with the shop-keep but the shop-keep's wife is a powerful influence and a skinflint.

Because of this, the Shop-keep's wife would be considered "his master". This means Joline has to defeat the shop-keep defence against haggle + whatever stat that his wife's employs to influence her husband.

(As an aside it would well serve a GM to take note of when/if Joline does defeat the shop-keep but not his wife and alter the way the shop-keep reacts accordingly.)

5.1.3 - The General Theory of Lights and Lines

This theory lays out how light sources, piping, and electrical lines can be defined and priced using the standard equipment rules.

Supernatural Module: This general theory takes precedence from the Supernatural module.

Light

Basic Assumptions: In the same way that a sword does not roll to see if it can still produce bonus dice when used, equipment whose constant function is "crafting" something does not roll base dice to perform actions. Though if the action is a challenge they would still have to overcome the challenges base dice to defend.

Radiance: A bonus die (1D6) to the caste of action "craft light" that exceeds it's challenge of crafting the light produces a "10 kilos/litres" unit (referred to now as a "unit") of light.

Gimmie Five: For ease we can assume these bonus dice always roll 5's (like defending would).

Setting the difficulty: It would be determined by the GM what the difficulty to craft light would be in any given situation or any given method. But having an equipment that, by its nature, requires the burning a fuel would likely (for most reasonable GM's) create a standard difficulty situation (base dice only). In said situation the first unit of light would be produced after the 3rd bonus die.

Luminance: Each unit of light radiates outward 1/10 turn of range.

How Bright You Are: Assuming (arbitrarily) that perfect daylight is 10 light units we can now get a sense of how bright 1 light unit is

(1/10 daylight).

Stacking Light: A source of light crafting will maintain its full units of light intensity at its epicenter but for each 1/10 range away from the epicenter the light dims by one unit. (this means that 5 units of light will radiate 5 units at the first 1/10 range and 1 unit at the 5/10 range)

Other applications

Pipes and Lines: Just as we are able to assume a 1D6 bonus die can produce 10 kilos/litres of light. We can likewise infer that a bonus die to "move X" can move that type of material in the same way. Each bonus die to "moving X" that exceeds any difficulty would allow us to move 10 kilos/litres (or 1 light units, or by inference [again] 1 essence point) of that material the distance of 1/10 turn of range.

Not-Robots: These movements would have to be predefined as something like piping or power lines because it is not in the nature of inanimate things to make decisions about where or how to travel.

Example

Candle
Description: A wax cylinder surrounding a textile wick.
Restrictions: Material component: fire, Long cast [1 turn], long-term consumable, stoppable [Swift gust of air], stoppable [indelicate movements]
Effects: +3D6 [combustion] damage to craft light (3/10 range)
Cost: 16 monies

Chapter 6 - Modules

6.1 - The What, Why and how of Modules

The What: A "module" is a package of additional optional rules that help integrate a play mode, a setting, or a mechanic into the Caste system's structure. (Examples include all the module and General Theories found in this book up to this point.)

The Why: Alone, Caste is little more then a rubric for playing a game. It is not the game itself, nor does it try to be. It is a framework from which games can be devised, modulated and then integrated into the system. It is the hope that Caste will, one day, consist of thousands of different modules allowing groups of players to play an enormous variance of games and settings without having to learn a new, over-complicated, and restrictive system every time.

The How: For the most part creating a module is rather arbitrary, though a good module will incorporate and balance with existing rules and precedents while keeping itself brief.

The Parts of a Module

Here is a general structural guideline to creating a module that can help readers understand where the changes are occurring:

Module - Name: The name of the module which can give an idea of what it does.

Synopsis: A brief synopsis of what this module does, the how, and the why. (Usually in Itallics)

Ogranization: A decent rubric for organizing complex modules and rulings are as follows:

Global: "Global" is a good header to use for core system alterations/ additions, setting specific rulings, and declaring other modules that this one uses.
Talents: For talent rules changes.
Equipment: For equipment rules changes.
Character - Type: For changing the rules for a certain type of character race, class, specie or just character creation in general.

6.2 - Basic module making/balancing Tips.

Simplicity of Globalism: It is the experience of this designer that if everybody has equal access to a mechanic that mechanic becomes difficult to imbalance. If you're applying global rulings, don't be afraid of game imbalance.

Imbalance is Sometimes Good: Sometimes a setting has character types or aspects of the game which are designed to be stronger than other aspects of the game. When creating settings where this is the case, game balance should not be too grave an issue. It is a Caste art-form to add or restrict game mechanics to achieve that correct feeling of imbalance that perfectly defines the game setting. This might require a little practice or even some play testing.

World Restrictions: No two settings or genres are quite the same and very few would use all the variations that can be attained in the Caste system. It is up to the module creator to define the setting they are creating by restricting the world. Feel free to add or remove any part of the system or its core modules. Everything you remove allows the world you are defining to treasure the remaining parts that much more; allowing pieces that don't fit in the setting diminishes the rest of the pieces that do. Be mindful of this and define your setting as exactly as possible.

Steal and Re-use: Before you start making your module, take a look at some of the other modules around the community for already existing mechanics that you would/could use in yours. There are numerous generic modules that could easily be placed in a variety of settings and pilfering, at least the basics, of their work will save you a lot of time and effort.

6.2.1 – The General Theory of Scaling

The General Theory of Scaling is a concept module that allows you to create abstract things like cities, battleships, and gods with the same system used for standard characters.

Stack the Scale: All the suggestions listed take into account that scaling can be applied multiple times and as such can apply the bonuses based on differences in scales between two entities.

Convert or Die: The key to creating a scaled entity that is capable of interacting with other entities outside its scale is to understand that conversions will have to be made from the standard Caste character and other larger or smaller scales. The following are common conversion methods and suggestions:

(Sidenote) Nature: The nature of the Scaled entity, for the most part, would be no different from a standard character save that in addition to it's inherent nature (for being what it is) it would reference the scaling module chosen to represent that type of entity (and how many levels of scale are being employed).

Armour: Entities of higher scale generally represent Armour in a different way than the regular caste character. As such, when interacting with characters of lower scale, the scaled entity might not take damage in the same way as the lower entity. For things like villages or mega-corporations these armour might simply represent their population (individually per armour or in clusters of people per armour). Lower scale entities trying to affect these higher entities might need defeat their armour individually (or en masse). Alternatively armour might simply be a multiplier representing some outrageously large entity (Godzilla?) which would be cumbersome (or silly) to create using the standard system alone.

Essence: Essence generally becomes used to describe, for the scaled entity, something other than simple effort or energy. It might represent, in the case of a city or village, the total assets at its immediate disposal whose expenditures are converted appropriately based on its scale. In supernatural terms scaled essence might mean that the entity has essentially unlimited essence to spend, its total only a rubric for how much can be spent each turn. Likewise it might represent simply how much is available for supernatural effects at its scale.

Action: Action between two entities of the same scale will usually work exactly like any standard challenge. Between entities of separate scales it might be determined that the higher scaled entity gains some bonus (I like using a simplicity) representing its magnitude of advantage (in the case of entities consisting of multiple smaller entities) or its omnipotence (in the case of gods or uuber monsters).

Delay: Sometimes, specifically for multi-person entities, actions take longer and, as such, it is a good idea to set how long it takes for a specific scaled of entity to act against a lower scaled entity. x100 turns (roughly 10 minutes) per scale is a pretty good rubric depending on where the scale begins.

Sub-actions: Because some scaled entities are conglomerations of individuals it might be more prudent, when lower entities are acting against larger multi-character scaled entities, to interact using the lower scale individuals for arbitration but/and be mindful of it with respect to the higher scaled entity.

Damage: In most cases damage can be handled by a multiplier and/or applying a few meta effects to the action (whether the effects are optional or not is another story) with higher scaled entities doing more damage and in some cases in a bigger area or against more targets at once. (x10 damage, x10 targets or all attacks strike every target in range 0{+1 per additional scale} are good examples)

Range: Scaled entities are often quite a bit larger and it is thus a good practice to think of range as a distace equivilant of their size to what 1 turn of range is to a standard scaled character. (a person is what? 5ft of direct influence and turn or range is 100ft. A towns direct influence is 100,000 feet in diameter so a turn of range is 2,000,000 ft or roughly 600 kilometres or 375 miles)

Talents & Equipment: Talents can often represent things other than an individuals experiences such as, in the case of multi-person entities, connections or the resources at their disposal. In some cases talents may require a location to represent the asset. Likewise, equipment can represent capital property that provides the city a benefit such as a police station, or tech lab.

Final Note: Scaling is a concept that is both vague in its rules and useful when applied correctly. It can make tedious tasks simple, dramatically speed up cumbersome encounters and drastically speed up character/entity creation as well as codifying the numbers behind normally vague concepts. Applying the scaling concepts require patience, testing, and a mind for the artistry of both balance and flavour. Once mastered, it will greatly expand your ability to codify interaction between estranged entities using less arbitrary justifications.

Example: **Module 6.2.1.1: Guilds, Cities and Worlds**

Keep it Simple: This module employs the simplicities module.

Nature: A Guild is a conglomeration of individual characters and performs actions only through the actions of its many members using this module as a rubric for multi-person actions.

Raising the Scale: For each level of scale the entity becomes a conglomeration of the entity of the previous scale (guilds are people, villages or corporations are guilds, nations are villages, continents are nations, worlds are continents etc...)

Armour: Each point of armor represents individual members loyal to the guild such that if any are still around the guild still exists. Failure to OBLITERATE a guild will cause various outlying members to assume now vacant positions of power in due time if properly sustained.

Essence: A guilds essence represents the resources at the disposal of the guild as a whole (such as indirect contact with allies and such) when dealing with entities of lower scale each essence should count as a pool of 100 essence that can be spent at a rate of the guilds maximum essence per turn.

Action: A guild gains a simplicity per level of scale above its target.

Delay: A guild takes x100 turns to perform an action against an entity of lower scale. (a Turn time is x100)

Damage: Guilds deal x5 bonus dice in damage per level of scale above their target.

Range: The turn of range for a guild is x100.

Talent & Equipment: Talent for a guild is acquired in the same way as a normal character but represent either universal training for the guild (meaning the talent trees apply to all entities of one scale lower) or a tangible advantage for the guild at their scale. In both cases it must be represented by some location or tangible influence.

A.0 - Cheat Sheet

A.1 - A Re-visit of the Rules (in Brief)

This is simply an abridged refresher of the main Caste rules.

The Sum of Men: Characters in Caste consist of a nature, a few stats that dictate the capacity of their personal resources, a catalog of their chosen talent investments, and a list of their equipment.

The Essence of Armor: The two stats that characters in Caste have are armor, which is spent to cancel damage dealt to them, and essence, which is used to perform special action and/or enhance mundane ones. Characters start with 10 of each.

A Caste of Thousands: All actions are organized by a [Descriptive Clause]+[Verb] combination called a "caste".

Acting in Uniform: All castes of actions are performed in the same way: declare the action, roll, and add up appropriate dice sums (two base dice which "explode" on 6 [roll again, add new result, repeat if 6 is rolled] and any extra bonus dice from various sources). Defence uses the same structure but all dice are always considered to roll a flat 5. A defence "roll" is subtracted from an attacking character's attack roll (only a specific defence against a particular caste of action can be used to defend against that caste of action).

Status Effect: Sometimes characters can get or deal out status effects. Actions that can apply status effects apply them if the defence is breached (even if the defender's armour is spent to negate the remaining damage). All status effects have a number called potency and stay active until this is lost. This occurs naturally when breakdown occurs: a character rolling doubles on their base dice removes that much potency from active status effects on them.

Time and Space: In Caste time is measured in Turns (which are 6 seconds) and space (range) is measured in Turns of Range (which is the average distance traveled by an average person in the span of a turn [approximately 33meters or 100ft])

Organized Combat: When necessary GM's can organize a big mess of actions by having players roll the "reflexive initiative" action and organize the order of actions from highest to lowest. Each players' turn consists of movements, and one action.

Grappling: Grappling is a special action with special rules. In summation: a player attempts to grapple, if successful both the grappler and the target can no longer do anything but "press". Successfully pressing allows the presser to do something to the other grappler and/or escape the grapple.

Talents in summation: In caste characters invest character points in talent trees to improve ability with various castes of action. Talent trees generate bonus dice. Caste of action talent trees also generate combo.

Combo: Combo is used to pay for special moves owned by the characters called style talents.

Notation (Caste of action): When taking note of investment into caste of action talent trees simply write amount of points invested, then the name of the caste of action talent tree (and the caste it modifies if not apparent in the name) beside it. Below, write a clarifying description if necessary. Below that write the restrictions taken, in order.

Notation (profession): When taking note of investment into professions talent trees simply write amount of points invested (x), then the name of the profession and an indicator that its a profession beside it. Beside that take note of the essence capacity granted from the profession (x/x). Below, write a clarifying description if necessary.

Notation (Style): When taking note of investment into style talents simply write the amount of points invested, then the name of the style talent, and an indicator of its caste and that its a style beside it. Below write a clarifying description. Below that write the styles and how those styles are applied. Finally below that write the combo cost total of the style.

Equipment: Equipment, which is purchased with monies, also needs to be properly discussed in its own section. The following is a summation of Equipment structure:

Equipment Name
Description
Effects: The chosen equipment effects.
Restrictions: Any restrictions taken.
Special: Raw Combo, Styles, or other options taken.
Cost: The total monies value

A.2 – Glossary

This is a list of terms often referenced in the caste book and its modules.

Basics

Nature: The (unwritten) understandings that define what happens to a character in any given environment.

Caste: [descriptive clause]+[verb] that describes an action.

Restriction: A specific non-negative situation under which an entire entity's (action) effects will be relevant.

A Turn: ~6 seconds and/or 33 meters (or 100 ft). Players generally can only move 1 per turn.

Dice

D6: a 6 sided die. Multiples are denoted as XD6 (X being number of dice).

Exploding Dice: Roll again and add that to the roll. If that die explodes: repeat.

Base Dice: 2D6 that explode on 6.

Proficiency: lets base dice explode on 4 rather than 6. Defensive ones negate the attackers first explosion.

Bonus Dice: extra D6's to performing the action. All bonuses stack.

Capacities

Restoration: Capacities generally restore after safe and extended moments of rest and relaxation.

Armour: Spent to reduce damage. Indicator of tenacity of challenge.

Essence: Spent to expend energy for a variety of effects.

Status Effects

Status Effect: A lingering effect that is applied if the action was successful before armour is spent.

Potency: Determines how long a status lasts, is reduced by breakdown.

Breakdown: When base dice roll doubles all status effects on the actor have their potency reduced by the number that rolled double.

Do-Nothing Status': Various character states of being, defined by players that have no direct numerical effect.

Popular Actions

Reflexive initiative: The caste of action that you roll to determine who goes first in complex situations.

Physical Attack: the caste of action for doing any type of physical harm.

Grapple: if successful you and your opponent can do nothing but perform a grappling press.

Grappling Press: Success means you can apply an "applied pressure" status effect that lets you change the situation and perhaps have hazard damage applied to your opponent.

Etcetera

Combat Actions: A character, when it is their turn to act, can both move (+ move actions) and perform one action.

Talents

Haste: Having a haste increased the rate/total of a movement based or extended time action by 1/2.

Combo: Required to activate style talents. Generally a running total of how many restrictions have been used from any given caste of action talent tree (or certain style talents) for this action.

Combo Cost: How much combo is required to purchase the use of a style.

Style: A option within a talent tree that, when paid for with combo, grants some exceptional effect.

Meta Effect: Effects that alter other actions or effects.

Expanded Cheat Sheet

Simplicity: first simplicity reduces dice pool by ½, second negates it. Additional ones add a bonus die.

Spells: A special type of style talent that uses the supernatural module.

Natural Talent: A special type of talent that codifies the natural numerical advantages of various different specie.

Scale: An indicator of what magnitude larger or smaller an entity is compared to standard characters. Modules are written to arbitrate interactions between scales.

Credits

Writer, Editor, Producer, Illustrator, Hero

Bryant Baxter

Proof Readers (Who deserve a medal)
Denyse Baxter
Shauna Kosoris
Sam Tikka
Dianne Prairie

Special Thanks To

Colin O'Connor
Ryan Schutte
Mike Childs
Morgan Rosenmallen
Josh McFarlane
Kolton Storm Parkinson
Robert Sachs
Riel Bouchard
Sean Patterson
Nathan Martin
Jarrett Stewart
Don McEnery
Devon Anderson
Nicole LaPointe
Grant Montgomery

And whomever I have forgotten…