

Bones Deep Rules Reference

Create a Skeleton

1. Roll 1d3+3 to determine Base Skill.
2. Roll 2d6+12 to determine Stamina.
3. Roll 1d6+6 to determine Luck.
4. Choose a Background:

Carvers channel magic through runes on their bones.

Newborns just recently hatched and learn skills quickly.

Junkers collect trinkets and turn them into gadgets.

Infested nurture a horrible parasite that grows stronger.

Keepers attract and cultivate living creatures to aid them.

Shifters can rearrange their bones into different shapes.

5. Choose your Drive. Your Drive restores your Stamina. Every Skeleton Background has a suggested Drive, or you can invent one of your own.

Doing Stuff & Improving Skills

Roll **2d6 under/equal Skill** to do something difficult or dangerous.

Roll **2d6 + Skill above** opponent's Skill if competing.

When you successfully Test an Advanced Skill or Spell, put a tick next to it on your character sheet. These are used to Get Better.

The next time you have a chance to rest and reflect on your journey you may check to see what you have learned. Choose up to 3 Advanced Skills or Spells with a tick next to them. If you roll 2d6 over your current Skill Total (Advanced Skill/Spell + Skill) you may increase it by 1. When you have finished rolling, remove all ticks from your sheet.

Luck is Optional

Roll **Skill** when you DO something. (Attack, jump, magic)

Roll **Luck** when things happen TO you. (Traps, damage, fate)

Roll 2d6 under/equal to current Luck to lessen negative consequences. Then reduce Luck by 1 no matter result.

Fighting Stuff

Turn Tracker: technicalgrimoire.com/troikagenerator

Combatants roll Verses, winner deals damage.

Armor modifies damage roll, not damage dealt.

Underwater, ranged weapons are useless.

All Spells have a Stamina cost that must be paid up front. Roll Under unless casting a spell on a resisting opponent, then roll Verses.

Melee Weapons	1	2	3	4	5	6	7
Sword	4	6	6	6	6	8	10
Axe	2	2	6	6	8	10	12
Knife	2	2	2	2	4	8	10
Staff	2	4	4	4	4	6	8
Hammer#	1	2	4	6	8	10	12
Spear	4	4	6	6	8	8	10
Longsword	4	6	8	8	10	12	14
Mace#	2	4	4	6	6	8	10
Polearm*#	2	4	4	8	12	14	18
Maul*#	1	2	3	6	12	13	14
Greatsword*	2	4	8	10	12	14	18
Club	1	1	2	3	6	8	10
Unarmed	1	1	1	2	2	3	4
Shield	2	2	2	4	4	6	8

Beastly Weapons	1	2	3	4	5	6	7
Small Beast	2	2	3	3	4	5	6
Modest Beast	4	6	6	8	8	10	12
Large Beast #	4	6	8	10	12	14	16
Gigantic Beast#	4	8	12	12	16	18	24

* indicates a Weapon that requires at least two hands to use.

indicates a Weapon that ignores 1 point of Armour

Name:

Base Skill:

Stamina: /

Luck:

Skills (add to Base Skill)

Possessions

Attacks

	1	2	3	4	5	6	7

You are a Carver

Skills

- 3 Rune Casting
- 2 Absorb Memories
- 2 Carving Trance
- 1 Knife Fighting

Possessions

- A selection of small, fine blades
- Rune: Random Spell
- Rune: Random Spell

Special

Runes have a Stamina cost equal to your Rune Casting Skill.

When you have a few hours and an empty Slot you may enter a Carving Trance. If successful, gain a random Spell as a new Rune. If the trance fails, reduce your Max Stamina by 1.

DRIVE: Make room for new Runes. At any time you may destroy a Rune to recover 2d6 Stamina.

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks	1	2	3	4	5	6	7

You are a Newborn

Skills

- 3 Squid Wrangling
- 2 Absorb Memories
- 2 Trench Leaping
- 1 Crabspeak
- 1 Spell: Unexpected

Possessions

- Your rotting heart
- An item from your past

Special

Whenever you fail a roll using your Base Skill, gain a new Skill related to that action. New Skills should be specific rather than generic. For example, if you are trying to climb an iceberg and fail a roll, you gain the skill "1 Berg Scaling" instead of a more generic "1 Climbing".

DRIVE: Fail often. After you gain a new skill or improve an existing skill, recover 1d6 Stamina.

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

	1	2	3	4	5	6	7

You are a Junker

Skills

- 2 Tinkering
- 2 Spell: Accelerated Memory
- 2 Absorb Memories
- 1 Gadget Fighting

Possessions

- Tinkering tools
- FlowLantern
- Flares (3 uses)
- Gadget: Bounding Shield
- Gadget: Charged Wrench

Special

Gadgets are embedded in your bones and can be used to do anything related to its name ("Adjective Object").

DRIVE: To recover your Stamina, take a few hours to turn something worthless into a Gadget with a successful Tinkering roll. After you invent a new Gadget, recover 2d6 Stamina.

Adjective (d66)

- 11. Flaming
- 12. Freezing
- 13. Charged
- 14. Melting
- 15. Acidic
- 16. CrabBlessed
- 21. Blasting
- 22. Blinding
- 23. Silent
- 24. Shifting
- 25. Voidtouched
- 26. Digested
- 31. Guiding
- 32. Lost
- 33. Comforting
- 34. Familiar
- 35. MermaidHexed
- 36. Glowing
- 41. Bounding
- 42. Swimming
- 43. Muttering
- 44. Screaming
- 45. Bubbling
- 46. Buried
- 51. Rusted
- 52. Gilded
- 53. Crystalized
- 54. Broken
- 55. Reforged
- 56. Overgrown
- 61-6. Your choice

Object (d66)

- 11. Shard
- 12. Spike
- 13. Club
- 14. Sword
- 15. Axe
- 16. Gauntlet
- 21. Dryhander
- 22. Flail
- 23. Hammer
- 24. Pike
- 25. Shield
- 26. Anvil
- 31. Crossbow
- 32. Speargun
- 33. Dartlauncher
- 34. Mine
- 35. Sandblaster
- 36. Bomb
- 41. Shovel
- 42. Crowbar
- 43. Wrench
- 44. Drill
- 45. Rope
- 46. Chain
- 51. Reel
- 52. Wheel
- 53. Spring
- 54. Lamp
- 55. Compass
- 56. Pocketwatch
- 61-6. Your choice

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks	1	2	3	4	5	6	7

You are a Keeper

Skills

- 3 Spell: Command Adopted Creature
- 2 Adopt
- 2 Absorb Memories

Possessions

- Fish Food (free Command, 1 Use)
- Fish Food
- Random Gentle Creature
- Random Gentle Creature

Special

To adopt a new Gentle Creature, make an Adoption roll Versus the target's Skill. Adopted Creatures take up a Slot.

DRIVE: Adoption. Whenever you adopt a new Gentle Creature, recover 2d6 Stamina.

KEEPER JOURNAL

Coastal Fish:

- Paddlefish - filter feed. Absorb?
- Butterflyfish - alert; skittish
- Elephant Nose - electric magic?

Reefdwellers:

- Stingray - surf's up
- Dusky Damselfish - brave!
- Snowflake Eel - small scout

Hot and Cold:

- Pistol Shrimp - kaboom
- Baby Gulper - carry
- Anglerfish - glow and bite

Deep Deep:

- Barreleye - sense boost
- Sea Pig - find treasure
- Bloody Belly Jelly - red light

Name:

Luck:

Base Skill:

Sparktail

Stamina: / **8**

Skills (add to Base Skill)

4 Shapeshift
2 Absorb Memories
2 Contort
2 Spell: Jolt

Possessions

Small, flexible body

Widefin

Stamina: / **10**

Skills (add to Base Skill)

3 Shapeshift
2 Glide
1 Spell: Teleport

Possessions

Strong Back
Gliding fins, can't swim

Shellwalker

Stamina: / **16**

Skills (add to Base Skill)

3 Defend
2 Shapeshift
1 Spell: Frozen Weapon

Possessions

Heavy Shell (1 Armor)
Spiked Shield (1 Armor)

You are a Shifter

Special

You may arrange your bones in any form you like. Each form has its own Max Stamina, Skills, and Possessions.

If you ever fail a shapeshift, you revert to a pile of bones. You have no Skills, no Items, and only d6 Stamina until you can successfully shift into something else.

DRIVE: Change your form often. Shifting to another form restores you to full Stamina.

Bignose

Stamina: / **14**

Skills (add to Base Skill)

3 Bite
2 Spell: Undertow
2 Shapeshift

Possessions

Bite (dmg as Spear)
Bulky body (dmg as Maul)

Name: _____

Base Skill: _____

Stamina: _____

Skills (add to Base Skill)

Possessions

Attacks	1	2	3	4	5	6	7

You are Infested

Skills

- 3 Encourage Parasite
- 2 Absorb Memories
- 1 Random Spell

Possessions

- Malformed Wing [1,1,3,4,4,5,10]
- Useless Tail Stump

Special

If you have a few free hours you may encourage your Parasite and roll on the Parasite Table.

Whenever you would die, instead keep rolling on the Parasite Table until you recover enough Stamina to keep living.

DRIVE: To give in and let your Parasite consume you. If you get a Parasite Table result you previously rolled, then instead recover 2d6 Stamina. When all Parasite Table results are checked, then you are utterly consumed.

Parasite Table (2d6)

- | | |
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| <ul style="list-style-type: none">2. <input type="checkbox"/> Gain "Hard Carapace (1 Armor)".3. <input type="checkbox"/> Permanently transform one arm into an "Awkward Bone Shield (2 Armor)".4. <input type="checkbox"/> Your "Useless Tail Stump" transforms into a "Launching Tail". Leap dozens of feet.5. <input type="checkbox"/> Whispering voices in the back of your mind grow louder. Do what they say and you'll always succeed your rolls. However their plans for you are not good ones...6. <input type="checkbox"/> Replace your "Malformed Wing" with "Gliding Wings [2,3,5,7,9,12,14]".7. <input type="checkbox"/> Your spine begins to excrete a strong rope-like substance. You can collect and keep 5ft of it every day. | <ul style="list-style-type: none">8. <input type="checkbox"/> Gain "7 Long Finger Blades [5,5,5,5,5,5]". They replace a hand.9. <input type="checkbox"/> One of your legs detaches and grows into a worm-like pet. It follows your commands perfectly and can perform one extra action on your turn.
Skill: 4 Stamina: shared with you Damage: as Small Beast10. <input type="checkbox"/> You gain the Spell "Launch Bone Spikes [2] - Damage as Knife".11. <input type="checkbox"/> You gain the Spell "Bone Burst [5] - Damage as Large Beast". Affects all creatures in the blast radius.12. <input type="checkbox"/> Your bones grow stronger and stranger. Increase Max Stamina by 2d6. |
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