

## DOING STUFF

When you attempt something difficult or dangerous, you roll with your Skill. If you have a relevant Advanced Skill, use Skill + Advanced Skill instead.

**ROLL UNDER** when unopposed:

- ♦ 2d6 under/equal to your Skill
- ♦ Climbing, lifting, casting spells, etc
- ♦ 6,6 is always a Fumble; a failure

**ROLL VERSUS** during contests:

- ♦ 2d6 + your Skill VS their 2d6 + Skill
- ♦ Combat, racing, arguing, searching
- ♦ 1,1 is a Fumble; a failure

**WHEN YOU SUCCEED** in using a Skill, put a Mark next to it. When you have time to reflect, you may Test up to 3 skills per rest. If you roll 2d6 over your Skill total, gain +1.

## EQUIPMENT SACKS

You can carry 1 Sack's worth of stuff.

1 Sack = 10 Slots = 1 week of food = \$2,500

**SMALL ITEMS:** 1 Slot

**LARGE ITEMS:** 2 slots, 2 hands

Carrying over 10 Slots means -4 all rolls.

## CAST A SPELL

Requires one hand free + ability to speak. Spend the Stamina cost and Roll Under:

**Success**, the spell happens

**Failure**, Nothing happens

**Fumble**, Roll d66 on the OOPS! table

## TURN TRACKER & CHARACTER GENERATOR

[TECHNICALGRIMOIRE.COM/TROIKAGENERATOR](http://TECHNICALGRIMOIRE.COM/TROIKAGENERATOR)

## FIGHTING & NOT DYING

**At 0 Stamina:** You die end of the round.

**Below 0 Stamina:** You are dead. Luck roll?

**1<sup>st</sup> Ration a day:** to not lose 1d6 Stamina.

**2<sup>nd</sup> and 3<sup>rd</sup> Rations:** to recover 1d6 Stamina.

**1 Week Rest:** Restore to full Stamina & Luck. You CANNOT rest while traveling; it's exhausting and scary.

**MELEE** weapons roll VS other **MELEE**

**RANGED** weapons roll VS other **RANGED**

If **MISMATCHED** roll VS evasion (no counter)  
*This is to make gunplay less dominant in UVG.*

**Unaware target:** Roll Under, +2 dmg  
**Prone/Fallen:** -2 to all rolls and DMG

DMG modifiers affect die roll, not damage.

♦ <b>Shields:</b>	-1 DMG	1 Slot
♦ <b>Lightly:</b>	-1 DMG	2 Slots
♦ <b>Modestly:</b>	-2 DMG	4 Slots
♦ <b>Heavily:</b>	-3 DMG	6 Slots

**Fire, Poison, Drowning:** Suffer 1d6 stamina at the end of 1<sup>st</sup> round. 2d6 end of 2<sup>nd</sup> round...

## LUCK IS OPTIONAL

Roll Skill when you DO something.

Roll Luck when things happen TO you.

You can always choose to NOT use Luck.

- 1. Roll** 2d6 under/equal to current Luck. Success: Lessen the consequences. Failure: you suffer the whim of Fate.
- 2. Reduce** Luck by 1, no matter the result.

Reference by [David Schirduan](#) & [Ancalagon](#).  
[UVG](#) by Luka Rejec. [Troika](#) by Dan Sells.

## STOPPING AT A DESTINATION

- ♦ Explore for Discoveries
- ♦ Buy and Sell goods
- ♦ Pay for food/sleep instead of using supplies

MARKET RESEARCH: pg. 172

## STOPPING IN THE WILD

- ♦ 1 Week Rest (Danger of Encounter)
- ♦ Forage: Make a skill check. If success then Hunt/find rations equal to roll.
- ♦ Explore/wander/cry

ENCOUNTERS: pg. 151

## CHOPPING TREASURE

When chopping up treasure, make a Skill check. You cut off a Slot's worth the die total %. Reduce the value of the remaining treasure by 10x that percentage. If the skill check is failed then the treasure is marred and reduced in value by 50%.

Ex. A golden Tallboy worth \$5000. They make a check and roll 8. Success! Their chunk of treasure is worth \$400. The rest of stature is now only worth \$1000. If they had failed they would have nothing and the statue would be worth \$2500.

## XP IS AWARDED FOR...

- ▶ **Observing** a new creature with 2+ of your senses. Gain (creature level x10) XP
- ▶ **Discovering** new locations. Gain the listed XP.
- ▶ **Survived** a conflict. Gain 1/2/3d6x10XP
- ▶ **Carousing. Pg. 149**
- ▶ **Travel Quests. Pg. 149**

## WEAPONS & DAMAGE

Troika damage values for some of the stranger weapons:

Ranged Weapons	1	2	3	4	5	6	7+
Heavy Crossbow	4	5	7	9	9	9	11
Bolter	2	2	3	5	10	13	16
Porcelain Pistol	3	3	4	6	11	14	22
Violent Cat Rifle	2	2	5	8	13	15	20
Satrap Gun	4	4	8	10	12	13	21
Redland SMG	4	5	8	8	9	11	15
Vome Slagger	3	6	10	10	14	18	23
Ultra Blaster	4	8	12	14	16	25	25
Blue Blaster	4	8	8	14	15	17	28
Inquisitor Squirtgun	2	2	2	4	6	8	12
Voice of Death	4	8	15	18	22	25	30

Melee Weapons	1	2	3	4	5	6	7+
Whip	2	4	4	6	6	6	8
Flail	2	4	4	4	8	8	10
Battle Axe	2	4	8	10	14	14	18
Warhammer	2	4	6	6	8	13	16
Sabre of Chaos	3	3	4	5	7	11	15
Great Spear	2	4	4	9	12	14	16
Calvary Lance	4	4	6	7	9	10	12
Calvary Sabre	4	6	8	8	10	14	16
Great Axe	4	4	6	10	12	14	18
Cat Claws	2	2	4	4	4	8	10
Neural Whip	2	4	4	6	6	6	8
Sabre Tooth	2	2	4	4	6	6	8
Ceramic Mace	1	2	3	6	12	14	14
Black City Blade	3	3	3	4	5	10	12
Chain Sword	2	4	4	6	8	10	16
Crystal Swordspear	2	4	6	8	8	12	15
Vomish Centaur Flail	1	3	8	10	12	15	20
Ghost Bone Axe	2	4	6	8	12	14	16
Forty lb Metal Rod	1	4	6	10	14	16	20

## EXPERIENCE SPENDING

UVG rewards experience to encourage exploration and risk-taking. We want to keep that, so we treat XP as a special currency that can be spent in various ways:

♦ **Stamina.** 250xp to gain +1d4 max stamina.

♦ **Luck,** 500xp to gain +1 max Luck

♦ **Mutations.** You can usually volunteer as a subject for various experiments.

Every mutation reduces your max Luck by 1.

500XP for random mutation exposure (pg. 145).

1000XP for one bad, one good.

♦ **Skills.** Spend a week and 500XP to learn a new skill. Pg. 141 has good examples.

♦ **????** There are some things money can't buy. 10XP == \$1. Use this for starting businesses, forming a cult, becoming a Satrap, and whatever nonsense.

♦ **Train/Level a Pet:** 500XP. See the below table.

Pets act just like Henchmen, except they usually aren't potty trained. You can spend your XP to level up your pets.

XP	LVL	Skill	Stam	DMG	BONUS
500	0	5	10	Small	Won't Harm Owner
1000	1	6	+d4	Small	One-word command
1500	2	7	+d4	Small	3 simple commands
2500	3	8	+d6	Modest	Gain a special ability/mutation
4000	4	9	+d6	Modest	Can carry a Sack.
7000	5	9	+d10	Modest	Has 2 initiative
10000	6	10	+d20	Large	Can wield a weapon

## PET EXAMPLES (d12)

- 1. Stepphound:** may learn complex commands instead of simple ones.
- 2. Armadilloid:** When low on health, curls up in its shell; nearly invulnerable.
- 3. Infected Jackal:** Levels up for ½ XP, and after each level-up has a 33% chance to become a rabid vome.
- 4. Animated Boulder:** Moves at half speed, 2 Armor.
- 5. Ur-Eagle:** Consumes a Sack of food every week, can fly and carry 1 Slot.
- 6. Swiftshroom:** You become infected with spores (-5 max stamina). If shroom dies, it re-grows from polyps on your skin with half the XP it had before.
- 7. Exiled CatLord:** Untrainable, stubborn, but intelligent; must be argued with to perform tasks.
- 8. Sedge Clumps:** Susceptible to fire, only recovers health by rooting itself in wet ground, poisonous barbs.
- 9. Flabby Jelly:** Floats aimlessly, kept on a leash, attacks whatever is currently in contact with it. Acidic.
- 10. Or higher:** Capture and tame the next creature you encounter.

# UVG Troika! CONVERSION

Some sloppy rules for running Ultraviolet Grasslands using Troika.

Instead of...	Do This!
Stat Test (Easy, Difficult, etc)	Roll 2d6 Under/Opposed.
Advantage, Disadvantage	Roll 3d6 choose two.
D20 tables (luck, encounters, travel, etc)	Test Luck in Troika. Success: roll 2d20 on UVG table, pick best result. Failure: roll 2d20 pick worst result.
Stat Damage, Starvation	Everything comes from your Stamina, even mental stress.
XP, Leveling up, etc	Award as normal, but it's spent in a new way. (See previous page)

## CREATURE STATS

Level	Skill	Stamina	Initiative	Armor
0	2	2	1	• None: 0
1	6	5	2	• Lightly: 1
2	7	7	2	• Modestly: 2
3	8	12	2	• Heavily: 3
4	6	20	3	
5	7	12	2	
6	8	15	2	
7	8	20	3	
8	9	14	2	
9	9	20	3	
10	10	17	2	
11	8	42	3	
12	12	36	5	
14	12	100	10	
16	16	666	6	

### Damage

Consult Weapon tables, pick best match.

## FACTIONS AND NAMES

**CATLORDS:** Rulers of the Purple Land, enthralled human pets, telepathy and magic speech, weird human hands, cats are lazy. *Brighteyes, Sleekums, Mazzo, Sparkles, Mr Cuddles, Kittles, Pookie, Lady Elegant, Twinklestar*

### RAINBOWLANDERS:

Dwarves biologically altered humans, mechanical limbs. Half-Elves infected with disease that prolongs life, makes them fade into Wall of Wood.

Greens are industrious, devout Yellows fashionable traders Blues exiled for dark worship Oranges hyperactive, voracious Lings a forgotten race *Bagaglio Misto, Colle deJus, Isamba Allorca, Deleuse laourd, Van Gnee, Blanche de Namur, Soren deColpa, Ala Decapolitana, Ugo Xorizo, Slaba Scialla, Imona Citronella*

**STEPPELANDERS:** live in wastes; warriors. Clans named after colors and fruits. Savage. *Names: Colpec, Draganogac, Gromoc, Lemonc, Lisciac, Narloc, Saloc, Sorbec, Pugnat, Rundat, Saltat* *Clans: Teal, Lime, Tangerine Dreaming, Pinegreen, Pine Nut, Darling Tree, Fortunate Son, Prodigal Father, Copper, Jale, Citrine, Ashwhite*

**SPECTRUM SATRAPS:** bright suits that cover whole body, travel in great walkers, only 360 left, illusion magicks. *Satrap 13 "Ahab," Satrap 200 "Snakes," Satrap 359 "Certitude"*

**VOMES:** violent hive-minded synthetic organisms. *Jane, John-Five, John Jane, Jane Golem, Doe Nohn, Zero- John, Jane Machine, Error, Naming Error, Johnny-Seven*

**PORCELAIN PRINCES:** Seek immortality by spreading their consciousness among multiple bodies. Wear porcelain masks. *Vitreous Spark 3-body, Orangeware Spiral 8-unity, Engobe Oxide 5-unit, High Fire 3-cycle, Gilt Lacquer 17-corpus*

**ULTRAS:** immortals spirits who inhabit bodies. *Visec Brego, Daleni Vis, Eter Kabe, Kaba Simeone, Tri Eskatin, Lomo del Pavo, Karne di Sosta, Kasne Deneve*

## EVERY WEEK OF TRAVEL

1. **Consume** a sack of supplies for each person.
2. **Luck Roll**, and then choose an appropriate entry on the Misfortune table from area.
3. **Random Encounter**, pg. 153
4. **At destination?** Make test for Discoveries (pg. 15)

Discoveries, slow, fast, and setbacks can take up Days.

Once 7 days are taken up, act like a week passes and do steps 1-3 of WEEK procedure.

NAME:  
BACKGROUND:  
XP:  
BASE SKILL:

STAMINA

MAX	CURRENT
-----	---------

LUCK

MAX	CURRENT
-----	---------

ADVANCED SKILLS & SPELLS

NAME / DETAILS	RANK	BASE + RANK

PET

NAME / DETAILS	LVL	MAX HP	CURRENT

































ATTACKS

	1	2	3	4	5	6	7+

EQUIPMENT SLOTS 1 Sack = 10 Slots = 1 Week

1
2
3
4
5
6
7
8
9
10

## HISTORY:

DAY	M 	T 	W 	T 	F 	S 	\$ 
WEEK	1 	2 	3 	4 	5 	6 	7 
	8 	9 	10 	11 	12 	13 	14 
SEASON	SPR 	SUM 		FALL 		WIN 	
YEAR	1 	2 	3 	4 	5 	6 	7 

## MOUNTS

[illegible]