

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 successfully use an Advanced Skill, put a Mark next to it. When you have time to reflect, you may Test up to 3 skills. If you roll 2d6 over your Skill total, gain +1.
House Rule: Mark when you fail instead.

To learn a new skill, find a mentor, roll 2d6 under your Skill. Starts at 1.
House Rule: Instead, 1d6 over/equal skill.

EQUIPMENT SLOTS

13+ slots: -4 all rolls
18+ slots: -4 rolls, hardly move, unaware
Small: 1 slot unless it's a LOT of them
Large: 2 slots, require 2 hands

To retrieve an item in a hurry, roll 2d6 over/equal the item number:
Success, Find it and take an action
Failure, Spend whole turn finding it

You can quickly, carefully drop 1d6 things in a turn. 2d6 things if you're reckless.

TURN TRACKER & CHARACTER GENERATOR

TECHNICALGRIMOIRE.COM/TROIKAGENERATOR

Reference by [David Schirduan](#) & Slothbear.



FIGHTING & NOT DYING

At 0 Stamina, You die at end of round
Below 0 Stamina, You are dead. Luck roll?
8 Hrs Rest: Regain 2d6 Stamina, 2d6 Luck
Provisions: Regain 1d6 Stamina (3 per day)

MELEE: Roll Versus. Higher deals damage.

- ♦ 6, 6 deals double damage
- ♦ 1, 1 Fumble, suffer +1 DMG

SHOOT: Roll Versus their evasion/Skill.

- ♦ Into melee: Random targets
- ♦ AIM: On next turn roll twice, take best

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

DMG modifiers affect die roll, not damage.

♦ Shields:	-1 DMG	1 Slot
♦ Lightly:	-1 DMG	2 Slots
♦ Modestly:	-2 DMG	4 Slots
♦ Heavily:	-3 DMG	6 Slots

Fire, Poison, Drowning: Suffer 1d6 stamina the first time you fail Skill/Luck. 2d6 the second time, etc. In combat roll end of round.

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

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.

Image from page 225 of 'The Conquest of the Moon: a story of the Bayouda'

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	15	20
Porcelain Pistol	3	3	4	6	11	14	25
Violent Cat Rifle	2	2	5	8	13	20	25
Satrap Gun	4	4	8	10	12	15	30
Redland SMG	4	5	8	8	9	12	20
Vome Slagger	3	6	10	10	14	18	35
Ultra Blaster	4	8	12	14	16	25	33
Blue Blaster	4	8	8	14	16	20	40
Inquisitor Squirtgun	2	2	2	4	6	8	12
Voice of Death	4	8	15	20	25	30	40

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:

♦ **Storytelling.** Spend a week and 1000XP telling tales, entertaining, or begging. Gain d20x20 cash.

♦ **Mutations.** For an exchange of knowledge 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).

750XP for one of each kind.

1250XP for a beneficial one.

♦ **Skills.** Spend a week and 500XP to learn a new skill.

♦ **????** There are some things money can't buy. Use XP for these things. In general 10XP is worth \$1, when guestimating prices.

♦ **Get a Pet:** It costs 300XP and a week of training to acquire a pet.

♦ **Level up a Pet:** Spend a week & invest required XP:

XP	LVL	Skill	Stam	DMG	BONUS
300	0	5	10	Small	Won't Harm Owner
750	1	6	+d4	Small	Learn a one-word command
1250	2	7	+d4	Small	Learn two more 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 fire a gun

PET EXAMPLES (d12)

- Steppehound:** may learn complex commands after leveling up.
- Armadilloid:** When low on health, curls up in its shell; nearly invulnerable.
- Infected Jackal:** Levels up for half XP, and after each level-up has a 33% chance to become a rabid vome.
- Animated Boulder:** Moves at half speed, 2 Armor.
- Ur-Eagle:** Consumes a Sack of food every week, can fly and carry 1 Slot.
- 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.
- Exiled CatLord:** Untrainable, stubborn, but intelligent; must be argued with to perform tasks.
- Sedge Clumps:** Susceptible to fire, only recovers health by rooting itself in wet ground, poisonous barbs.
- Flabby Jelly:** Floats aimlessly, kept on a leash, attacks whatever is currently in contact with it. Acidic.
- Or higher:** Work with GM to make a pet from 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.
Charisma Tests	Use a Luck Test.
Stat Damage, Starvation	Everything comes from your Stamina, even mental stress.
Swarm Combat	Just don't. Troika Initiative already handles swarms well.
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, Pugnath, 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. Remove** a sack of supplies for each person.
- 2. Luck Roll**, and then choose an appropriate entry on the Misfortune table.
- 3. Random Encounter**, pg. 153
Anyone who doesn't participate may Rest 8 hrs.
- 4. At destination?** Make test for Discoveries (pg. 15)

Discoveries, slow, fast, and setbacks can take up Days. Also the caravan can stop for a day and rest for 8 hrs rest.

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

STOPPING FOR A WEEK IN WILDERNESS

Each hero may:

- ♦ Forage for supplies
- ♦ Care for another character
- ♦ Ambush: Adv. for encounter
- ♦ Study ancient artifacts, learn a new skill, etc.
- ♦ Hide the camp, chance to avoid encounters.

STOPPING AT A DESTINATION

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

MARKET RESEARCH: pg. 172

INVENTORY

- ♦ 1 sack = 12 Slots = 100 small things = \$2,500
- ♦ PCs can carry 1 Sack, 2 encumbered
- ♦ When taking treasure, Each adjective = \$1000 = 1 Sack

Chop up treasure for (Skill)% that only takes up a Slot. Treasure is reduced in price by 10x that percentage.

Example: Statue worth \$5000, 5 Sacks to transport. She hacks it up (8%) and pockets \$400. The rest is worth \$1000.

UVG by Luka Rejec.
Troika by Dan Sells.
Sloppy rules by David Schirduan.

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 1/2/3 d6x10XP
- **Carousing. Pg. 149**
- **Travel Quests. Pg. 149**

FATIGUE TRACK

Every time you would take STAT damage, instead reduce Max Stamina by that amount and move down the track:

1. Grumpy and Uncomfortable.
2. Disadvantaged every roll.
3. Half Speed all movement.
4. Half Max Stamina.
5. Coma: well, it's lights out.

STARVATION

When supplies get low:

- ♦ Forage: Make a skill roll, gather 1 Sack of supplies
- ♦ Buy Supplies somewhere.
- ♦ Slaughter:
Pack Animal = 2 Sacks
Human-sized = 1 Sack

When you run out of supplies make a Skill roll every week:

- ♦ Success: Max Stamina Halved, Disadvantage on all rolls.
- ♦ Failure: Stamina very low, Advanced Skills Disabled, Disadvantage on all tests, Slow Movement, Near Death.

BACKGROUNDS (QUICK & LAZY)

1. **1d3+3 Skill**, 2d6+12 Stamina, 1d6+6 Luck.
2. **Record** Starting Possessions: d100 cash (\$250 per slot), a knife (1 Slot), a lantern full of oil (1 Slot), a rucksack (1 Slot), 6 provisions (6 per slot).
3. **Roll** on the Character Ideas Table.
Create a custom background by spending 20 points...
 - ♦ **On starting skills.** No skill may start higher than 5.
For example, 10 points might get you:
3 Running, 2 Archery, 1 Cat Grooming, 4 Music.
 - ♦ **On cash.** Every point grants you \$25 to start.

SKILLS (A SAMPLING)

Some example skills that might be useful during your journey:

- | | | |
|--------------------------|----------------------|------------------------------------------------------|
| ♦ Archaeology | ♦ Project Management | ♦ Hallucination |
| ♦ Biomechanics | ♦ Puppet Theatre | ♦ Marketing |
| ♦ Chemistry | ♦ Showfighting | ♦ Mule Whispering |
| ♦ Comedy | ♦ Spelunking | ♦ Navigation |
| ♦ Superstitious Nonsense | ♦ Surgery | ♦ Nomad Raiding |
| ♦ Fishing | ♦ Vome tech | ♦ Packing |
| ♦ Gun Running | ♦ Apothecary | ♦ Profiteering |
| ♦ Legume Farming | ♦ Big Game Hunting | ♦ Protocol |
| ♦ Masonry | ♦ Cat Grooming | ♦ Safe Driving |
| ♦ Narcoherbalism | ♦ Coffee Making | ♦ Tactics |
| ♦ Necromancy | ♦ Contortions | ♦ Storytelling |
| ♦ Oldtech | ♦ Dice Maker | ♦ Soul Juicing |
| ♦ Phytomancy | ♦ Foraging | ♦ Anything else the GM will let you get away with... |

