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							

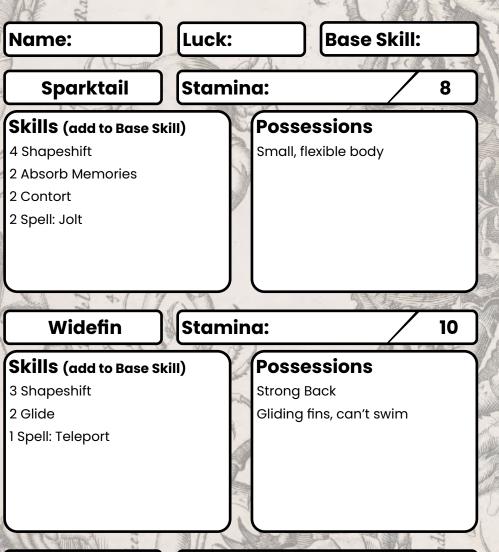
^{*} indicates a Weapon that requires at least two hands to use. # indicates a Weapon that ignores 1 point of Armour

Name:	Base Skill:	You are a Carve	r
Stamina: Luck:		Skills 3 Rune Casting	Possessions A selection of small, fine blades
Skills (add to Base Skill)		2 Absorb Memories 2 Carving Trance 1 Knife Fighting Special	Rune: Random Spell Rune: Random Spell
		Runes have a Stamina When you have a few h Carving Trance. If succ the trance fails, reduce	cost equal to your Rune Casting Skill. nours and an empty Slot you may enter a lessful, gain a random Spell as a new Rune. If le your Max Stamina by 1. new Runes. At any time you may destroy a amina.
Possessions			
Attacks 1 2 3	5 4 5 6 7		

Name: Base Skill:	You are a Newborn
Stamina: Luck:	Skills Possessions 3 Squid Wrangling Your rotting heart 2 Absorb Mamories Apritem from your past
Possessions Possessions	2 Absorb Memories 2 Trench Leaping 1 Crabspeak 1 Spell: Unexpected 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.
Attacks 1 2 3 4 5 6 7	

Name:	Base Skill:		You are a J	lunker		
			Skills		Possessions	
Stamina:	Luck:		2 Tinkering		Tinkering tools	
			2 Spell: Acceler	ated Memory	FlowLantern	
Skills (add to Base Skill)		Ottoba.	2 Absorb Memo	-	Flares (3 uses)	
()			1 Gadget Fightir	ng	Gadget: Boundi	ing Shield
		III TO THE REAL PROPERTY.			Gadget: Charge	_
		Manifestation.	Special		0 0	
			Gadgets are er anything relate	nbedded in your b d to its name ("Ad	ones and can be jective Object").	used to do
		THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TW	worthless into c	rer your Stamina, to a Gadget with a su adget, recover 2d6	ccessful Tinkering	
Possessions		M. A.	Adjective (d66)		Object (d66)	
Attacks	1 2 3 4 5 6 7		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	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
		and Patherine Path	. 3 .	Market 18		

Skills (add to Base Skill) 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 - bravel Snowflake feel - small scout Hot and Cold: Pistal Shrimp - kaboom Baby Gulper - carry Anglerfish - glow and bite Deep Deep: Barreleye - sense boost Sea Pig - find treasure Bloody Belly Jelly - red light	Name:	Base Skill:	You are a Keeper	
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Sea Pig - find treasure Bloody Belly Jelly - red light	Attacks	1 2 3 4 5 6 7	Anglerfish - glow and bite	
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Stamina:

Possessions

Heavy Shell (1 Armor)

Spiked Shield (1 Armor)

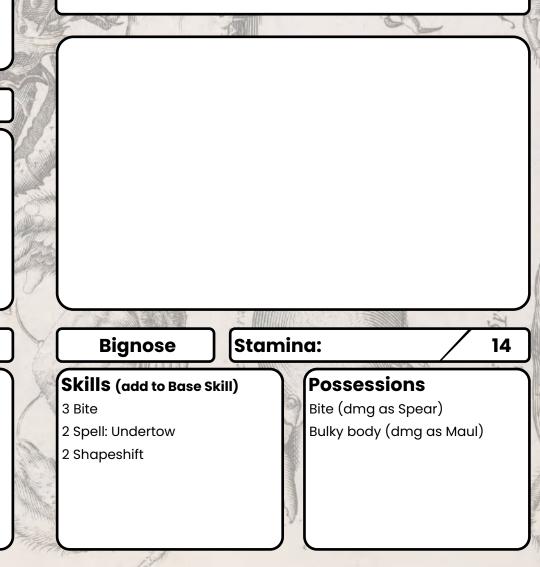
Shellwalker

1 Spell: Frozen Weapon

3 Defend

2 Shapeshift

Skills (add to Base Skill)



You may arrange your bones in any form you like. Each form has its

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

DRIVE: Change your form often. Shifting to another form restores

You are a Shifter

shift into something else.

you to full Stamina.

own Max Stamina, Skills, and Possessions.

Special

16

Name:	You are Infested	
Base Skill: Stamina:	Skills 3 Encourage Parasite 2 Absorb Memories 1 Random Spell	Possessions Malformed Wing [1,1,3,4,4,5,10] Useless Tail Stump
Possessions Possessions	If you have a few free hours you recoil on the Parasite Table. Whenever you would die, instead until you recover enough Staming DRIVE: To give in and let your Parasite Table result you previous Stamina. When all Parasite Table utterly consumed. Parasite Table (2d6) 2. Gain "Hard Carapace (1 Armor)". 3. Permanently transform one arm into an "Awkward Bone Shield (2 Armor)".	keep rolling on the Parasite Table a to keep living. asite consume you. If you get a sly rolled, then instead recover 2d6 results are checked, then you are 8. Gain "7 Long Finger Blades [5,5,5,5,5,5,5,5]". They replace a hand. 9. One of your legs detaches and grows into a worm-like
Attacks 1 2 3 4 5 6 7	 4. □ Your "Useless Tail Stump" transforms into a "Launching Tail". Leap dozens of feet. 5. □ 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. □ Replace your "Malformed Wing" with "Gliding Wings [2,3,5,7,9,12,14]". 7. □ Your spine begins to excrete a strong rope-like substance. You can collect and keep 5ft of it every day. 	pet. It follows your commands perfectly and can perform one extra action on your turn. Skill: 4 Stamina: shared with you Damage: as Small Beast 10. You gain the Spell "Launch Bone Spikes [2] - Damage as Knife". 11. You gain the Spell "Bone Burst [5] - Damage as Large Beast". Affects all creatures in the blast radius. 12. Your bones grow stronger and stranger. Increase Max Stamina by 2d6.