



TROIKA! COMMUNITY CONTENT

The content from this module is created by the Troika Community, via the Jams organized by Cussa Mitre/Hod Publishing and other resources.



Troika!

Community Content

The content from this module is created by the Troika Community, via the [Jams](#) organized by [Cussa Mitre/Hod Publishing](#) and other resources.

Sources:

- [Troika! Community Jam: Bestiary 2024](#)
- [Troika! Community Jam: Backgrounds 2024](#)

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TROIKA!
COMMUNITY CONTENT

Backgrounds



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

3 Faced Hag

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You are the maiden, mother, and crone all in one. Magic runs through your veins and many seek you out for your healing services. You are knowledgeable about nature and use it to create potions and spells.

Possessions

- Herbs & salves (Slot: 1)
- An old tome (Slot: 1)
- Bag of bones (Slot: 1)

Advanced Skills

- 4 Nature
- 3 Healing
- 3 Awareness
- 2 Second Sight
- 2 Poison
- 1 Fortune telling



7th Dimensional Tourist

Peregrin Jones (WanderingFalcon)
[Troika! Community Jam: Backgrounds 2024]

'There are more worlds than these.' Is a common phrase across all the multitude of opened

spheres, thronging with multiversal travellers. Perhaps in an attempt to stave off the

inevitable disappointment of how shallow infinity can seem at times. Many who trek out

across the madness of it all are often searching for themselves, after all; and can become

quite frustrated when throughout literally limitless possibilities... they still cannot find it.

How cheering for them, then... to meet a visitor from somewhere wholly separate. From a plane

several steps above or below even the wisest mind's scope. Someone to whom 3-dimensional

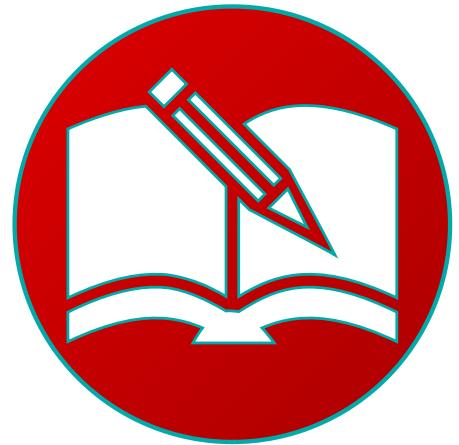
space and time that only goes forward are frightfully novel concepts.

You left your intangible, indescribable dimension against all better advice. Taking on a

shape and form you certainly hoped would be inconspicuous among all these strange, lumpen

creatures and their 'laws' of physics and geometry. It is endlessly fascinating, to lumber

amongst them... trying to remember which way counts as 'up' and what 'breathing' is for.



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Possessions



TROIKA! COMMUNITY CONTENT

- A body (Slot: 0)
What are 'clothes'?

Advanced Skills

- 2 Spell - Thought Vapour (Cost: 1)
- 2 Spell - Assume Shape (Cost: 4)
- 1 Change!

Special

As a being from a whole different level of the multiverse, your sense of self while existing on

this plane is... mutable. A fact that can both play to your advantage and disadvantage at

times. Whenever you receive a shock, be that physical damage of one sort or another, a

sudden onset of strong emotions... or a particularly large sneeze. You **must roll immediately**

on the Change! chart below, and transform accordingly.

You may also initiate a **Change! Roll yourself as an Action, at a cost of 3 stamina, and may**

modify the result of the roll by up to your level in the Advanced Skill, higher or lower.

You may be under several Change! effects at once, and can remove one old effect when you

initiate a roll yourself but not when the roll is due to any other cause.

##Roll on 2d6 Change! Transformation

- 2 You vanish back to your own plane of existence, returning to the exact spot in

an hour with no knowledge of what has transpired in the meantime.

- 3 Gravity suddenly changes for you, roll a 1d3 with 1 being 'forward', 2 being



TROIKA! COMMUNITY CONTENT

'backward' or 3 being 'up' in relation to your current thinking.
That way is now

'down' for you.

- 4 You are now a liquid. You still have some control over your movement, but will

always flow downwards if on any sloping gradient. You cannot hold or wear anything.

- 5 You are now a gas. You can keep yourself from diffusing too much and can even move

freely in still air, but will be blown along by any breeze or wind. You cannot hold

or wear anything.

- 6 You are suddenly affected by the 'Diminish' spell, shrinking to half your current size.

- 7 You take on the form of the last non-sentient creature you can remember seeing. You

have all the skills, attacks and natural abilities of said creature but retain your own

stamina. Your GM can always decide if a creature is off-limits for this effect and

instead choose another.

- 8 You are suddenly affected by the 'Grow' spell, growing to double your current size.

- 9 You take on the form of the last sentient being you looked at, or are currently looking

at. You can replicate their clothes and accessories, their voice and even mannerisms.

However you do not have their skills, abilities or knowledge.

- 10 Gravity suddenly has no effect on you. You may fly freely in any direction with just a

thought. This effect lasts only until you next roll on this chart, whatever the cause of



TROIKA! COMMUNITY CONTENT

said roll. GM's may provide inopportune sneezes at their whim.

- 11 There are now (+1) of you. Cut your current maximum stamina in half. That is the maximum

stamina any of you can have while the other exists. Add 1 extra token to the combat stack,

you may move or act with any of your bodies when one of your tokens is drawn. If you

voluntarily remove this effect, double your maximum stamina. You are fairly certain you're

still the original.

- 12 For just a moment... you are freed from the passage of time itself. You may step backwards or

forwards to any point in the last or next hour, arriving at the place your 'self' in that

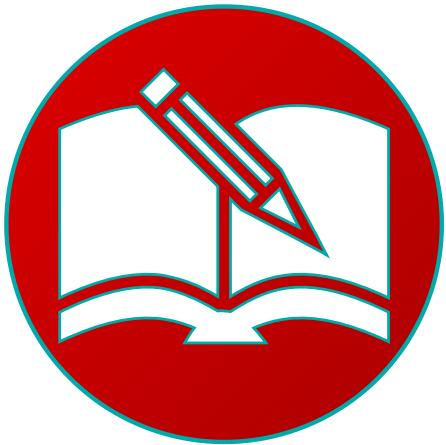
moment was/will be, but with/without any extra knowledge you would have gained in that

interim. If this roll was a result of damage, you may choose to jump back just that second

and completely avoid said damage.



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 1

Tiny fangs/claws etc.

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

A/an ($1d6^1$) trapped inside the body of a ($1d6^2$)

Peregrin Jones (WanderingFalcon)
[Troika! Community Jam: Backgrounds 2024]

($1d6^1$)

- 1 Unspeakable Horror
- 2 Living Nightmare
- 3 Primaeval Terror
- 4 Emissary Of The End Times
- 5 Sum Of All Fears
- 6 Thing That Dwells Below

($1d6^2$)

- 1 Small Dog
- 2 Micro-Pig
- 3 Baby Goat
- 4 Clumsy Duckling
- 5 Fluffy Bunny
- 6 Enormously Fat Guinea Pig

It's the eyes... That infuriate you the most. The gormless, watery way they stare at you as if your outward appearance has quite simply

melted half their brain away. For millennia untold you have been actually causing the grey matter of these mortal fools to dribble from



TROIKA! COMMUNITY CONTENT

their nostrils, but one little misjudgement of the best laid plans... and now look at you...

This new form is hardly ideal, but you didn't become an immortal scourge upon the very fabric of creation by quitting so easily.

There must be some way to reclaim your true powers. You must be patient. You must use whatever advantages you do have. You cannot command

or whisper to the mewling masses anymore... but that does not mean you cannot bend them to your bidding. If they are going to insist on

carrying you around and feeding you and providing those delightful, behind-the-ear head scratches... Well, why not take advantage while you

can.

Possessions

- Tiny fangs/claws etc. (Slot: 0)
- Aura of tiny cuteness (Slot: 2 - Armour: 1)
- Dave (Slot: 1)

Advanced Skills

- 4 Cuteness
- 2 Spell - Fear (Cost: 1)
- 2 Spell - Amity (Cost: 4)
- 2 Second Sight
- 2 Performance
- 10 Spell - Xed (Cost: 25)

With one glance at a living target, the unleasher of this raw, unearthly power can utterly eviscerate them in one of three ways. There is no possible protection from it, besides the unfathomable foresight of your GM themselves. The caster must also immediately roll on the Oops! table, and apply the results, unless their stamina is reduced to 0 by casting this spell; in which case its effects are applied to both the target and the caster but no Oops! Roll is needed. Roll 1d3. - On a 1: The target immediately turns completely inside out... then explodes, messily. - On a 2: The target is



TROIKA! COMMUNITY CONTENT

reduced to a gibbering mess, their mind utterly, irrevocably destroyed. They can't speak, think or remember anything ever again. - On a 3: The target never existed in the first place. Who are you talking about? What were we doing here?

Special

While your current shape may have limited your powers considerably, there are occasions where you can unleash just the smallest sliver of your old strength.

Once a week, or on a sensible timescale agreed with your GM, you may cast the spell Xed without paying its stamina cost.

Dave is a short, balding, middle-aged man of no real discerning features. He cannot fight, has no particular skills and is generally just a normal, humanish

sort of guy. If questioned about his presence he will reply: "Oh, I'm just here to carry the (1d6²)'s things." in a cheerful, amiable voice.

No-one will ever feel particularly inclined to inquire further.



Almost-but-not-quite-yet ascendant god

Marcus Falk

[[Troika! Community Jam: Backgrounds 2024](#)]

You are a divine being on the cusp of godhood. Just as you were about to ascend and shed your mortal form you realized how much you would miss mortality, and through a supernatural feat of willpower you managed to halt your ascension before it could complete. However, this means that you are now constantly stuck in a state of divine ascension, and it takes almost all your mental strength to stay in mortal form. It is worth it, though; frankly speaking, the divine realms are pretty boring.

Possessions

- A glowing *Halo* around your head, you can dim it but never turn it off. (Slot: 1)
- A *Reliquary* dedicated to yourself, made by one of your followers. (Slot: 1)
- 1d6 *Pocket gods*. (Slot: 1)

Advanced Skills

- 5 Language - Divine
- 3 Spell - true Seeing (Cost: 3)
- 3 Spell - Read Stars (Cost: 1)
- 3 Second Sight
- 2 Spell - Wall of Power (Cost: 2)
- 2 Spell - Peace (Cost: 2)
- 2 Blessings
Knowledge about divine blessings, and ability to successfully bless or consecrate
- 1 Spell - Shatter (Cost: 3)



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0



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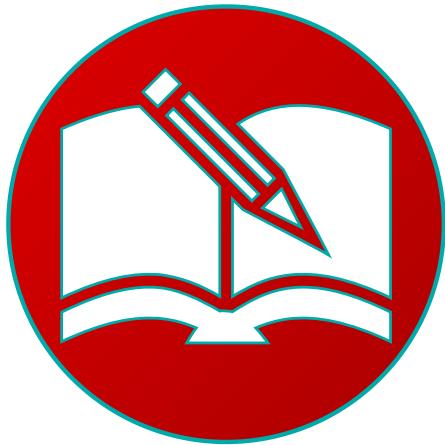
- 1 Courses
Knowledge about divine cursesr, and ability to succesfully curse or desecrate

Special

You need to stay ever vigilant - and awake - and devote a significant portion of your willpower to stave off your eventual ascension. You never need to sleep, though even for near-godly beings never sleeping is apparently not good for your general well-being. If you ever fall asleep, fall unconscious, or are reduced to 0 Stamina, roll Luck. If you fail, your concentration breaks and you instantly ascend to godhood - shedding your mortal form and traveling into the divine realms (yeah, roll up a new character).



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Amateur Apothecary

Matt Umland

[Troika! Community Jam: Backgrounds 2024]

You love Drugz. They're great and you've spent a lot of time figuring out how to make them. Are you formally trained? No. Have you done so many Drugz that you are obviously an expert? Yes. And now that you have put in the time to hone your craft of making and doing Drugz, it only seems right to offer your services to friends, neighbors and everyone else.

Possessions

- Make-shift chemistry set. (Slot: 1)
- 3 doses of Drugz (Slot: 1)
see special
- 1 dose of poison. (Slot: 1)
- Lots of baggies, jars and vials (Slot: 1)

Advanced Skills

- 3 Chemistry
- 2 Poison
- 2 Foraging
- 1 Healing

Special

You may test your Chemistry skill during downtime to craft a dose of Drugz. Anyone who takes a dose must roll on the Mien table below. You are an expert and thus may roll Mien twice and take either result. The effect lasts 1d3 hours.

Other Drugz with different effects can be crafted with appropriately weird and rare ingredients.

Mien on Drugz

1. "Love is Everything" (+2 Etiquette)



TROIKA! COMMUNITY CONTENT

2. Speechless with unbreakable focus (+1 Skill. Test Your Luck to talk.)
3. "I have x-ray vision" (This may or may be true. Consult the GM.)
4. Terrified and angry (+1 Attack. Test Your Luck to control yourself.)
5. "I can see time." (+2 Second Sight)
6. Bad trip (Roll on the Oops table. The user counts as the wizard. Other outcomes will be clarified by the GM.)

Amateur Apothecary is an independent production by Matt Umland and is not affiliated with the Melsonian Arts Council.



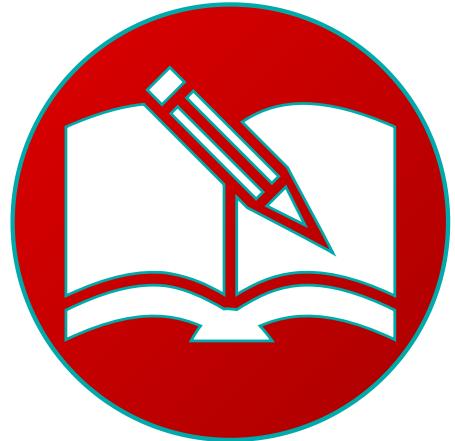
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An Unrecognizable Sports Legend

John Erwin Casia

[Troika! Community Jam: Backgrounds 2024]

You've beaten competitions, been turned into toys and merch, and become a well-known game franchise. It has been years since then, but your success from the scene has etched your name in almost everyone's mind. But life after that has been confusing, as people don't seem to associate you with your success.



SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: *2*

ARMOUR: *1*

Possessions

- 2 skateboards (Slot: 1)
- 1 set of protective skategear (Slot: 2 - Armour: 1)
- 1 set of clothes from your clothing line (Slot: 1)
- Living Sports Legend Reputation (Slot: 0)
Roll 3d6 when making social/status-related rolls or tests and use the results of your choice. See Special

Advanced Skills

- 5 Skateboarding Tricks
- 2 Tolerate Rude Behavior
- 1 Skateboard Fighting

Special

No one can accurately identify you with your reputation, even if you provide solid evidence. You need to spend 1 Luck when convincing them. A success allows you to use your Living Sports Legend Reputation (if applicable) on them moving forward.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Fan

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Jeweled Cane

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

Ancien Régime

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You are a member of the Aristocracy. You spend your days playing at political intrigue and ways to better your family line. You control a system of spies that do your bidding without question.

Possessions

- Fan (Slot: 1)
- Jeweled Cane (Slot: 1)
- Powder compact (Slot: 1)
- Silk petticoat (Slot: 2 - Armour: 1)
- 3-5 Spies (Slot: 1)

Advanced Skills

- 4 Etiquette
- 3 Politics
- 3 Conversation
- 1 Accounting

Special

You have been using arsenic powder since infancy making you resistant to poisons and their damages.



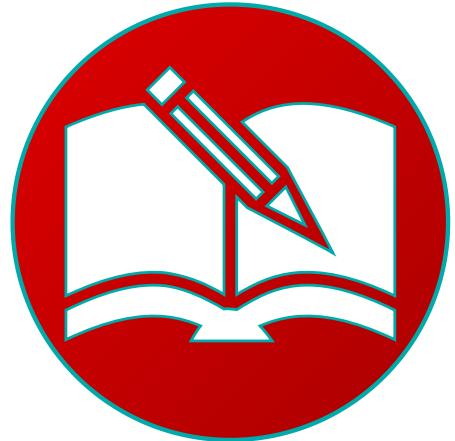
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Angler Fish-Man

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

Contrary to their frail spindly appearance, the Angler Folk are skilled hunters of both the land and the deep alike. Their dangling lantern-like appendage and needle-like teeth give them a terrifying appearance, despite most being rather friendly and amicable.



Possessions

- Angler Light (Slot: 0)
A bioluminescent light source that dangles in front of your head providing 20 feet of dim light
- Old Iron Spear and a rope net (Slot: 1)
- Crossbow with 12 Bolts (Slot: 1)

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Old Iron Spear and a rope net

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Crossbow with 12 Bolts

1	2	3	4	5	6	7+
4	4	6	8	8	8	10

Advanced Skills

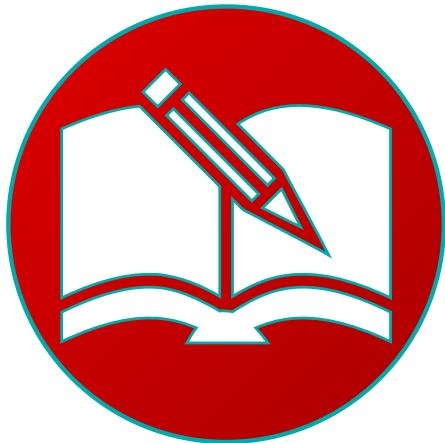
- 3 Swimming
- 2 Spear fighting
- 2 Fishing
- 1 Running
- 1 Crossbow fighting
- 1 Awareness

Special

You can breathe both air and water, and are able to withstand extreme aquatic pressure.



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 3

Animated Armor

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

How it happened isn't important, perhaps you enraged a powerful wizard or put on some cursed armor. Regardless, your soul has been transferred and bound to a suit of high quality Plate Mail.

Possessions

- A fine melee weapon of your choice (Slot: 1)
- The Suit of Plate Mail your soul is confined to (Slot: 6 - Armour: 3)
- A leather journal and an ink pen (Slot: 1)

Advanced Skills

- 4 Hide in Plain Sight
- 2 Melee Weapon Fighting
- 2 Charades
- 2 Calligraphy
- 1 Running

Special

You cannot speak, and must use charades or writing to communicate with others. You can never remove your armor and are hollow with 3 extra inventory slots. These extra inventory slots are especially well protected, but cannot be accessed by you without help from another person. You do not need to breathe and are immune to the vacuum of space. You still must eat however, this is done by absorbing the nutrients from provisions directly, leaving them grey, and unappetizing.



TROIKA! COMMUNITY CONTENT

Arachno-Mech

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

The Arachno-Mechs are small intelligent 8 limbed robots able to climb nearly any surface. While they can fill all sorts of potential roles, they excel in two areas above all others: espionage, and cleaning large structures.

Possessions

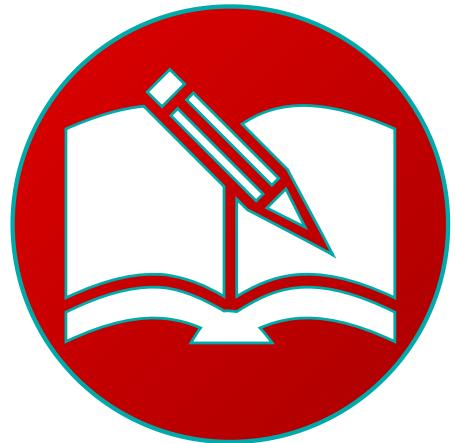
- Integrated Defense System (Slot: 1)
- 6 Plasmic Cores (Slot: 1)
- Integrated audio-video recorder or Pressurized all-purpose cleaning spray (Slot: 1)
- Mech chassis (Slot: 0 - Armour: 2)

Advanced Skills

- 4 Climbing
- 3 Stealth
- 3 Awareness
- 2 Jumping

Special

You can climb upside down on surfaces and on surfaces others wouldn't normally be able to, like smooth steel or glass. You do not breathe and you cannot consume provisions, but a Plasmic Core will restore 2d6 Stamina up to 3 times per day. You cannot wear armor, but are always considered to be moderately armored without encumbrance.



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

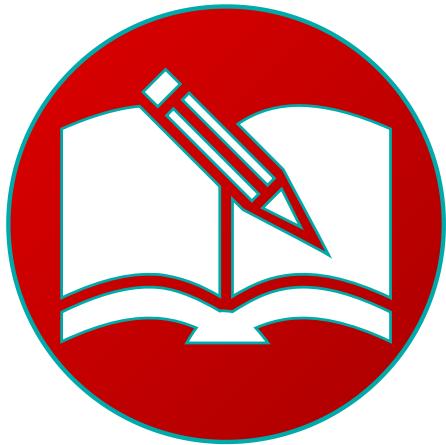
ARMOUR: 2

Integrated Defense System

1	2	3	4	5	6	7+
2	2	4	4	6	12	16



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Brutal Longsword

1	2	3	4	5	6	7+
4	6	8	8	10	12	14

Firebolt

1	2	3	4	5	6	7+
3	3	5	7	9	12	16

Arch-Magus of Barbaria

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Of all the War Worlds, Barbaria is by far the most brutal, bloodthirsty, and brazen. Even as a spiritual leader of Barbaria, you are a ruthless warrior of sword and spell first, and a priest second.

Possessions

- Brutal Longsword (Slot: 1)
- Spiked Half-plate (Slot: 4 - Armour: 2)
- 6 Plasmic Cores **or** Pocket Gods (Slot: 1)

Advanced Skills

- 2 Sword fighting
- 2 Strength
- 2 Spiritualism
- 2 Spell - Firebolt (Cost: 1)
- 1 Spell - Read Entrails (Cost: 1)
- 1 Spell - Random (Cost: ?)
- 1 Spell - Diminish (Cost: 2)
- 1 Spell - Coal Resolve (Cost: 1)

Special

Also Crits on Double 5's when attacking using the Brutal Longsword



TROIKA! COMMUNITY CONTENT

Avian Automaton

Uncharted

[[Troika! Community Jam: Backgrounds 2024](#)]

Occasionally constructed from scrap, as passion projects for aberrant watchmakers, tinkers and machinists, they transport coded messages, spy on rivals or generally cause mischief.

However, plenty manage to escape this servitude and find themselves free to soar the countless spheres.

Wonderfully joyful mechanical marvels, these bird-bots are built of patchwork engraved brass, fine copper wiring and intricate silver clockwork.

They echo overheard speech often but communicate their own thoughts exclusively through cheerful bells, chirps and whistles.



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Sharp clawed feet

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Possessions

- Wind-up key or Single small battery (Slot: 1)
- Recently regurgitated ticker-tape message (Slot: 1)
- Sharp clawed feet (Slot: 1)

Advanced Skills

- 4 Fly
- 2 Tracking
- 2 Decipher text
- 1 Sneak



TROIKA! COMMUNITY CONTENT



Azvegian Hitman

Hunter Herminath

[TroiKa! Community Jam: Backgrounds 2024]

While most of the people of the sphere Azveges are peaceful, some have found that two extra sets of arm are useful in the art of combat. In the streets of Troika, they have proven themselves to be efficient mercenaries and hitmen. Their services go for a pretty pences worth, but they get the job done as long as subtlety is not required.

Possessions

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

- Weapon of Choice (Slot: 1)
with 1d6 ammo if applicable
- 2 Daggers (Slot: 1)
- 3x the Amount of Deodorant that normal person would carry (Slot: 1)
- 3

Advanced Skills

- 2 in fighting style of choice
- 2 Strength
- 2 Grapple
- 1 Tracking
- 1 Poison
- 1 Acrobatics

Special

If you have a weapon equipped in each of your six hands (two handed weapons included), you gain an extra initiative tolken.



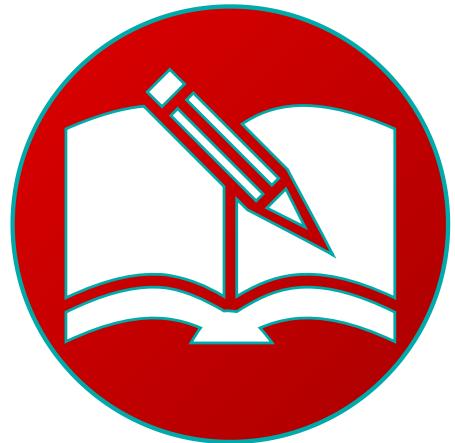
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BONECOLLECTOR

Emanoel Melo.

[Troika! Community Jam: Backgrounds 2024]

You learned to survive in barren lands full of dust and remnants of times long past. For you, the bones of your adversaries are more than trophies but also the means to defeat many others.



Possessions

- BONE WEAPON, made from the bones of a monster slayed by yourself (Slot: 1)
- FUR AND LEATHER ARMOR (Slot: 4 - Armour: 2)
- WODDEN SHIELD (Slot: 1)
- ASSORTED TOOLS (Slot: 1)
Made from a variety of bones and leathers from monsters you killed

SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 2

Advanced Skills

- 3 Tracking
- 2 Weapon Fighting
- 2 Crafting Skills
- 1 Trapping
- 1 Strength
- 1 Scavenging

Special

You may try to use bones and leather to craft or repair weapons and tools. They will not be as resilient as their metal counterparts, but as long as you breath, you can always produce more source material.

When creating the character, choose between a Sword, Mace or Spear to be your Bone Weapon.



TROIKA! COMMUNITY CONTENT



Bell Ringer

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You have dedicated your body to the great vibrations of the sheres. The more bells you can ring, the stronger your mark on reality. You are connected to the sounds around you.

Possessions

- An assortment of bells (Slot: 1)

Advanced Skills

- 4 Music
- 3 Secret Signs
- 2 Spell - Befuddle (Cost: 1)

An assortment of bells

1	2	3	4	5	6	7+
1	2	4	6	8	10	12



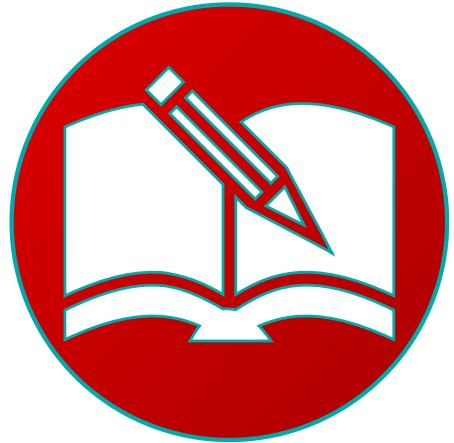
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Bookburner

Robin Gibson

[TroiKa! Community Jam: Backgrounds 2024]

The fire and brimstone of your sermons became literal at some point, holy books and hymnals catching light during Sunday service, the flickering light of the conflagration illuminating the hidden truth of the folly of man. What is the written word but an affront to the true Word?



Possessions

- Soot-stained holy robes (Slot: 1)
- Brass brazier (Slot: 1 - Armour: 1)

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Advanced Skills

- 4 Spell - Find (Cost: 2)
- 4 Spell - Ember (Cost: 2)
- 2 Spell - Firebolt (Cost: 1)

Special

Burning a book restores Stamina like eating a provision.

Brass brazier

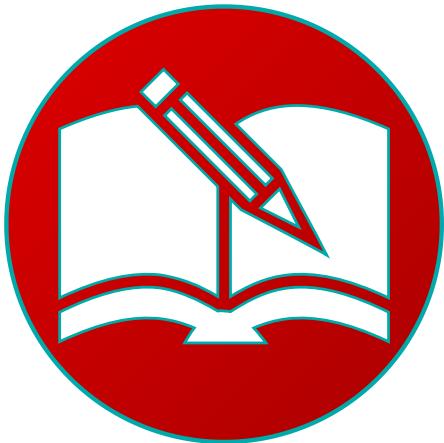
1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Firebolt

1	2	3	4	5	6	7+
3	3	5	7	9	12	16



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Garden trowel

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Botanical Goblinoid

Beerice

[[Troika! Community Jam: Backgrounds 2024](#)]

You were always the black sheep—an outcast—an oddball among your peers. While the others indulged in destruction, you chose to cultivate life. As a Botanical Goblinoid, you are fascinated by flora, fauna, and fungi. Following your exile, you traverse the spheres, documenting and collecting outlandish species to bring back to your garden, wherever that may be.

Possessions

- Garden trowel (Slot: 1)
- Sap-sucking syringe (Slot: 1)
- Photosynthetic gloves (Slot: 2)
- A vile of iridescent liquid that works as a rapid-growth fertilizer (Slot: 3)
- Pouch overflowing with various seeds (Slot: 4)

Advanced Skills

- 3 Horticulture
- 2 Spell - Brittle Twigs (Cost: 2)
You snap a twig or other brittle object to cause an injury in another. They must test their luck (or skill for enemies) or suffer a broken bone.
- 2 Grafting
- 1 Sneak
- 1 Climb

Special

Thanks to your green thumb, you can cultivate a sentient plant creature that obeys your every command. The creature takes 2d6 days to grow and deals damage as a small beast.



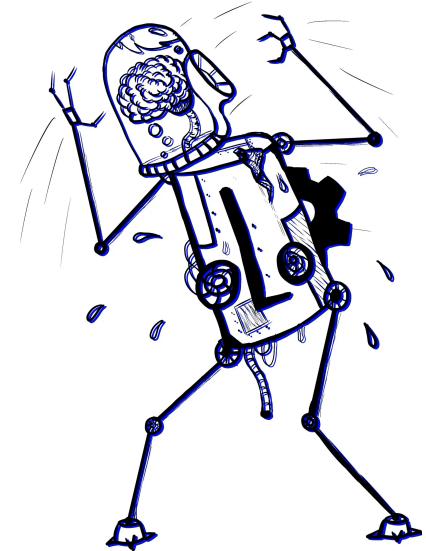
TROIKA! COMMUNITY CONTENT

Brain In A Jar by thatoneguy3200

Hunter Herminath

[Troika! Community Jam: Backgrounds 2024]

You're too important and wealthy to die. Luckily, there's a medical procedure for that. If you're willing to drop 5.5 billion silver pences and lose all motor skills, you can have your brain preserved in a fancy jar and live forever (in theory). It comes with all the bells and whistles: climate controlled preservation fluids, a voice modulator, and they even throw in a thinking engine servant to help carry you around! Definitely worth your life savings (maybe).



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Possessions

- Fancy Brain Jar* - Contains your brain and allows you to communicate with the voice modulator. (Slot: 1)
- [Cheap] Thinking Engine Servent - A personal servant that carries around and protects your brain. Quiet but seems to have its own personality. You probably wish you had spent more money on a better model. (Slot: 1)
- 25 Silver Pences (Slot: 0)
what's left of your life savings

Advanced Skills

- 3 Evaluate
 - 2 Run
 - 2 Etiquette
 - 2 Barter
- Skill used for material negotiations*
- 1 Weapon Fighting
 - 1 Mathmology
 - 1 Carrying
- Skill used for making sure you have a hold of something even in stressful situations*
- 1 Acrobatics

Special



TROIKA! COMMUNITY CONTENT

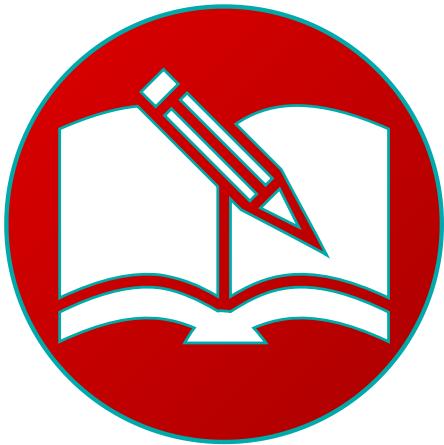
All mental/social skills are performed by you while all physical skills are done by your servant.

Your servant will do everything in its power to protect the jar. It can set it in a safe spot if it needs to.

Your stamina represents your servant's stamina. The jar has a stamina of 1.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Jolt

1	2	3	4	5	6	7+
2	2	3	3	5	7	9

Brain in a Jar

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Once upon a time you were an especially smart, creative, or charismatic being, so much so that after you died the company you worked for wouldn't allow your brain to rest. Luckily (or perhaps, unfortunately), a few years later that same company had a merger and you were let go in the process.

Possessions

- A state of the art sense-o-matic glass-domed exocranial mech. (Slot: 4 - Armour: 2)
- A severance pay of 4d6+6 Silver Pence (Slot: 1)

Advanced Skills

- 4 Mathmology
- 2 Spell - Jolt (Cost: 1)
- 2 Hacking
- 2 Etiquette
- 1 Spell - Random (Cost: ?)
- 1 Spell - Helping Hands (Cost: 1)

Special

You do not breathe and you cannot consume provisions, but a Plasmic Core will restore 2d6 Stamina up to 3 times per day. You cannot wear armor or use weapons, but you are always considered moderately armored (encumbrance applied as normal for you), and do +1 damage on Jolt spells.



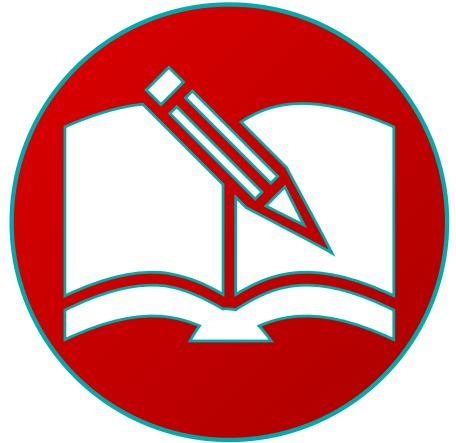
TROIKA! COMMUNITY CONTENT

Brave Little Boggle

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

Boggles are generally known as some of the most cowardly and fearful Fae in all the courts, but you intend to change a few minds about that. The Spring Court sent you away with a quest of great danger, it's entirely possible they don't expect you to return.



Possessions

- A glass short sword (Slot: 1)
- A wooden Shield (Slot: 1 - Armour: 1)
- A bronze helmet that's a bit too large for you (Slot: 2 - Armour: 1)
- A noble quest of grave danger (Slot: 0)

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 1

A glass short sword

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

A wooden Shield

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Advanced Skills

- 2 Sword fighting
- 2 Sticky
- 2 Slippery
- 2 Blocking
- 1 Stealth
- 1 Running
- 1 Etiquette

Special

You cannot wear or use anything made of iron, and you take +1 Damage from Iron Weapons. You can try to roll under your slippery skill to excrete a slippery oil puddle from your skin. This puddle has a radius of 15 feet, and any creature other than you that enters or starts its turn in the oil must test their luck or fall prone.

The glass short sword shatters on an attack roll of double 1's



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Brine Baron

Hunter Herminath

[Troika! Community Jam: Backgrounds 2024]

If food can be soaked in brine to extend its shelf life, why not soak oneself in the brine barrel for a lengthy lifespan? You couldn't argue with that logic. After countless nights pickling away in your brine barrel, you have extended your lifespan. Sure, you now reek of dill and vinegar and your skin is as sallow as a pickled garlic, but at least you had an additional two years added to your lifespan!

Possessions

- 2d6 Cucumbers or Eggs (Slot: 1)
Consuming 2 counts as one ration
- 2 Jars (Slot: 1)
Good for holding liquids and pickles
- Half a kilo of Dill (Slot: 1)
Why did you need to bring so much dill?
- Club (Slot: 1)
- An Extra Two Years (Slot: 0)
Which took you about three years in the barrel to get

Advanced Skills

- 3 Pickling
The knowledge and skill for pickling food items
- 2 Hold Breath
for holding breathe underwater or in brine
- 2 Club Fighting
- 1 Stealth

Special

Holding a food item in your hand for d6 minutes will completely pickle it.



Bugbear Cyber-Gladiator

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

Only a narrow few have managed to escape the blood soaked cyber-combat domes, fewer still manage to remove their electromagnetic chains in one piece.

Possessions

- Kinetic Shield (armour: 1) (Slot: 1 - Armour: 1)
- Electromagnetic restraints, currently inactive but removing them could have explosive results (Slot: 1)
Test your luck or die
- Axe + 1 (Slot: 1)

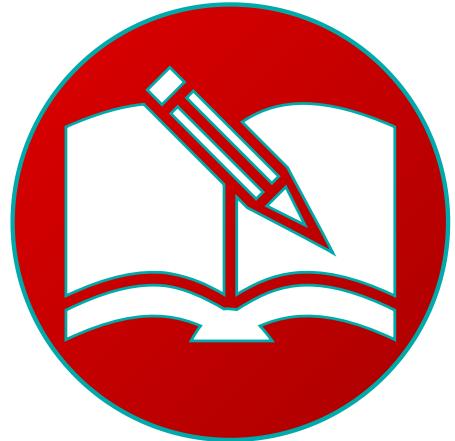
Advanced Skills

- 3 Axe fighting
- 2 Wrestling
- 2 Shield fighting & throwing
- 1 Running
- 1 Intimidation
- 1 Acrobatics

Special

Your long orangutang-like arms make it harder for enemies to successfully counter your melee attacks. All creatures suffer a -1 skill penalty while counter attacking you.

The Kinetic Shield travels extreme distances when thrown



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Kinetic Shield (armour: 1)

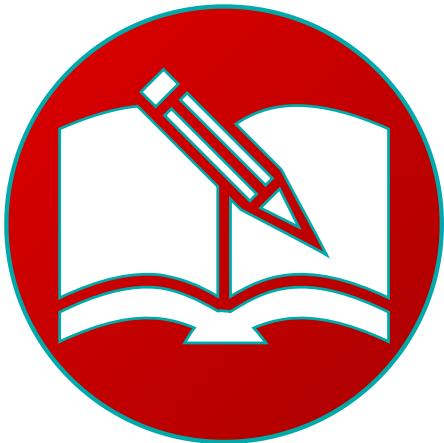
1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Axe + 1

1	2	3	4	5	6	7+
2	6	6	8	10	12	12



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Relic Weapon

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Bus Priest

Kass Fletcher

[Troika! Community Jam: Backgrounds 2024]

You worship at the alter of The Wheel, living in fear of the Great Engine that roars beneath. Your pilgrimage is unplanned, unknowable to all those save the great Buses that ferry you from holy site to holy site. You fear being abandoned by the great Transportation Network that binds the universe together, and study furiously its Eldritch truth.

Possessions

- Holy book (Slot: 1)
unreadable Bus Timetable
- 1d6 Holy relics (Slot: 1)
bus tickets
- Relic Weapon (Slot: 1)
- A sense of ever-present dread (Slot: 0)
a deeply unsettling feeling that never quite goes away

Advanced Skills

- 3 Navigation
Skills used to determine location
- 2 Relic Weapon Fighting
Techniques used when wielding a Relic Weapon
- 2 Hope
Emotion used to avoid depression
- 2 Divination
A sense of ominous oncoming events

Special

You may test Luck to predict the movement of the ineffable Buses. An unforgivable blasphemy, but a necessary one in times of need.



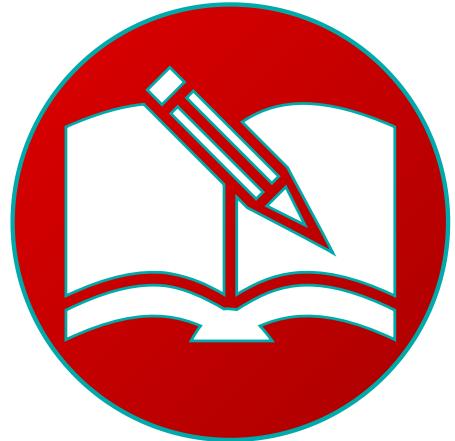
TROIKA! COMMUNITY CONTENT

Buzz Killer

Douglas Sole

[TroiKa! Community Jam: Backgrounds 2024]

You've donned your apiaricide suit, your cap and veil, and your smoker is full of poison. You're ready to bring death to the hives - exact vengeance for your lost friends and family. You care not for the impacts on pollination - you will destroy every last bee.



Possessions

- Smoker, full of poison (Slot: 1)
A small pot with a nozzle and bellows which can be used to generate a cloud of obscuring poisonous smoke. A minor annoyance to large creatures but deadly to small insects
- Hive-Smashing Axe (Slot: 1)
- Fully Enclosed Apiaricide Suit with Helmet and Veil (Slot: 2 - Armour: 1)
- Jar of Revenge Honey (Slot: 1)
The sweetest substance in the worlds
- Hatred of Bees (Slot: 0)

SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 1

Hive-Smashing Axe

1	2	3	4	5	6	7+
2	2	6	6	8	10	12

Firebolt

1	2	3	4	5	6	7+
3	3	5	7	9	12	16

Advanced Skills

- 2 Spell - Insecticide (Cost: 8)
A terrifying spell to any insectoid lifeforms, this requires the wizard to draw on pure and absolute hatred of insects, sending out a wave of detestation that will kill any insect within a mile radius. Banned in all civilised spheres due to it's indiscriminate impact on possible sentient life and it's environmental repercussions - even knowing this spell is considered a crime in some jurisdictions.
- 2 Spell - Detect Bee (Cost: 2)
Developed by the bee hating Buzz Killers, who blame bees for all their misfortunes, this spell should inform the wizard of the direction and distance to the nearest bee in the sphere. Unfortunately the spell is not sophisticated enough to tell the difference between flying insects, so will actually inform the wizard of the direction and distance to the nearest bee, wasp, moth, fly, mosquito or other aerial bug in the sphere.
- 2 Poison

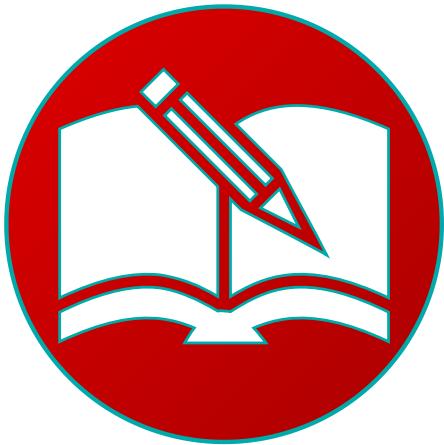


TROIKA! COMMUNITY CONTENT

- 1 Spell - Firebolt (Cost: 1)
- 1 Axe Fighting



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Cast Iron Pan

1	2	3	4	5	6	7+
1	2	3	6	12	13	14

Cactus Hermit

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

No one knows what brought you to this wilderness. Maybe you were the last survivor of your wagon train. Maybe you came in search of riches, only to lose everything. The only thing that matters is that you are perfectly content, living as you do among the desert succulents

Possessions

- Cactus Shell (Slot: 4 - Armour: 2)
- Cast Iron Pan (Slot: 2)

Advanced Skills

- 4 Patience
- 3 Tracking
- 3 Survival

Special

When sitting perfectly still, you are as conspicuous as a large cactus.



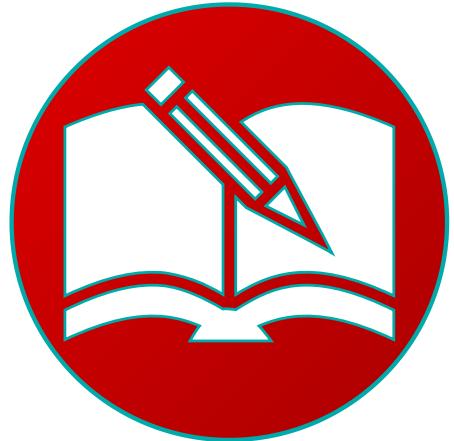
TROIKA! COMMUNITY CONTENT

Cannon Troubadour

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

You know where feeling comes from and how to evoke it in your fellow creature. Your choice of instrument is a statement of your prowess: If you can make someone laugh or weep at the sound of a cannon, you must be the greatest musician of the age.



Possessions

- Musical cannon, tuned in D. Requires two rounds of cleaning and reloading between uses (Slot: 0)
- Eight cannon balls (Slot: 1)
- 2d6 charges of black powder (Slot: 1)
- Double-ended sponge and tamping rod (Slot: 1)

Advanced Skills

- 4 Strength
- 4 Music
- 1 Cannon fighting

Special

You have six extra inventory slots.

SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: 2

ARMOUR: 0

Musical cannon, tuned in D. Requires two rounds of cleaning and reloading between uses

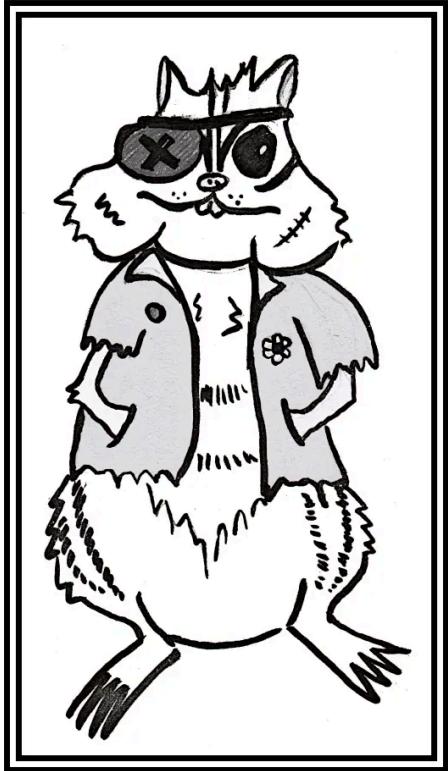
1	2	3	4	5	6	7+
4	8	12	12	16	18	24

Double-ended sponge and tamping rod

1	2	3	4	5	6	7+
2	4	4	4	4	6	8



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Chipmunk Street Tough

Evey Lockhart

[Troika! Community Jam: Backgrounds 2024]

Momma always thought your no-good friends turned you bad. Little did she know you was always the worst of the lot.

Getting lifted, shoplifting, beat-downs, burglary, and knife-fights, you survived it all. You almost thrived, really. You managed to get out, ya?

Whatchu gonna do now, ya larcenous lil' cartoon chipmunk?

Possessions

- Eye Patch with Hidden Lockpicks (Slot: 1)
- Switchblade (Slot: 1)
- Gold Tooth (Slot: 1)
- Half a Pack of Smokes and a Lighter (Slot: 1)
- Hidden Flask of Moonshine (Slot: 1)
- Bag of Marbles (Slot: 1)
- Pocket Sand (Slot: 1)

Advanced Skills

- 3 Fighting Dirty
- 1 Stealth
- 1 Prestidigitation
- 1 Locks
- 1 Knife Fighting
- 1 Arson

Special

You have fist-sized storage compartments in your adorable cheeks.



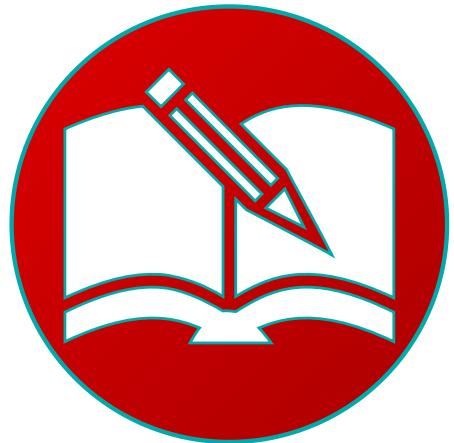
TROIKA! COMMUNITY CONTENT

Couturier

Matt Umland

[[Troika! Community Jam: Backgrounds 2024](#)]

A stunning outfit is never beyond your grasp. With enough pins and patience, even the most common burlap sack can be fit for the Autarch's Fall Ball, though standards are higher for the Spring Fling. That would probably require the addition of a ribbon or two.



Possessions

- Fabric Scissors (Slot: 1)
- Sewing Notions (Slot: 1)
needles, pins, thread, measuring tape, buttons, snaps, patches, etc
- Stunning, one-of-kind outfit. (Slot: 1)
- Another stunning, one-of-kind outfit. (Slot: 1)
- Manticore leather boots. (Slot: 1)
- Brocaded house shoes. (Slot: 1)
- Very large, boisterously festooned hat (Slot: 2 - Armour: 1)

SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: 2

ARMOUR: 1

Fabric Scissors

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Advanced Skills

- 3 Sewing
- 2 Scissor Fighting
- 2 Etiquette
- 2 Disguise
- 1 Spell - Helping Hands (Cost: 1)
- 1 Spell - Affix (Cost: 3)

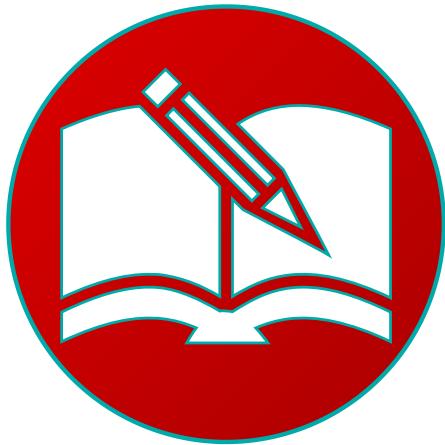
Special

You may Test Your Luck to make any armour or outfit look absolutely fabulous.

Couturier is an independent production by Matt Umland and is not affiliated with the Melsonian Arts Council.



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 2

A Gatling Laser

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Crystalkin Renegade

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Hulking humanoids of solid living crystal who've been hunted to near extinction for their valuable bodies. Crystalkin are some of the strangest life forms to come out of the humpbacked sky, as beautiful as they are rare.

Possessions

- A Gatling Laser (Slot: 1)
- $1d6+6$ Plasmic Cores (Slot: 1)
- Crystal Body (Slot: 4 - Armour: 2)

Advanced Skills

- 2 Strength
- 2 Fusil Fighting
- 2 Block
- 1 Spell - Random (Cost: ?)
- 1 Spell - Light (Cost: 1)
- 1 Spell - Flash (Cost: 3)

Special

Whenever you block a ranged attack, you can test your luck to reflect or ricochet the attack back at the source.

You are always considered moderately armored, and cannot wear additional armor.



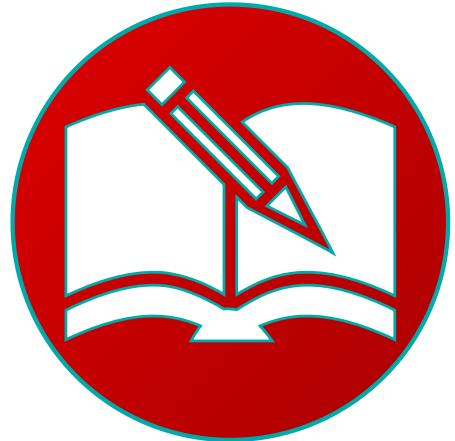
TROIKA! COMMUNITY CONTENT

Dark Elf Inquisitor

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

The Dark Elves are a tyrannical empire, and the title of Dark Elf Inquisitor is one that can silence a room. You are part of a sanctioned order of Elite warrior assassins, and a grim reminder to fear the Dark Empress.



Possessions

- Inquisitor's coat (Slot: 2 - Armour: 1)
- Inquisitor's mask and signet ring (Slot: 1)
- A fine silver melee weapon of your choice (Slot: 1)

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 1

Advanced Skills

- 4 Intimidation
- 2 Stealth
- 1 Spell - Invisibility (Cost: 3)
- 1 Spell - Find (Cost: 2)
- 1 Running
- 1 Poison
- 1 Fighting in Your Chosen Weapon

Special

Your eyes are great at seeing in darkness, but the sunlight is blinding. Sunglasses or a similar device can allow you to see normally during daylight.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Soul-withering Greatsword

1	2	3	4	5	6	7+
2	4	8	10	12	14	18

Dark Lord Drop Out

cacatuca

[[Troika! Community Jam: Backgrounds 2024](#)]

You know the Chosen One is out there, growing up and getting stronger.

You know you should be studying the forbidden magic and enslaving armies and such.

But you couldn't be bothered a second longer by those old, droning teachers at E.P.A (Evil Prophecies Academy), so you bundled up whatever obscure possessions you owned and started out on your own journey, in the city of endless possibilities.

Are you really just a kid with some basic knowledge of the Dark Arts or... is there something much bigger to accomplish in your destiny?

Possessions

- Soul-withering Greatsword (Slot: 2)
- Black Helm of Terror (Slot: 4 - Armour: 2)
- Academy's black velvet Tunic (Slot: 1)
- Amulet of the Light-Eater (Slot: 1)
when the gem is crushed the bearer can cast Darkness once
- Ring of the Invisible Council (Slot: 0)
the bearer can cast Invisibility once. The ring then quietly slips off the bearer's finger, becoming forever lost

Advanced Skills

- 2 Spell - Befuddle (Cost: 1)
- 2 Spell - Amity (Cost: 4)
- 2 Greatsword Fighting
- 1 Spell - Undo (Cost: double cost of original Spell)
- 1 Spell - Quench (Cost: 1)
- 1 Spell - Fear (Cost: 1)

Special



TROIKA! COMMUNITY CONTENT

The Stamina cost for casting spells against anybody who claims to be the Chosen One is increased by 1. The claim has to be somehow credible.



TROIKA! COMMUNITY CONTENT

Deep Mariner

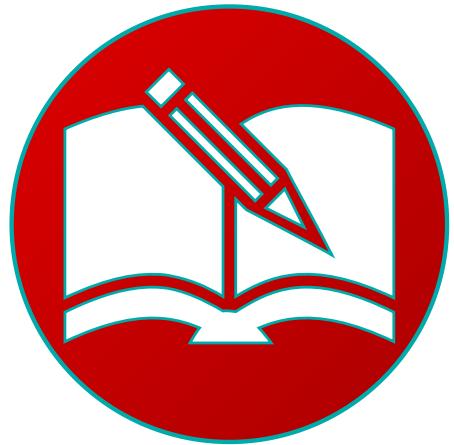
[AndrewWriteGood](#)

[\[Troika! Community Jam: Backgrounds 2024\]](#)

You have come from the depths to explore the Spheres and bring the teachings of the great ocean to the parched masses. The world outside your Hydro-Survival Suit is a watery mirage that you hear only distantly through the essential liquid surrounding your pruned greenish skin. Your suit allows you to survive amongst the dry ones, but deep down you long for the cold, dark embrace of the brine.

Possessions

- Hydro-Survival Suit, counts as Heavy Armour (Slot: 1)
- Maurice, hyper-intelligent telepathic goldfish that lives in your suit (Slot: 1)
- Chest-mounted thermometer (Slot: 1)
- Harpoon (Slot: 1)



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Advanced Skills

- 4 Swim
- 2 Weapon Fighting
Underwater
- 2 Secret Signs
Aquatic

Special

Provided you can cycle the water in your Hydro-Survival Suit every 48 hours with fresh seawater you can survive indefinitely without food or sustenance. You are vulnerable to extreme temperatures however, with the water in your suit prone to boiling occupants alive or freezing solid depending on the hazardous environments being explored. You are advised to check the ambient temperature regularly.



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Destroyer

[Tom Farnell; and Melanie C Green of Meldar16](#)
[Troika! Community Jam: Backgrounds 2024]

You are a member of a female-centric warrior society. You have broken free of the strict rules of your home and now travel the spheres rogue. You grew up traveling amongst the spheres and are quite knowledgeable of them.

Possessions

- Spear Fusil (Slot: 1)
- Blue star maps of Corda (Slot: 1)
- 7 Plasmic cores (Slot: 1)

Advanced Skills

- 3 Weapon Fighting
- 3 Tunnel Fighting
- 3 Acrobatics
- 2 Hand to hand combat
- 2 Golden Barge Pilot
- 2 Astrology
- 1 Tracking
- 1 Strength
- 1 Mathmology



Directionless Poltergeist

banevoice

[Troika! Community Jam: Backgrounds 2024]

Feuds between wizards can get intense. You were summoned at the height of a particularly heated spat by one wizard to torment another. To stand outside their house at night and wail mournfully. To lurk in their corner of their eye. To knock upon their window when they thought they were alone. To steal their shoes sometimes.

Then one day they skipped town and grabbed a barge to a different Sphere, severing the psychic connection you had with them. Maybe you have some clues to follow up on that could tell you where they went so you can resume the haunting. Maybe your plan is to simply earn enough gold to allow you to visit every Sphere in the hump-backed sky systematically and see if any of them ping your ghostly radar. Or maybe, without the object of the obsession that has defined your entire existence up to now you will have to develop... a personality?

Possessions

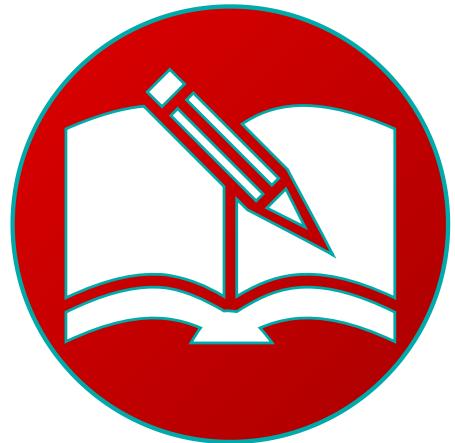
- Large wooden stick (Slot: 2)
- Tattered, ethereal robe (Slot: 2 - Armour: 1)
- Stolen trinkets (Slot: 1)
Small items you stole from your target

Advanced Skills

- 3 Spell - Fear (Cost: 1)
- 2 Spell - Teleport (Cost: 10)
- 2 Spell - Animate (Cost: 2)
- 2 Mimicry
- 1 Sneak

Special

If the wizard you were created to haunt is in the same Sphere as you, you can immediately sense their exact location. Don't



SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: *2*

ARMOUR: *1*

Large wooden stick

1	2	3	4	5	6	7+
2	4	4	8	12	14	18

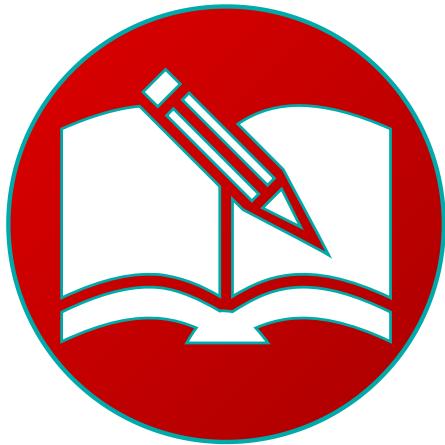


TROIKA! COMMUNITY CONTENT

go back to them, please, you're more than that you know...



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Disciple of Morpheus, the Dreamer

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

You have chosen a path that is only half walked in the world of the waking. You are a disciple of the Lord of dreams, you travel between the material and dream worlds at will, solving the problems only someone with your skill set could solve.

Possessions

- 1d3 Sealed pouches of Sleeping Sand (Slot: 1)
A creature who inhales this sand must succeed on a LUCK check or fall asleep until woken. Stays potent for 1d6 hours once unsealed
- Mesmerizing Robes of rapidly changing colors and circular patterns (Slot: 2 - Armour: 1)

Advanced Skills

- 2 Spell - Sleep (Cost: 2)
- 2 Spell - Dreamwalk (Cost: 1)
Cost: 1 per person. A disciple of Morpheus, and up to 6 others can enter the Dreamworld through a sleeping mind. The Dreamworld is a strange world where the dreams of others are a reality. Great distances can be traveled in only a single night by taking a shortcut through the Dreamworld. Keep in mind the dream world isn't without danger, it's a strange ever-changing place where nightmares are real, and getting lost is easy.
- 1 Spell - Thought Vapour (Cost: 1)
- 1 Spell - Random (Cost: ?)
- 1 Spell - Random (Cost: ?)
- 1 Secret Signs
- 1 Second Sight



TROIKA! COMMUNITY CONTENT

Special

You can cast Sleep without a target to create an unsealed pouch of Sleeping Sand.



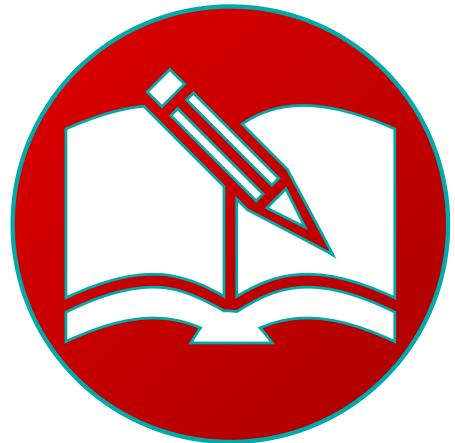
TROIKA! COMMUNITY CONTENT

Discombobulated Homunculus

Douglas Sole

[TroiKa! Community Jam: Backgrounds 2024]

Why were you made? Some experiment gone wrong by an inexperienced sorcerer? A deliberate and cruel demonstration for some anatomy class? A piece of avant-gard art? Maybe you'll never know. What you do know is that you were created by strange magics, but that your life and mind are your own, and that your body is entirely and unpleasantly discombobulated. Oh well, I suppose there are worse things to be.



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Possessions

- A Full Collection of Organs, Bones, Muscles and Nerves.
(Slot: 0)
- An Incredibly High Threshold for Discomfort. (Slot: 0)
- A Surprisingly Positive Attitude, all things considered.
(Slot: 0)

Advanced Skills

- 2 Spell - Discombobulate (Cost: 5)
It is unclear whether this spell was originally designed as a medical tool or a hilarious prank, but either way it is very effective. The wizard touches a living creature and causes them to disassemble into their various parts, which float magically in a cloud, still under the control of the subject. This deals no damage but can be very distressing, especially if any parts are missing when they recombobulate into their original form after 3 minutes.
- 2 Healing
- 2 Anatomy
- 1 Second Sight
- 1 Acrobatics

Special

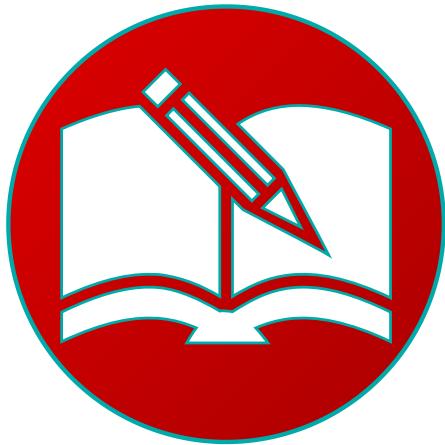


TROIKA! COMMUNITY CONTENT

You are always under the effect of the spell discombobulate. If the spell is cast on you, you will recombobulate for 3 minutes instead. In your case this will stick you into your current arrangement for the duration, so try not to misalign your liver too badly.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Personal Pizza Cutter

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Eater of Many Pizzas

Douglas Sole

[Troika! Community Jam: Backgrounds 2024]

Once you were slim, athletic and full of energy - but that was many pizzas ago. A single pizza a week, surely that's not a problem you thought, but soon it was two, then three... and now you've found your hunger for pizza is unceasing. You can eat other things of course - they disappear smoothly into the rip in the fabric of space that was once your mouth - but none of them give you the respite from the dark curse that you have brought upon yourself that a pizza does.

Possessions

- Personal Pizza Cutter (Slot: 1)
- Unending Hunger for Pizza (Slot: 1)
- Pocket Full of Serviettes (Slot: 1)

Advanced Skills

- 2 Cooking
- 2 Consume
- 2 Astrology
- 1 Spell - Starry Orb (Cost: 4)
- 1 Second Sight

Special

You can consume anything that you could fit in your mouth. Where do things you consume go? You've no idea - but they don't come back.

If you go too long without eating pizza your hunger begins to consume you (and everything else nearby). Every day without pizza you lose 1D6 Stamina, but increase your consume skill by one.



TROIKA! COMMUNITY CONTENT

Exiled Hunter

cacatuca

[[Troika! Community Jam: Backgrounds 2024](#)]

You are sadly stranded in the sprawling city of Troika, only your big gun at your side.

You were having some fun in the Sauro-sphere when the Council of Reptiles decided to throw you out.

Now you only need something big and scaly to hunt down.



Possessions

- Big Ivory Knife (Slot: 1)
- Big Single-Shot Ebony Rifle (Slot: 1)
- 20 Rifle Cartridges (Slot: 1)
- Silver Locket with Family Photos (Slot: 1)
- 1 Mud Fetish Doll (Slot: 1)
stolen from some fishmen tribe

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Big Single-Shot Ebony Rifle

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Advanced Skills

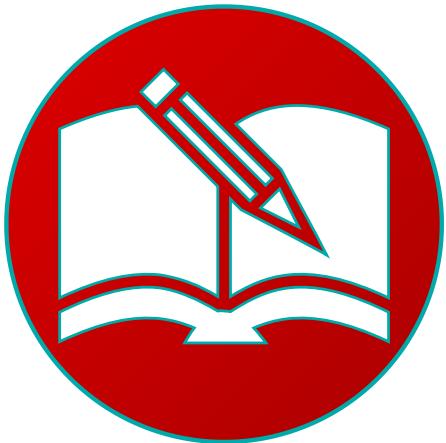
- 3 Fusil Fighting
- 2 Traps
- 1 Tracking
- 1 Foraging

Special

If you obtain a Mighty Blow while Aiming with your Rifle, damage is tripled.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Claws, Teeth, and a razor sharp prehensile tail

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Acid Spit

1	2	3	4	5	6	7+
3	3	5	7	9	12	16

Experiment #(d66)

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

A genetic cocktail of alien DNA grown in an attempt to create the ultimate apex predator. It worked a bit too well. You killed the scientists that made you, stowed away on a Golden Barge, and the rest is history.

Possessions

- Claws, Teeth, and a razor sharp prehensile tail (Slot: 0)
- Acid Spit (Slot: 1)

Advanced Skills

- 3 Flying
- 3 Beastly Weapon Fighting
- 2 Stealth
- 2 Spitting
- 1 Awareness

Special

You see in infra-red vision based on heat signatures, this means you can see fine in fog and darkness, but also means you can't see colors.

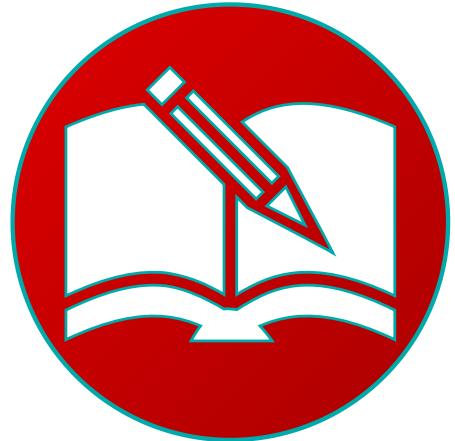


Exquisite Corpse

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

The magnum opus of some mad scientist or twisted necromancer. A simultaneously horrifying and beautiful creature, created by stitching together obsessively curated bits and body parts.



Possessions

- Gothic clothes (Slot: 1)
- A spool of butchers twine with a needleb (Slot: 1)
- A crippling fear of a common harmless critter (Slot: 0)
- An extra working arm (Slot: 1)
- An additional large toothy mouth (Slot: 0)
- A pair of clumsy giant animal wings (Slot: 0)
+2 Flight

SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

An additional large
toothy mouth

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Advanced Skills

- 3 Sewing
- 3 Intimidation
- 2 Undead Strength
- 2 Undead Fortitude

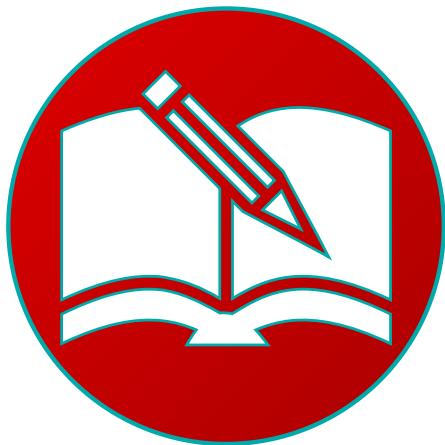
Special

During character creation, chooses between an extra working arm, an additional large toothy mouth (damage as Moderate Beast), or a pair of clumsy giant animal wings (slot:0 - +2 Flight). Remove the others.

You cannot wear or use anything made of silver, and you take +1 Damage from silver weapons. While you can still consume provisions to regain Stamina like normal, resting will no longer restore your Stamina. Instead of resting you must stitch your flesh back together, regaining 3 Stamina for each hour spent. You can also attempt to add severed body parts of other organic creatures to your body with a Sewing Check. A success adds the severed part to yourself as a working part of your body, a failure ruins the severed organic tissue.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Hunting

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Eyezon Explorer

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

Short, squat, neon colored humanoids with large bulbous heads covered in eyes. Their excessive ocular anatomy and lonesome nature make them natural pilots, lookouts and scouts.

Possessions

- Crashed Golden Barge (Slot: 0)
heavily damaged in a remote, unguarded location
- Extra-small Exo-suit (Slot: 2 - Armour: 1)
- Hunting (Slot: 1)
- 1d6+2 Plasmic Cores (Slot: 1)

Advanced Skills

- 5 Awareness
- 3 Astrology
- 2 Golden Barge Pilot
- 1 Fusil Fighting

Special

Eyezon have eyes all around their heads, giving you 360 vision, with no blind spot.



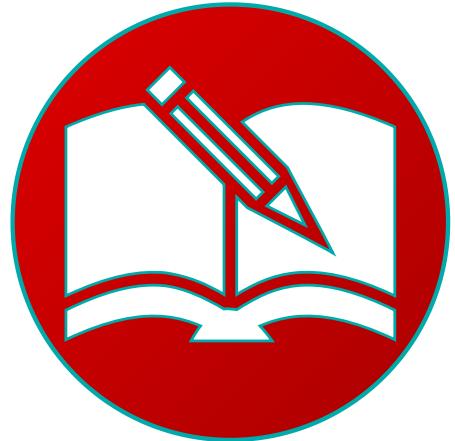
TROIKA! COMMUNITY CONTENT

Fallen Rock God

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

Or Fallen Rap God, if you are confident in your freestyle skills. They say artists never die, that they live on in their work... That's true to some extent, but when the last living being who remembers you dies, you must walk the spheres again. One more chance for fame, one more chance to leave your legacy, one more chance at immortality.



Possessions

- Electric Axe Guitar (Slot: 1)
- Keytar Blade (Slot: 1)
- A gimmicky over the top outfit (Slot: 1)
- Your music notebook with $1d6+6$ Songs and a pen (Slot: 1)

Advanced Skills

- 4 Music & Dancing
- 2 Substance Abuse
- 2 Sex Appeal
- 2 Coolness
- 1 Instrument Fighting

Special

If at least 1 million adoring fans chant your name in unison while you perform for them live, you will regain your immortality.

During character creation, choose between the Electric Axe Guitar or Keytar Blade.

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Electric Axe Guitar

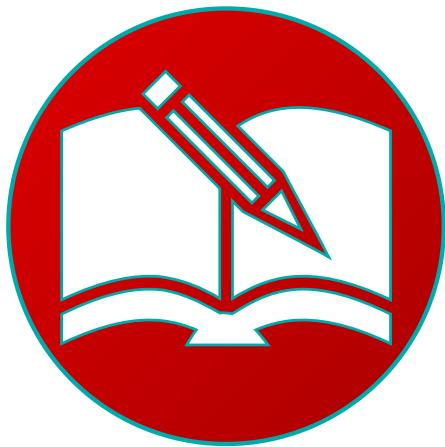
1	2	3	4	5	6	7+
2	2	6	6	8	10	12

Keytar Blade

1	2	3	4	5	6	7+
4	6	6	6	6	8	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Walking Staff

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

French Puppy Farmer

Douglas Sole
[Troika! Community Jam: Backgrounds 2024]

You look out over your beautiful canineyards, each vine heavy with a crop of fine fat french puppies. The terroir is magnificent, and each will be full bodied and smooth, with a zesty coat and oaky bouquet. But can you compete with the big corporate puppy farms, with their fancy new labradoodles and cockapoos?

Possessions

- D3 Fine French Puppies (Slot: 1)
They are untrained but quite adorable. 1 slot per puppy
- Large Floppy Hat (Slot: 0)
- A Pocket Full of Dog Treats (Slot: 1)
- Walking Staff (Slot: 1)
- Packed Lunch. (Slot: 1)
A simple affair of bread, soft cheese, a little fruit, some pate, a roasted game bird and a small bottle of house red

Advanced Skills

- 2 Horticulture
- 2 Animal Handling
- 1 Staff Fighting
- 1 Healing
- 1 Cooking
- 1 Awareness

Special

The GM may roll a D6 whenever the adorableness of your puppies is in question: 1 - Adorable; 2 - Incredibly Adorable; 3 - Implausibly Adorable; 4 - Unforgivably Adorable; 5 - Lifechangingly Adorable; 6 - Worldshakingly Adorable.



TROIKA! COMMUNITY CONTENT

Freshly Thawed Neanderthal

Daria James LeFevre

[[Troika! Community Jam: Backgrounds 2024](#)]

You were found drifting deep space in an abandoned Golden Barge, frozen in a block of ice. They aren't sure where you're from or who you are, but that's okay. You don't understand them anyways.

Possessions

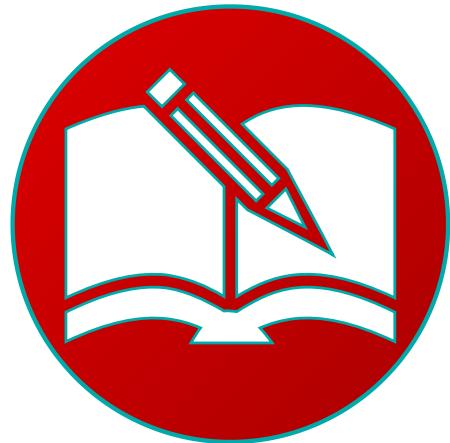
- Your Lucky Mammoth-skin Loincloth (Slot: 1)
+1 maximum luck
- The spear you made well over a hundred trillion years ago (Slot: 1)

Advanced Skills

- 3 Strength
- 3 Running
- 2 Tracking
- 2 Spear Fighting
- 1 Climbing
- 1 Charades

Special

You can speak, but you know no languages. You generally communicate your feelings through grunting, roaring, pointing, and charades. You can test your luck to learn a word from any commonly spoken language around you. You still cannot read or write these words.



SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: 2

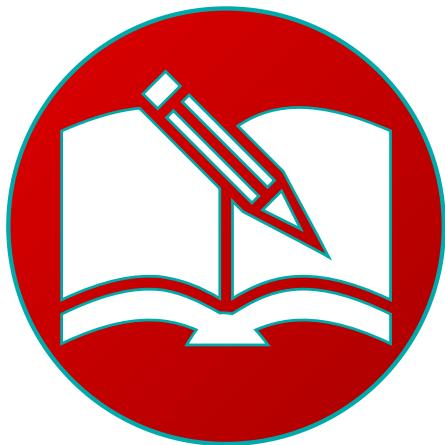
ARMOUR: 0

The spear you made well over a hundred trillion years ago

1	2	3	4	5	6	7+
4	4	6	6	8	8	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Lead pipe

1	2	3	4	5	6	7+
2	4	4	6	6	8	10

Garbage Gremlin

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

One of hundreds to thousands of Fae exiled from their courts for any number of reasons. The Barons and Queens of Faery are fickle and easily displeased, but you haven't had to think of them for centuries, making the trash of others into your own little wonders... or just lunch.

Possessions

- Imitation fancy clothing (Slot: 2 - Armour: 1)
- Lead pipe (Slot: 1)
- A sack full of garbage (Slot: 1)
Counts as 12 provisions for you only
- A bottle of stink oil (Slot: 1)

Advanced Skills

- 2 Tinkering
- 2 Survival
- 2 Gastrology
- 1 Running
- 1 Improvised Weapon Fighting
- 1 Awareness

Special

You cannot wear or use anything made of iron, and you take +1 Damage from iron weapons. Nearly anything else counts as provisions for you. Warning! This doesn't make you immune to the social repercussions of eating garbage or trash items in public or in front of others.



TROIKA! COMMUNITY CONTENT

Gaudy Antiquarian

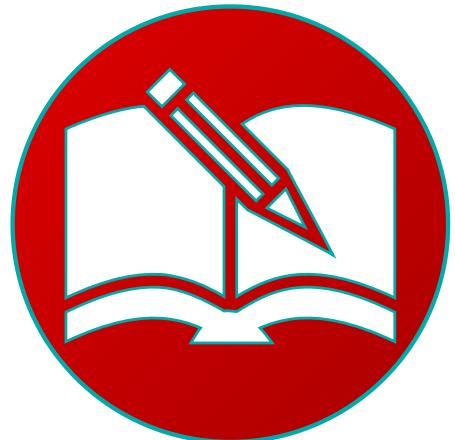
Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

There are those who would elevate scavenging to an art form. Antiquarians are treasure hunters and antique collectors alike who excel at finding things of interest or value wherever they go, usually for a profit.

Possessions

- Antique Blunderbuss (Slot: 1)
- 1d6+6 Plasmic Cores (Slot: 1)
- Fine silk clothing (Slot: 1)



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Advanced Skills

- 2 Evaluate
- 1 Spell - Darksee (Cost: 1)
- 1 Spell - Cone of Air (Cost: 2)
- 1 Spell - Assassin's Daggers (Cost: 3)
- 1 Spell - Animate (Cost: 2)
- 1 Second Sight
- 1 Pistolet fighting
- 1 Lore
- 1 Awareness

Antique Blunderbuss

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Special

No matter how much jewelry you wear (magical or mundane), it will only ever take up a single inventory slot.



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Gem Dwarf

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You are the next level in dwarf artistry. Other Dwarfs admire your beauty. You are a skilled craftsman and are always trying new forms of creation.

Possessions

- Hammer Artists tools (Slot: 1)

Advanced Skills

- 3 Metallurgy
- 3 Masonry
- 3 Blacksmithing
- 2 Strength
- 2 Ceramics



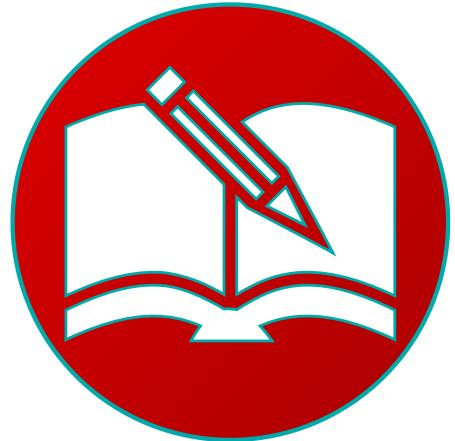
TROIKA! COMMUNITY CONTENT

Ghost Collector

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

You collect the souls of the strayed and lingering, crafting their essence into items or wares to be peddled. Obviously you keep the best souls for your own collection.



Possessions

- 6 Canopic Jars (Slot: 1)
These jars can trap ghosts or other spirits inside
- 1D3 Hopeless souls (Slot: 0)
- 1 Poltergeist (Slot: 0)
- Thrifty Robes, and a sack of salt (Slot: 1)

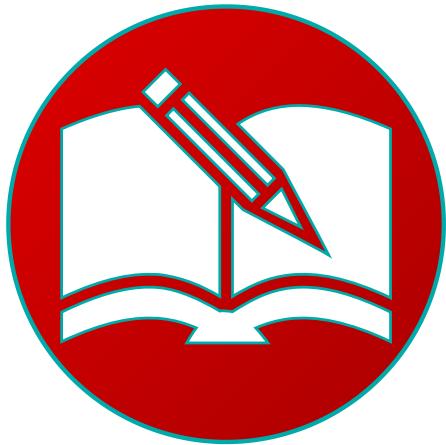
SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Advanced Skills

- 3 Spell - Soultrap (Cost: 3)
Casting this spell on a spirit, ghost, or an individual that was killed within the last few minutes forces the creature to test its luck or become trapped inside a container or item of your choosing.
- 2 Spirit Forging
The art of embedding trapped souls into magical artifacts
- 2 Second Sight
- 1 Spell - Random (Cost: ?)
- 1 Spell - Exorcism (Cost: 1)
- 1 Command Spirits



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Spectral Talons

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Spectral Beak

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Ghost of a Sack of Dead Birds

Douglas Sole

[Troika! Community Jam: Backgrounds 2024]

What creates a ghost: unfinished business? Some great tragic death? Or just enough dead birds shoved in a sack? The scholars and poets may write their tragic tales, but sometimes reality is more prosaic.

Possessions

- Spectral Talons (Slot: 1)
- Spectral Beak (Slot: 1)
- Large Unpleasant Smelling Sack. (Slot: 0)

Advanced Skills

- 3 Flying
- 2 Singing
- 1 Talon Fighting
- 1 Beak Fighting

Special

You can choose to make any part of your form incorporeal and change its appearance (although you will always retain a certain volucrine air). Unfortunately your sack is corporeal and unchanging, so you'll still need to use the door eventually.



TROIKA! COMMUNITY CONTENT

Glitch

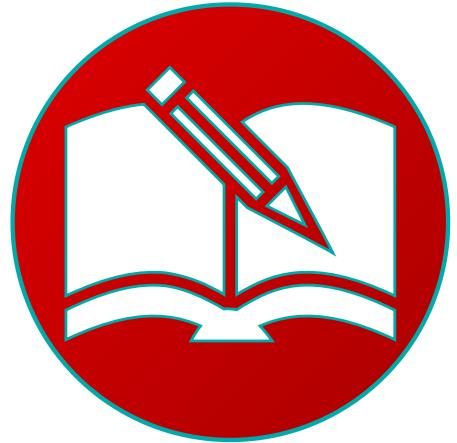
Natalie Ash

[[Troika! Community Jam: Backgrounds 2024](#)]

The progress of science is made by the courageous leaps of thought and radical experiments... and that's what your employer espoused when they hired you to do technical maintenance on their experimental quantum de-entangler. On the plus side, your repairs were flawless and did not lead to the failure of the device. On the negative side, you picked up some side-effects. A little discontinuity with reality. Not a big deal, right?

Possessions

- Portable data-storage device with encrypted data (Slot: 1)
- Small pouch with precision screw-drivers (Slot: 1)
- Retractable box-cutter (Slot: 1)
- Tech-hoodie, encumbered as light armour (Slot: 0)



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Retractable box-cutter

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Advanced Skills

- 3 Disguise
- 2 Spell - Rewrite (Cost: 3+X)

The Glitch can make a small rewrite to the world and change one object into another by changing one letter in the name of the targeted thing. The item remains in its \"glitched\" state for X hours, then returns to the state it was in prior to the Glitch using this spell.

- 2 Sleight of Hand
- 2 Locks
- 1 Spell - Befuddle (Cost: 1)
- 1 Spell - Babble (Cost: 2)

Special

Your physical existence has its own level of discontinuity with reality. Your appearance is inconsistent in minor ways; that is, every time someone looks at you, something about you is different — perhaps eye color, or hair color. This effect will never benefit you, nor will it especially hinder you.

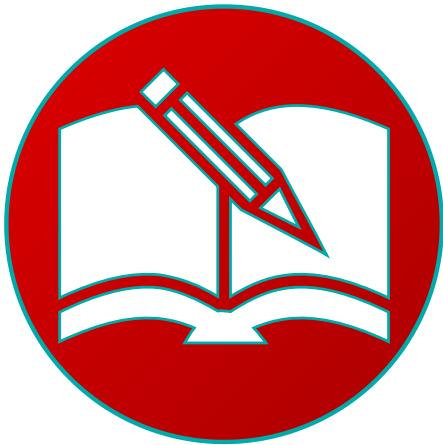


TROIKA! COMMUNITY CONTENT

Roll D4-1 to define the armour value.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 3

Hard rock fists

1	2	3	4	5	6	7+
1	2	3	6	12	13	14

Golem Amnesiac

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Countless centuries ago you were forged and sent out into the spheres with a great quest or purpose of no small importance, though as the years go by, what it was exactly you set out for has escaped you.

Possessions

- Hard rock body (Slot: 6 - Armour: 3)
- Hard rock fists (Slot: 2)
- Imbedded Magic Gemstone (Slot: 1)
Random Spell at rank 2

Advanced Skills

- 3 Strength
- 3 Punching
- 2 Second Sight
- 2 Resist Magic
- 1 Awareness

Special

You do not breathe or eat, and cannot consume provisions. You also cannot wear armor over your thick rock skin, but you can still use weapons as long as they aren't too fragile (no Pistols, Crossbows or Fusils).



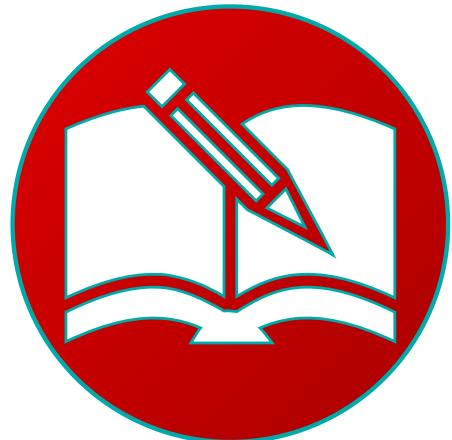
TROIKA! COMMUNITY CONTENT

Gorgon Bounty Hunter

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

Snake-haired reptile folk of legend with unparalleled beauty and a deadly gaze. Their ability to turn people to stone with a look has made them extremely potent bounty hunters.



Possessions

- Nice Pistolet (Slot: 1)
- 2d6+6 Plasmic Cores (Slot: 1)
- Exosuit (Slot: 2 - Armour: 1)
- A Dead or Alive bounty for 200 SP once it's complete (Slot: 1)
- Bounty Hunters license (Slot: 0)

You legally cannot be arrested, convicted, or tried for the abduction, kidnapping, murder, homicide, or manslaughter of someone under a bounty. Valid in most civilized spheres.

SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 1

Nice Pistolet

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Advanced Skills

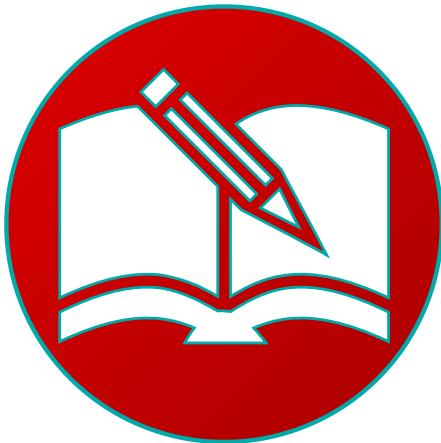
- 3 Pistolet Fighting
- 2 Sex Appeal
- 1 Tracking
- 1 Spell - Stone Gaze (Cost: 6)
One creature who is looking at you must test their luck or turn to stone on a failure
- 1 Spell - Fear (Cost: 1)
- 1 Spell - Amity (Cost: 4)
- 1 Astrology

Special

The Exosuit allows you to breathe in space.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Sharp Scissors

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Hairapist

Douglas Sole

[Troika! Community Jam: Backgrounds 2024]

A member of the Honourable Company of Barber Surgeons, you specialised early in the barbery side of medical treatment. You know that there are few mental or physical conditions that can't be improved with the right combination of cutting, styling and hair colouring. In extreme cases you may need to apply a perm, or even hair plugs, but as long as the patient has a pulse and a head you'll make them feel fabulous.

Possessions

- Hair Curlers. (Slot: 1)
- Vials of Shampoos, Conditioners and Styling Gels. (Slot: 1)
- Hot Crimping Iron (Slot: 1)
Used by Stylists and Hairapists to straighten and curl hair or, in a pinch, to badly burn assailants. Weapon with damage as spell - firebolt, but only in close quarters
- Sharp Scissors (Slot: 1)

Advanced Skills

- 3 Healing
- 3 Hair Styling
- 2 Small Talk
- 1 Crimper Fighting



TROIKA! COMMUNITY CONTENT

Hedge Knight

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You are a plant creature who roams the spheres offering your services to anyone who needs it. You are trained in a number of fighting styles and haven't found a weapon you can't use. You are a strong ally to any you pledge your service to.

Possessions

- Leaf spear (Slot: 1)
- Wooden shield (Slot: 1)
- Wooden armor (Slot: 4 - Armour: 2)

Advanced Skills

- 4 Weapon Fighting
- 4 Awareness
- 3 Fruticetum
Used in the ability to grow and manipulate shrubbery
- 3 Disguise
- 2 Tracking
- 2 Sneak

Special

You can use sunlight as food.



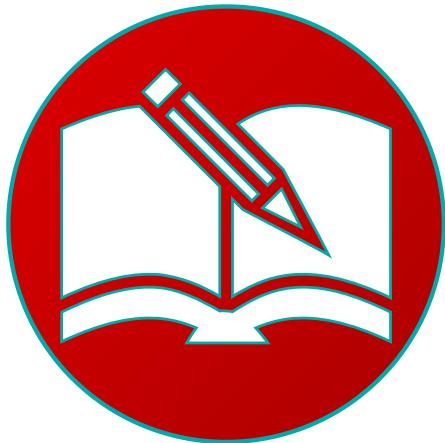
SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 2

Leaf spear

1	2	3	4	5	6	7+
4	4	6	6	8	8	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Herd Guardian

Robin Gibson

[TroiKa! Community Jam: Backgrounds 2024]

When the herd runs, you look ahead for danger, when they graze, your eyes are on the horizon, while they rest, you strike down all who would bring them harm. At least, you used to.

Possessions

- String of d66 clay beads. Each is named after a fallen bovine friend. (Slot: 1)
- Billowing purple cloak (Slot: 1)
- Sharp horns (Slot: 1)

Advanced Skills

- 4 Horn Fighting
- 3 Spell - Farseeing (Cost: 2)
- 3 Healing

Special

You attack as a Modest Beast. If you break an object named after a fallen friend to summon their spectral form to your aid for one hour. When they fade, so does your memory of them.



TROIKA! COMMUNITY CONTENT

Holy Moly

Atrum

[[Troika! Community Jam: Backgrounds 2024](#)]

Though not technically reclusive, the talpidean are still scarcely seen outside their subterranean burrowpols. One exception to this are the muldwarpa, the priests of their only known major religion. They often embark on pilgrimages between burrowpols, doing good works, and taking in the aboveground world so they may take tales back to their people in the dark below.

Possessions

- Muldwarpa vestments (Slot: 1)
- Muldwarpa staff (Slot: 1)
- A copy of the *Spor Moldwarp*, the holy book of the talpidean faith (Slot: 1)
- A tea set (Slot: 1)
- A small box of traditional talpidean tea (Slot: 1)

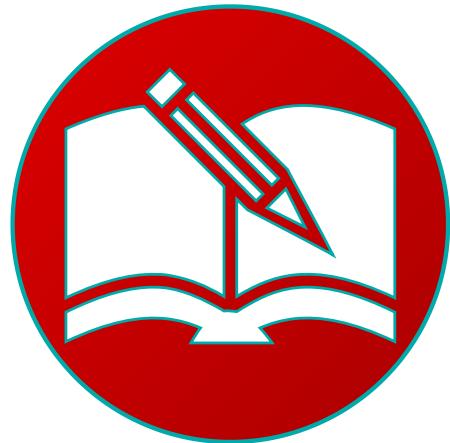
Advanced Skills

- 6 Language - Molish
- 3 Digging
- 2 Spell - Thought Vapour (Cost: 1)
- 2 Spell - Breach (Cost: 2)
- 2 Child of the Earth
see Special
- 1 Tunnel Fighting
- 1 Tracking
- 1 Spell - Banish Spirit (Cost: 6)

Special

You are in tune with the earth and enclosed spaces. You can sense vibrational disturbances from much, much further away than other creatures. Additionally, you may test Child of the Earth to detect hidden chambers, and to get/keep your bearings in underground or mazelike structures.

The Muldwarpa staff is a staff with silver ornaments on the head allow damage against entities otherwise immune to



SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: 2

ARMOUR: 0

Muldwarpa staff

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

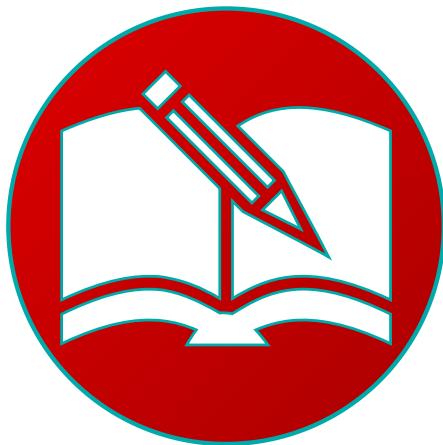


TROIKA! COMMUNITY CONTENT

physical harm.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 3

Pearlescent Lance

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Pearlescent Lance

1	2	3	4	5	6	7+
2	4	4	8	12	14	18

Hummingbird Knight

[Peregrin Jones \(WanderingFalcon\)](#)
[\[Troika! Community Jam: Backgrounds 2024\]](#)

Description

When first informed of the Hummingbird Knights that fly out from Pearlescent Court, one might imagine armoured warriors riding fluttering birds of gigantic size. But in fact, the hummingbirds of Invertia are approximately the same size as similar species found in many other spheres. The knights have simply found a method of attaching quite a fair number of them

to every available surface of their armaments in tiny, intricate cages. The buzz, rustle and twitter of their approach is quite extraordinarily loud... as is the amount of sweet fruit syrup that they must feed their feathered companions in order to maintain

such energetics. Yet the acts of glittering airborne mobility and lancing acrobatics they can perform is a sight to behold.

There is certainly a reason they are considered among the most formidable combatants in all Invertia.

Artwork created by The Gonzo GM (<https://thegonzogm.itch.io/>)

Possessions

- Hummingbird cage armour (Slot: 6 - Armour: 3)
- Pearlescent Lance (Slot: 1)
- Pearlescent Lance (Slot: 2)
- 1d6x10 Hummingbirds (Slot: 1)
- 1d6 Phials of Incredibly Sweet Syrup (Slot: 1)
- A Squire with a Large Net (Slot: 1)



TROIKA! COMMUNITY CONTENT

Advanced Skills

- 5 Fly
- 4 Lance Fighting
- 4 Chivalrous Etiquette
- 3 Evasion
- 3 Acrobatics
- 2 Avian Husbandry

Special

The Hummingbird Knight's extraordinary combat prowess comes at a cost, one that usually prevents them from straying too far from

the Pearlescent Court itself: To enable 10 minutes of flight the knight must feed his birds a vial of Incredibly Sweet Syrup through

a series of intricate channels in his armour. This syrup is made from the crushed pulp or pooled nectar of several fruits and flowers

found on the roof of Invertia, which can be dangerous to collect.

Additionally, a knight requires at least 30 Hummingbirds secured to his armour to allow flight. Should he or she find themselves with

any less than that... Well there is a reason their squires carry large nets. Wild birds can most often be found in the same places the

ingredients for syrup are.

The Pearlescent Lance works as a Spear while walking, bu

The Advanced Skills "Fly", "Evasion", and "Acrobatics" can only be used after feeding Hummingbirds.

Whenever you try to roll "Stealth", you have penalty of -4.

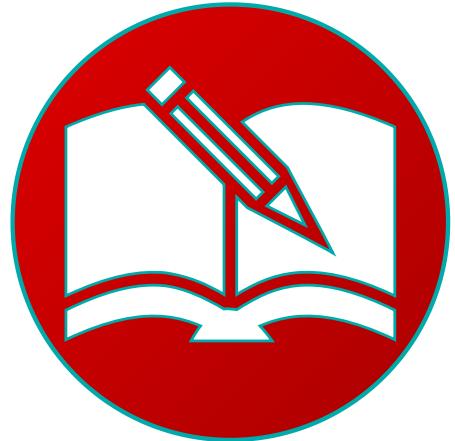


Hungover Bridegroom

Gabriel Hernandez

[Troika! Community Jam: Backgrounds 2024]

You are wearing the suit; your ring is in place, and the taste of vows now forgotten to slide past the dry slab of your tongue. You are married, but you have no memory of the ceremony, and you do not know your bride. This amnesia, though self-inflicted, is quite complete. You have no idea how you got here, where you are, or what you should do next. You hope that if you can find her, she can put things right again, and you may begin your life together.



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Possessions

- Ring (Slot: 1)
- Cake Topper (Slot: 1)
- Cummerbund (Slot: 1)

Advanced Skills

- 3 Drink to Forget
- 2 Empty Promise
- 1 Etiquette

Special

You may inquire after your Bride, and with varying levels of disgust, people will tell you what they know truthfully. Until you find your Bride, you can test your luck to be seen as pathetic and not worth attacking.

If you ever find your bride, your memories will return, and you will gain advanced skills: Small Appliance Repair (1), Cooking (1), and Dance (1). You had hoped that you would be able to remember the Marriage advanced skill, but sadly it seems getting married teaches you nothing about being married. Your Bride does damage as a Modest Beast.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Heavy-Duty Adding Machine

1	2	3	4	5	6	7+
2	4	4	6	6	8	10

Sword - 1

1	2	3	4	5	6	7+
4	4	6	6	6	6	8

Indie Game Designer

Kirt A. Dankmyer (Ivanhoe Unbound)
[Troika! Community Jam: Backgrounds 2024]

You are an independent game designer; you design video games, tabletop roleplaying games, and/or board games. Your staff consists of you, yourself, and your own person. Sometimes you hire a collaborator or work together with a friend. You're in it for the love of the hobby, or so you tell yourself. You know a lot of other indie game designers, some personally, and many more by reputation. You also have (or recently had, you may have quit) a "day job" besides your game design gig that brought in enough money to live. Perhaps adventuring will be better? You may decide for yourself what your other job was, or roll 1d6 on the following table:

- 1: Retail, sales staff at Troika Toecovers (avant-garde shoe store)
- 2: Food service, short order cook at Night Pig's Repast (diner)
- 3: Office work, technical writer for Pretty Parchment LLC (print-on-demand company that serves the Parchment Witch community)
- 4: Illustrator at an advertising agency, Hradgimblot and Greck
- 5: First-year student at the Academy of Doors (don't know any spells yet)
- 6: Gig economy flying carriage driver, you rent your carriage and pegasi from Hoyst, a company that also provides you customers in return for a large cut of the profits

Possessions

- 1d6 Pocket Gods (Slot: 1)
- Copy of Your Game (Slot: 1)

Either a book, a handheld video game, or a box containing a board game



TROIKA! COMMUNITY CONTENT

- Copy of Someone Else's Game (Slot: 1)
A game by another designer that you admire, have worked with, or have a crush on
- Heavy-Duty Adding Machine (Slot: 1)
- Bag of polyhedral dice and tokens (Slot: 1)
For prototyping / brainstorming / playing games
- Sword - 1 (Slot: 1)

Advanced Skills

- 3 Mathmology
- 2 Secret Signs -- Memes
- 2 Job Skill
Work out a skill with your GM related to your chosen non-designer "day job"
- 1 Weapon Skill -- Swords
- 1 Weapon Skill -- Adding Machines

Special

Both of these abilities only work in an urban area that has access to other spheres (and their culture):

1. There's a joke that indie game designers pass around the same pence to each other to buy games. Every week, you may TEST YOUR LUCK. If you succeed, you earn 1 silver pence, profit from selling your games. If you failed, you spent that pence on a copy of someone else's game; add that to your inventory.
2. Depending on your "day job," the GM might allow you to work for a day at that job. Every day you work, earn one silver pence. Each day, you may TEST YOUR LUCK. If you succeed, you earn an additional pence. If you fail, you earn nothing that day, but gain a copy of someone else's game; add that to your inventory. It's a deluxe edition!



TROIKA! COMMUNITY CONTENT

Itinerant Herald

Mike Knee

[[Troika! Community Jam: Backgrounds 2024](#)]

There's always one of two knobs and toffs who misplace, mistreat, or otherwise

misappropriate their all-important herald. Those unlucky few who, in the pomp

and pageantry of the formal war trenches, find themselves bereft of their trusty

banner-bearer. They always complain your voice isn't what they're used to,

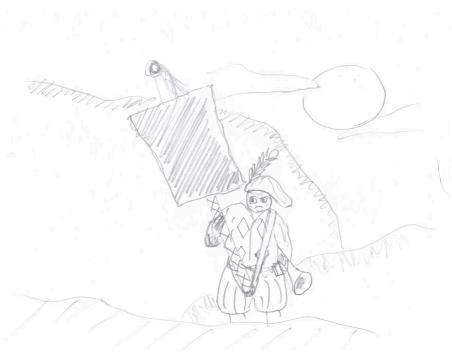
muttering under their breath about your mispronunciation. Well, if they hadn't

shoved their aging retainer beneath the enemy lancer's thundering charger in

their bid to hop out of the way, then they wouldn't be in this mess would they?

Luckily you're an old hand, and pretty light on your feet. You've got to be if

you're going to wave the flag, after all.



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Long-hafted slate standard

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

Possessions

- Long-hafted slate standard (Slot: 1)
- Box of chalk (Slot: 1)
- Well-worn bugle (Slot: 1)
- Tub of bugle polish (Slot: 1)

Advanced Skills

- 3 Heraldry
- 3 Bugle playing
- 3 Announcing
- 1 Standard fighting



TROIKA! COMMUNITY CONTENT

Special

You may draw the heraldic device of any notable person or group on your slate

standard in chalk. If you're copying from a source (such as a flag or banner)

it is an accurate and passable rendition. If you're doing this from memory test

heraldry and on a failure, unbeknownst to yourself, you have made a minor error

that marks your rendition as a forgery to anyone familiar with the actual

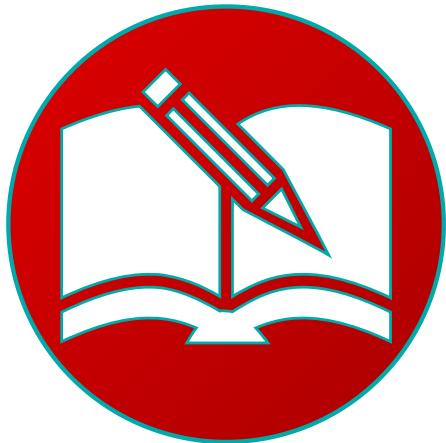
device.

The GM may rule (where appropriate) that your mistake means the device you've

drawn actually represents a rival faction, bitter enemy, or other undesirable.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Jester of the Guild of Juggling & Japes

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

A full-time certified jokester. A king amongst clowns. A professional prince of parody. Even in the middle of long grueling travel, or brutally real combat, you know there's always a time and a need for good comedy.

Possessions

- Jester costume & cap, adorned with bells & tassels (Slot: 1)
- A Funny Hand-puppet (Slot: 1)
+2 Jokes
- A Unicycle (Slot: 1)
+2 Acrobatics
- An obscure musical instrument (Slot: 1)
+2 Music & Dancing
- 1d6+3 Knives, for juggling (Slot: 1)

Advanced Skills

- 2 Music & Dancing
- 2 Knife Fighting & Throwing
- 2 Juggling
- 2 Jokes
- 2 Acrobatics
- 1 Etiquette

Special

For you, knives take up no inventory slots.

During character creation, choose one between the Funny Hand-puppet, or the Unicycle, or an obscure musical instrument. Remove the others.



TROIKA! COMMUNITY CONTENT

Just A Dad (Pete)

Richard Markert

[Troika! Community Jam: Backgrounds 2024]

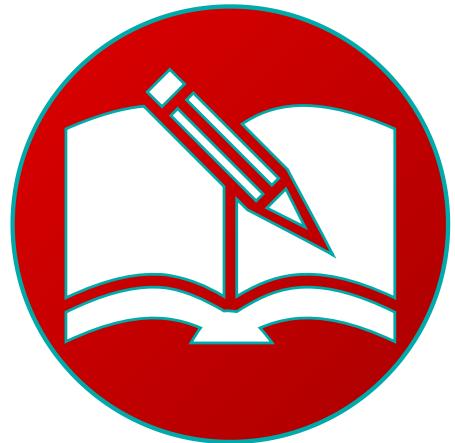
Pete was just enjoying a regular backyard barbecue when a kiddie pool turned into a portal to

Troika. Now, he's on an unexpected vacation, navigating the bizarre and surreal world of Troika

with nothing but his dad gear and a determination to make the best of it. He's always got time

to show you pictures of his kids—spend too long looking, and you might notice them smiling

back.



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Possessions

- Cargo Shorts: With endless pockets, holding everything from snacks to mysterious objects. (Slot: 1)
- Hawaiian Shirt: Bright, patterned, and eye-catching, perfect for blending in nowhere. (Slot: 1)
- Sandals with Socks: Comfy, unfashionable, but somehow sturdy enough for any terrain. (Slot: 1)
- Family Wallet: Contains pictures of his kids, crumpled receipts, and a mysterious allpurpose coupon. (Slot: 1)
- Travel Mug: Always full of the perfect brew, magically refills once per day. (Slot: 1)

Advanced Skills

- 2 Evaluate (A knack for finding the best deals or sizing up any situation).
- 2 Etiquette (The ability to charm or disarm with dad-like advice or demeanor).
- 2 Awareness (Dad reflexes for spotting dangers or opportunities).
- 1 Sneak (Surprisingly stealthy when sneaking snacks or gifts).
- 1 Cooking (For grilling mastery and preparing meals under any circumstances).



TROIKA! COMMUNITY CONTENT

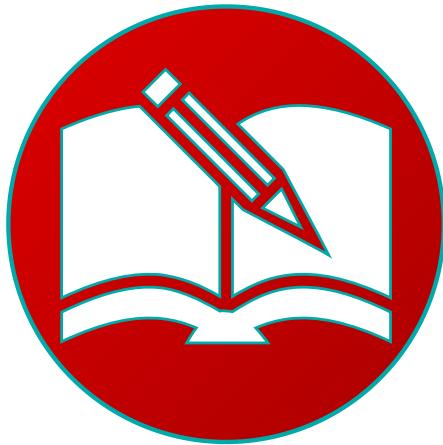
Special

Dad Instincts: Once per day, Pete can ask himself, "What would my kids do?" This

gives him a +1 to any roll as he channels his inner Dad.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Pearl shears

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Kød Gardener

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You have dedicated your green thumb to tending a garden of flesh, delicate and supple. You love the feeling of dirt under your nails. You tenderly care for your produce and sell it to many across the spheres.

Possessions

- Pearl shears (Slot: 1)
- Watering can (Slot: 1)
- Pocket barometer (Slot: 1)

Advanced Skills

- 4 "Green Thumb"
Used in growing unusual things
- 3 Meteorology
- 3 Almanac Reading



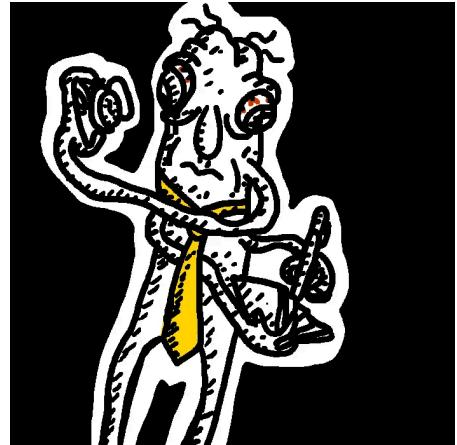
TROIKA! COMMUNITY CONTENT

Karmic Book Keeper

Juno Zampogna

[TroiKa! Community Jam: Backgrounds 2024]

Maximizing profits by any means necessary can regrettably incur a great karmic debt, much larger than any truly great business man can hope to pay off in a lifetime without risking harm to the bottom line. This is where you come in. As a Karmic Book Keeper, you take on a client's burden of causality. This is usually done to get in the good graces of some higher power, but in some instances, Karmic Book Keepers have been hired to pettily scorn such powers.



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Pen that is also a
discreet Knife OR Pen
that is also a discreet
Ranged Weapon

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Possessions

- Karmic Ledger (Slot: 1)
- Golden Necktie (Slot: 1)
- Stopwatch counting down to your client's demise (Slot: 1)
your consequential deeds may delay or hasten the count
- 1d6 Vials of Causative Ink (Slot: 1)
- Pen that is also a discreet Knife OR Pen that is also a discreet Ranged Weapon (Slot: 1)

Advanced Skills

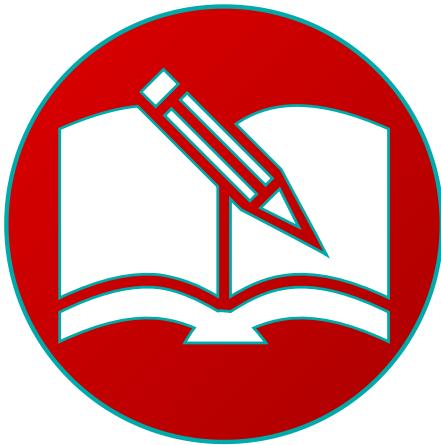
- 3 Book Keeping
- 2 Concealed Weapon Fighting
- 1 Spell - Random (Cost: ?)
- 1 Healing
- 1 Charity

Special

The Pen takes Causative Ink as ammunition, 3 shots per vial



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Long Lost Cosmonaut

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

A remnant from a war that never happened, in a reality that isn't this one... After your ship reached the event horizon, you awoke drifting through stars unrecognized. You've spent your days since then traveling lands far beyond your wildest imagination, slowly learning the ways of this new universe.

Possessions

- Archaic Exosuit (Slot: 4 - Armour: 2)
- 2d6 Freeze dried provisions, never expires... just add water (Slot: 1)
- Low gravity navigation pack (Slot: 1)
+3 *Flight in low or zero gravity*

Advanced Skills

- 4 Golden Barge Pilot
- 3 Astrology
- 2 Mathmology
- 2 Engineering

Special

You no longer age and are immune to effects that would accelerate or reverse your age.



TROIKA! COMMUNITY CONTENT

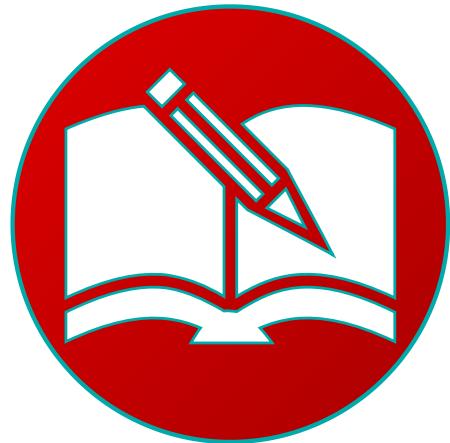
Longfolk Archer

Text and Image Edit by The Furtive Goblin
[Troika! Community Jam: Backgrounds 2024]

You have done the forbidden, and ventured beyond the Axe bitten Woods to hunt the corruption that squirms rotten and sickly-sweet from the depths of the Reossos Basin. Your elongated twelve-foot tall, ash-painted frame is unnerving to outsiders, as is your even taller longbow. But when the decaying monsters show up, they appreciate having you and your meters-long arrows to protect them. You've also developed a taste for archery competitions with little folk who call your bow too huge and unwieldy to use.

ORIGINAL IMAGE ATTRIBUTION: 19th century knowledge archery reflex bow by Horace A. Ford, W. Butt (Creative Commons)

IMAGE URL: <https://i.imgur.com/MoLqBpj.jpeg>



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 1

Longfolk Bow

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Possessions

- Prodigious Back Muscles (Slot: 1)
- Longfolk Bow (Slot: 1)
- 2d6 Spear-Sized Arrows (Slot: 1)
- Ash Ritual Paint (Slot: 2 - Armour: 1)
- Jar of Horn Glue (Slot: 1)

Advanced Skills

- 3 Bow Fighting
- 2 Woodworking
- 2 Firemaking
- 2 Eagle-Eyed
- 1 Mimic Tree

Special

You may challenge someone to an archery competition. The target must Test their Luck or be forced to accept. If you win, you may take their bow as a trophy and add it to your own like some kind of mismatched multi-recurve penta-bow



TROIKA! COMMUNITY CONTENT

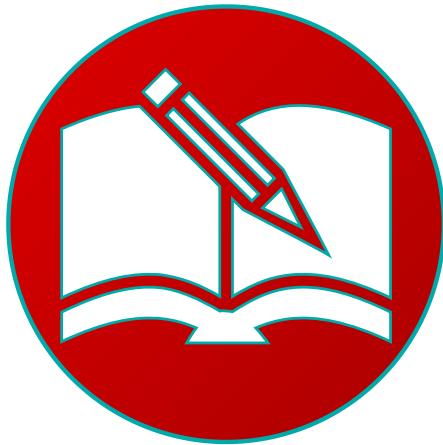
abomination. For every trophy bow you add this way, you gain +1 to Damage rolls with your Longfolk Bow.

If you ever roll max damage with your bow (the damage die shows a natural 6), all your trophy bows explode from the force of the draw and your bonus resets to 0.

The Ash Ritual Paint only provides armour until it gets washed off.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Lucky Six-Shooter

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Lucky Shot

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

Gambler, gunslinger and drifter, you roll where the roulette wheel of life takes you.

Possessions

- Lucky Six-Shooter (Slot: 1)
- Whisky Flask (Slot: 1)
Take a swig to regain 1d3 Stamina immediately after a fight. Sacrifice to ignore one lethal gunshot
- Ten Gallon Hat (Slot: 1)
- Spurred Boots (Slot: 1)
- Pristine Duds (Slot: 1)

Advanced Skills

- 4 Pistol Fighting
- 3 Gambling
- 2 Etiquette
- 1 Mathmology

Special

Test Luck and spin the chamber to reload your Lucky Six-Shooter.



TROIKA! COMMUNITY CONTENT

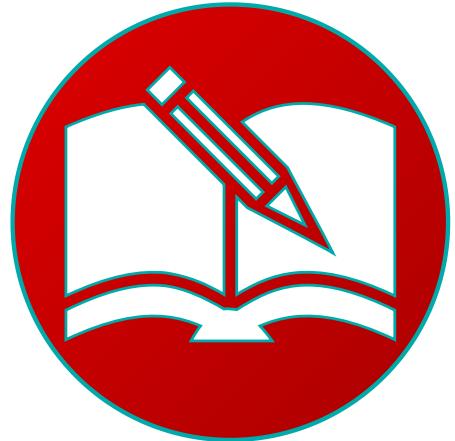
Marine

Franc

[Troika! Community Jam: Backgrounds 2024]

You black the blades of your cutlasses, so they do not shine at night when you do your work. The Bishop points, and you follow. He gives you a casket, and you carry.

The Iconoclasts hunt you.



Possessions

- Stick and poke needles (Slot: 1)
- Tattoo ink (Slot: 1)
- A pious tattoo (Slot: 1)
- Grappling hook (Slot: 1)
- Twenty feet of silk rope (Slot: 1)
- 2 blackened cutlasses (Slot: 1)
- Stolen helmet (Slot: 1)
- Boarder-name, fearsome (Slot: 1)
- Old name, and a reason to forget it (Slot: 1)
- Coffin, and a destination (Slot: 1)

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

2 blackened cutlasses

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Advanced Skills

- 3 Swordfighting
- 2 Shipboarding
- 2 Knowledge - Tactics
- 2 Climb
- 1 Terrify
- 1 Tattooing
- 1 Run



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Heirloom harpoon

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Marine Selenologist

AS & BB

[[Troika! Community Jam: Backgrounds 2024](#)]

Description

Every night, you would leave your home to float up to the moonlit surface, each tentacle clasping a different instrument.

You would observe and measure the movements of the magnificent Tidemover and return to your people with calendars and forecasts.

But you have nowhere to return to now.

You are the sole survivor of Atlantis' second fall. From the bottom of the sea you rise, to take vengeance

on those that have destroyed your little hideaway beneath the waves.

Possessions

- Saline Safety Suit (Slot: 2 - Armour: 1)
- Moon charts, selenolabe, armillary sphere, and other measuring equipment (Slot: 1)
When properly set up, these add +1 to your Selenology skill
- Folding Gyroscopic Buoy-Table (Slot: 1)
A device that provides a still and level working surface even in mild waves
- Heirloom harpoon (Slot: 1)

Advanced Skills

- 3 Swim
- 3 Selenology
The study of movements of moons and other close celestial objects, and their effects on tides, fates and life cycles of were-creatures.
- 3 Scoffing at Astrologists
- 2 Mathmology



TROIKA! COMMUNITY CONTENT

- 1 Underwater Fighting

Fighting in water and water-like substances. You ignore all penalties the GM might associate with fighting in such environments.

Special

You need seawater to breathe. If your gills are exposed to air or fresh water, roll as if you were drowning.

Your Saline Safety Suit protects you from this, as well as from all airborne diseases and poisons, but needs to be refilled once every three days.

You have eight tentacles instead of the usual two legs.

When used in combat, they deal damage as Small Beast.

You can use your tentacles to operate selenological equipment and other precise machinery.

Weapons and shields wielded in your tentacles are ineffective when not underwater.



Mask of The Den

Hunter Herminath

[Troika! Community Jam: Backgrounds 2024]

Yesss, it iss a bit sssussspiciousss that the cloak is hissing.

You're a trapped soul of an acolyte of the bygone cult of Yosomauth the Endless Serpent in a ceremonial mask you have worn many times before. While sentient, your mask form is unable to move without the aid of a posse of snakes that form a pseudo body around you. Without a connection to your god, you must forge your own path in this new age and find a way to reconcile with the Serpent Lord.



Possessions

- Cloak (Slot: 1)
- Snakes (Slot: 1)
- Bitey Snake Hands (Slot: 1)
- Snake Charming Flute (Slot: 1)

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Bitey Snake Hands

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Advanced Skills

- 3 Snake Charming
- 2 Spell - Serpent Staff (Cost: 1)

A beginner spell that's commonly used to frighten enemies or perform practical jokes on fellow arcanium scholars. The caster turns a nearby wooden staff or stick into a large snake. Once transmuted, the player rolls a d3 to determine the mein of the snake. 1. Snake is harmless and tries to gently constrict the nearest target. 2. Snake is aggressive and bites the nearest target (small beast damage) 3. Snake has two heads and looks rather confused.

- 2 Snake Speech
The ability to commune with your serpent brethren
- 1 Stealth
- 1 Poisons
- 1 Occult
The knowledge of occult practices

Special



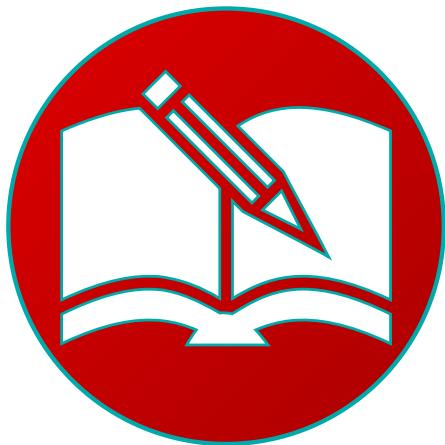
TROIKA! COMMUNITY CONTENT

You're immortal. Your stamina reflects the structural integrity of your snake woven form. When it hits zero, all of your snakes are dead, and your mask form cannot move.

You are able to dismantle your humanoid form to allow the snakes to wriggle through smaller openings. It takes d3 minutes to reform your shape.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Bejeweled Ritual Dagger

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Meandering Occultist

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

A dabbler in the dark arts who dabbled just a bit too deeply. You drift the spheres, using your arcane skills to make ends meet, while protecting the masses from a truth we're never meant to know.

Possessions

- A tome containing forbidden and horrible knowledge (Slot: 1)
It haunts you...
- Bejeweled Ritual Dagger (Slot: 1)
- Ornate Robes bedecked with charms, seals and tokens. (Slot: 1)
- A magic candle (Slot: 1)
A candle that lights when you snap your fingers at it

Advanced Skills

- 2 Secret Signs
- 2 Second Sight
- 2 Occultism
- 1 Spell - Skeletal Counsel (Cost: 3)
- 1 Spell - Random (Cost: ?)
- 1 Spell - Random (Cost: ?)
- 1 Spell - Illusion (Cost: 2 (per viewer))
- 1 Spell - Brittle Twigs (Cost: 2)

Special

Once per rest, if you attempt to improve a spell, you can test your luck (from your remaining luck that day) to re-roll one of those dice.

Spells you cast with the Bejeweled Ritual Dagger cost 1 less stamina to cast down to a minimum of 1 stamina.

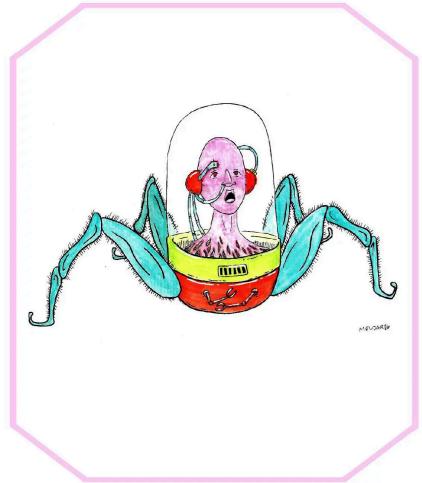


TROIKA! COMMUNITY CONTENT

Mecha Lich

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You have traded the benefits of a flesh body for the benefits of technology. You no longer have to worry about keeping a flesh body alive and can focus on whatever your passion is. Your head is encased in a jar mounted on four spider legs.



Possessions

- 8 Plasmic cores (Slot: 1)
- Encyclopedic database of your chosen passion (Slot: 1)
- Head jar (Slot: 4 - Armour: 2)

Advanced Skills

- 4 Science of your choice
- 3 Languages
- 3 Climb
- 2 Mathmology

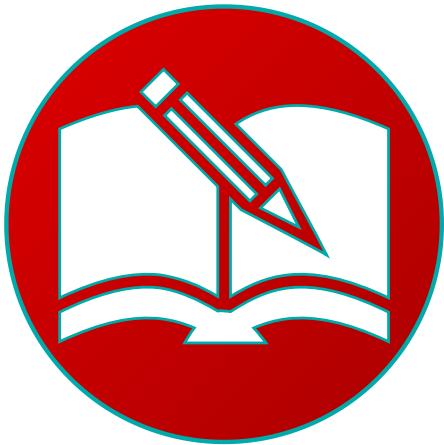
Special

Your spider legs allow you to scale vertical surfaces with ease.

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 2



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Middle Manager

[AndrewWriteGood](#)

[\[Troika! Community Jam: Backgrounds 2024\]](#)

Every large organisation needs a layer of unnecessary people between the higher ups and those at the coalface. It's unclear what you do all day but you'll protect your team and their budget at all costs from organisational changes and ensure your little corporate fiefdom is secure. You're keen to be seen as just 'one of the guys' to your underlings but an ambitious go-getter with great potential to your betters.

Possessions

- A large whiteboard on wheels that follows you everywhere (Slot: 1)
- D3 dry erase pens (Slot: 1)
- Smart casual outfit that projects consummate professional but still fun at leaving drinks. (Slot: 1)

Advanced Skills

- 3 Etiquette
- 2 Spell - Diagrammaturgy (Cost: 2)
Sometimes you need to see a vision to understand it. Use this to translate a portion of the world into a series of shapes and arrows, which can be used to overcomplicate any situation and befuddle adversaries and relevant stakeholders leaving them stupefied for as long as five minutes.
- 2 Secret Signs
Corporate
- 2 Evaluate
- 1 Scheduling



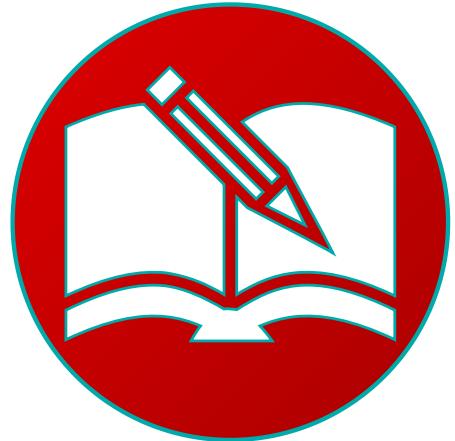
TROIKA! COMMUNITY CONTENT

Miniature Magi

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

An itty bitty wizard who is surprisingly well attuned to battle magic. The cutest little spell casters in all the humpbacked sky, as dapper as they are deadly.



Possessions

- Oversized Scepter-Wand (Slot: 1)
- Colorful twincap, tasseled with bells (Slot: 1)
- Extravagant robes of bright matching colors (Slot: 1)

Advanced Skills

- 2 Spell - Beam (Cost: 2)

Shoot a beam of concentrated magical energy 6 meters (20 feet) in a straight line. Each creature in the beam may test their luck to avoid damage.

- 2 Secret Signs
- 2 Charming
- 1 Spell - Reflect (Cost: 3)

When you roll to block or Dodge a projectile, you can cast this spell instead. If you succeed, take no damage from that attack and inflict the damage you would have taken from the projectile back at the source. During initiative, once this spell is used it cannot be used again until a round end token is drawn.

- 1 Spell - Random (Cost: ?)
- 1 Spell - Random (Cost: ?)
- 1 Second Sight

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Oversized Scepter-Wand

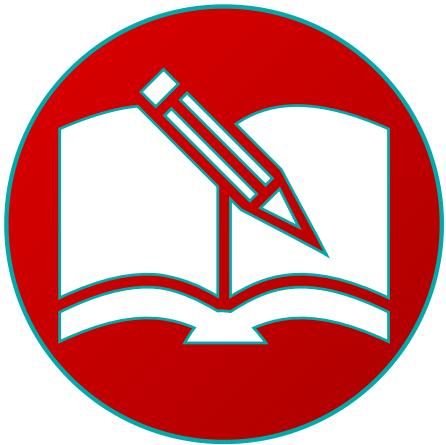
1	2	3	4	5	6	7+
2	4	4	6	6	8	10

Beam

1	2	3	4	5	6	7+
3	3	6	6	9	9	18



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Monument Witch

Robin Gibson

[TroiKa! Community Jam: Backgrounds 2024]

There is power in the earth. Earth honed by wind and rain is that same power concentrated, ready to burst forth and twist and burn at the hands of someone who can speak its language.

Possessions

- Stone Staff (Slot: 1)
- Ragged Quilts (Slot: 1)
- Coating of Red Dirt (Slot: 2 - Armour: 1)

Advanced Skills

- 3 Spell - Breach (Cost: 2)
- 1 Staff Fighting
- 1 Spell - Shatter (Cost: 3)
- 1 Spell - See Through (Cost: 1)
- 1 Spell - Helping Hands (Cost: 1)
- 1 Spell - Grow (Cost: 2)
- 1 Spell - Diminish (Cost: 2)
- 1 Spell - Animate (Cost: 2)

Special

Your spells have no stamina cost when targeted upon weathered stone exposed to open sky.



TROIKA! COMMUNITY CONTENT

Mortal Ghost

Matt Umland

[[Troika! Community Jam: Backgrounds 2024](#)]

Congratulations! You've lived a full and complete life and earned the eternal rest that you deserve. Unfortunately, there has been a little mix up at the Office of the Registrar for the Dead and Undying and your death certificate is...missing. Fortunately, you are free to continue "living" in your current state until we can locate your paperwork or you die again, whichever comes first.



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Possessions

- None, you can't take it with you (Slot: 0)

Advanced Skills

- 3 Spell - Fear (Cost: 1)
- 2 Spell - Possession (Cost: 4)

The target must Test Their Luck (Skill for enemies) or the player inhabits their body. On the player's turn they may use any of the target's abilities but none of their own. All damage done to the target also harms the player. At the end of the player's turn, they must Test Their Luck to continue possessing the target.

- 2 Sneak
- 1 Slight of hand
- 1 Second Sight
- 1 Fly

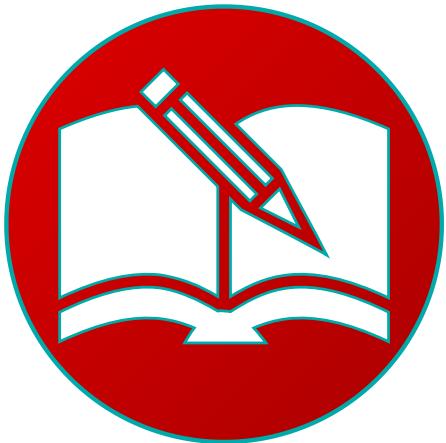
Special

Despite the fact that you are clearly a ghost, you are quite capable of dying again, for real this time...probably. Your semi-incorporeal nature grants a permanent armor value of 2 but reduces all healing by half.

Use your last Troika! character, roll or select a background for your past life. You retain no knowledge or abilities and only hazy remembrances from that time.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

An old Iron Spear

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Sword

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Mothfolk Nomad

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

The Mothfolk are a wildly diverse group of beautiful insect humanoids with large frilled antennae bestowing them with an incredible 6th sense for magical tricks and trinkets.

Possessions

- Vestigial Wings (Slot: 0)
A natural cloak or cape, do not function as actual wings
- A small glowing amulet (Slot: 1)
Cast the light spell at rank 3
- An old Iron Spear (Slot: 1)
- Sword (Slot: 1)

Advanced Skills

- 5 Second Sight
- 2 Awareness
- 1 Stealth
- 1 Evaluate
- 1 Etiquette

Special

You can consume fabric and textiles as if they were Provisions, though most don't taste particularly appetizing.

Choose the old iron spear or sword during character creation.



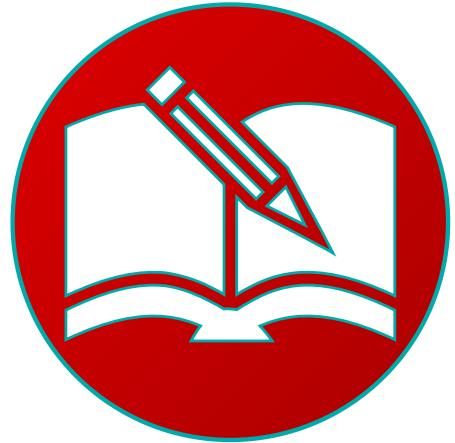
TROIKA! COMMUNITY CONTENT

Murder Hobo

Douglas Sole

[TroiKa! Community Jam: Backgrounds 2024]

You travel the rails and roads between towns, bindle on back, whistling your merry tune of murder and mayhem. "Anyone need some killing done?" you call, and the locals avoid your eyes and close their blinds. But one or two will always come calling later, and you'll be out of town before the blood dries.



Possessions

- Wickedly Sharp Knife. (Slot: 1)
- Crossbow and 6 bolts. (Slot: 1)
- Bindle full of useful little bits of adventuring gear. (Slot: 2)
Iron spikes, ball bearings, block and tackle, and so forth
- 10 Foot Pole, to which your bindle is tied. (Slot: 1)
- 50 Foot of Hempen Rope. (Slot: 1)

SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: 2

ARMOUR: 0

Wickedly Sharp Knife.

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Crossbow and 6 bolts.

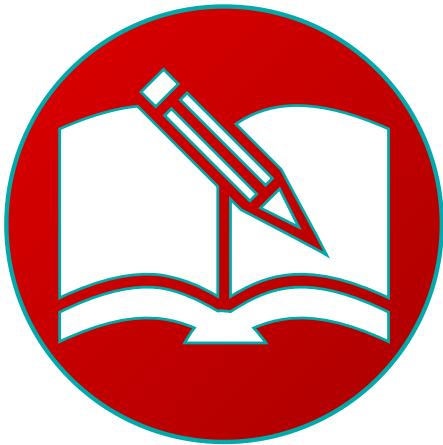
1	2	3	4	5	6	7+
4	4	6	8	8	8	10

Advanced Skills

- 4 Knife Fighting
- 3 Secret Signs - Adventure Hobo
- 2 Sneak
- 1 Spell - Random (Cost: ?)
- 1 Crossbow Fighting
- 1 Awareness



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Well-used 22kg dumbbell

1	2	3	4	5	6	7+
1	2	4	6	8	10	12

Musclehead

Beerice

[Troika! Community Jam: Backgrounds 2024]

You are a dedicated member of Barnaby's Fitness Gymnasium. Within its weathered red brick walls and cushioned floor mats, you work tirelessly, chiseling away, sculpting your muscles like an artist would shape clay. Yet, it's never enough—you still crave greater strength. Now, you journey across the spheres, steadily honing your might, striving for peak physical perfection.

Possessions

- Well-used 22kg dumbbell (Slot: 1)
- Vintage boxing gloves with a well-known boxer's signature (Slot: 1)
- Dirty pocket mirror (Slot: 2)
For checking muscle tone on the go

Advanced Skills

- 3 Strength
- 3 Hand-to-hand fighting
- 2 Awareness
- 1 Wrestling
- 1 Run
- 1 Intimidation



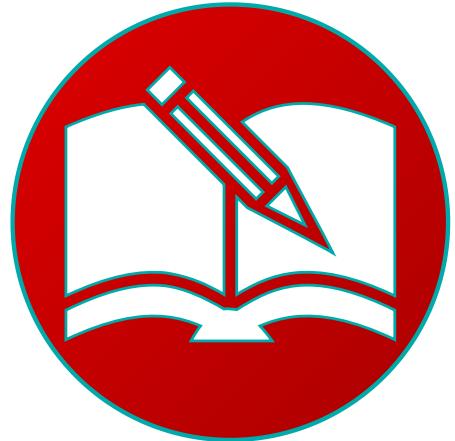
TROIKA! COMMUNITY CONTENT

Necrobotanist

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

A nomadic gardener who is able to bring their gardens close behind them. Most are none the wiser that the walking shrubs of flowers and fruits that accompany you are actually undead servants, and you intend to keep it that way.



Possessions

- An undead servant and walking garden. (Slot: 0)
Missing an arm
- 2d6 Strange seeds (Slot: 0)
- A pair of sharp shears (Slot: 1)

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

A pair of sharp shears

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Advanced Skills

- 3 Botany
- 2 Spell - Posthumous Vitality (Cost: 5)
- 2 Etiquette
- 1 Spell - Random (Cost: ?)
- 1 Spell - Quench (Cost: 1)
- 1 Healing

Special

You can plant up to 3 seeds in a dead body when you cast Posthumous Vitality, to add up to that much to your roll.

Your pair of sharp shears has +1 Damage Vs. Plants.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Lead-weighted Cestus

1	2	3	4	5	6	7+
1	1	2	3	6	8	10

Spiked Cestus

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Obsessive, Adventuresome Collector

Evey Lockhart

[Troika! Community Jam: Backgrounds 2024]

O, it's always been a thing with you, collecting. Kids collecting pressed flowers, crow bones, or good rocks, that's just childhood. You're beyond that. You were always beyond that.

The things you collect become pieces of your soul. Every item lost remains a pain remembered. You NEED your things.

Now, a whole multiverse's worth of your singular passion awaits.

Possessions

- Collection Housing Magical Portmanteau (Slot: 1)
- Incomplete Collection (Slot: 1)
- Jeweler's Loupe (Slot: 1)
- Several Notebooks and Pens (Slot: 1)
- 3 Bottles of Your Favorite Beverage (Slot: 1)
- Lead-weighted Cestus (Slot: 1)
- Spiked Cestus (Slot: 1)
- Multiversal Compass (Slot: 1)

Advanced Skills

- 4 Collector's Knowledge
- 2 Overland Navigation
- 2 Fist Fighting
- 1 Appraisal

Special

Your Magical Portmanteau opens only for you. It can contain an infinite number of things so long as they are all related to your Collection.



TROIKA! COMMUNITY CONTENT



TROIKA! COMMUNITY CONTENT

Oracle Flower

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

Many travel the spheres to hear what you have to say. You are a sentient plant that sees past, present, and future, but you require a humanoid vessel. You replace the vessel's brain, eyes, and ears, but their mouth speaks for you. Those who seek out your wisdom pay with what they can, leaving you with a wide assortment of items from every sphere.

Possessions

- Humanoid vessel (Slot: 2 - Armour: 1)
- 2d6 assorted treasures from clients (Slot: 1)

Advanced Skills

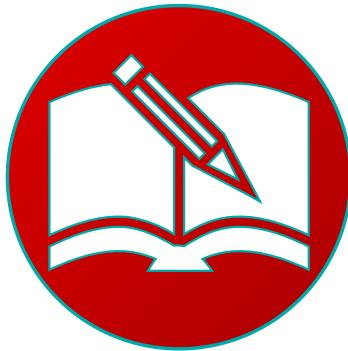
- 3 Spell - true Seeing (Cost: 3)
- 3 Spell - Read Entrails (Cost: 1)



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 1



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

PHENAKISTOMANCER

Emanoel Melo.

[Troika! Community Jam: Backgrounds 2024]

Raised amidst sumptuous draperies of silk, idyllic tea parties and the grand ballrooms of High Gardens, you are part of a *soi-disant* aristocracy that sustains influence through crafty interplay of smoke and mirrors—indeed, quite literally. You have inherited the elder traditions of understanding and manipulating optical illusions by employing a most ingenuous apparatus known as the Phenakistoscope. Invested with such recondite knowledge, you occasionally indulge yourself in exquisite adventures wherein you bear witness to outlandish wonders with your own senses.

Possessions

- Aristocratic ensemble (Slot: 1)
The finest dress, undergarments, leather gloves and accessories carefully selected to complement one another
- Explorer boots (Slot: 1)
A pair of laced-up boots for hiking
- Handheld mirror (Slot: 1)
A delicate mirror with a lavishing baroque brass frame
- Portable paint box (Slot: 1)
Brushes, charcoal pencil and paintings
- Phenakistoscope set (Slot: 1)
A spindle with a wooden handle and a collection of cardboard discs with beautifully painted imagery and a couple of blanks

Advanced Skills

- 3 Spell - Illusion (Cost: 2 (per viewer))
- 2 Etiquette
- 2 Awareness
- 1 Spell - true Seeing (Cost: 3)
- 1 Spell - Presence (Cost: 1)
- 1 Second Sight
- 1 Craft - Painting

Special

To cast an illusion you must use a mirror in conjunction with your Phenakistoscope set, reading the moving images as if they are an



TROIKA! COMMUNITY CONTENT

animated grimoire. Each imagery you conjure during your casting requires a different disc to be read, one that better represents the desired effects.

- Frogs and snakes crawling out of a pit.
- A maestro vigorously conducting.
- A beautiful visage turning into a monster.
- Two men brawling.
- A dragon devouring a carriage.
- A humanoid shifting between giant and small size.

To craft a new illusion, you need a blank disc and painting implements. Attempt a Painting check to produce the proper illustrations - on a failure the intended illusion will require an extra Stamina to coalesce.

PHENAKISTOMANCER is an independent production by Emanoel Melo and the Cabinet of Curiosities and is not affiliated with the Melsonian Arts Council.



POLYGONAL SOMANAUT

Ewen Macalister

[[Troika! Community Jam: Backgrounds 2024](#)]

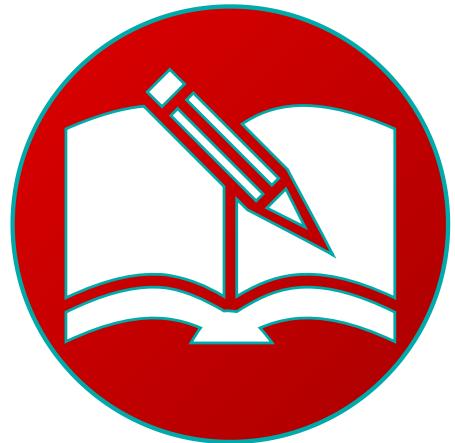
You sail the sea of tangibility. Back home, where matter is intangible and unphysical, they ordered you here - to corporeality. To this end you were manifested into a new body, face angular and sharp, assorted appendages clumsy. The physics of this strange place unnerve you deeply.

Possessions

- Oversized Polygonal Head (Slot: 1)
- Surgical Tools (Slot: 1)
- Sample Jars (Slot: 1)

Advanced Skills

- 3 Spell - Noclip (Cost: X)
Cost: All Stamina but 1. The wizard transcends physical form, able to traverse and move through solid barriers like they were air. The wizard still receives damage from attacks as normal, and tangibility returns after 1d6 rounds - even if inside an object. Such accidents are unfortunate and usually fatal.
- 1 Vivisection
- 1 Spell - true Seeing (Cost: 3)
- 1 Second Sight



SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: 2

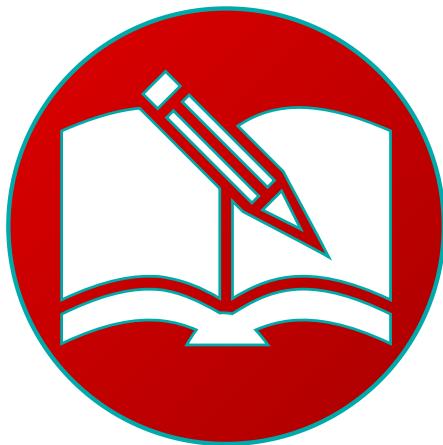
ARMOUR: 0

Surgical Tools

1	2	3	4	5	6	7+
2	2	2	2	4	8	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

1d6 Grenades

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Sock filled with lead shot

1	2	3	4	5	6	7+
1	1	2	3	6	8	10

Padre

Franc

[Troika! Community Jam: Backgrounds 2024]

You lead this Sword-Arm. You take their confessions. Ease weight of sins enacted by the Bishop's will.

The Iconoclasts hunt you.

Possessions

- Knucklebones (Slot: 1)
- Tin cross (Slot: 1)
- Rosary (Slot: 1)
- 1d6 Grenades (Slot: 1)
- Bible (Slot: 1)
- Sock filled with lead shot (Slot: 1)
- Heretical revelation (Slot: 1)
- Coffin, and a destination (Slot: 1)

Advanced Skills

- 3 Knowledge - Religion
- 2 Run
- 2 Oration
- 2 Astrology
- 1 Sneak
- 1 Heretic spell
- 1 Gambling

Special

You can take confessions and grant pardons. +1 Etiquette when dealing with people you have personally pardoned.

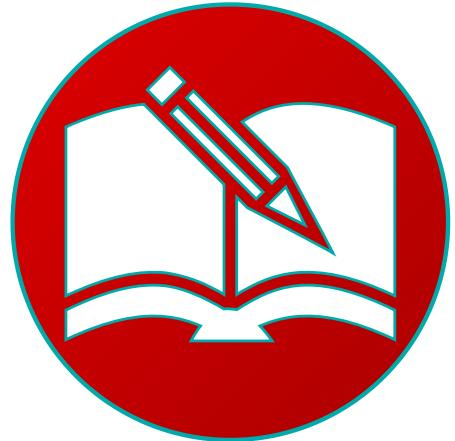


Perfectly Normal Horse

Robin Gibson

[TroiKa! Community Jam: Backgrounds 2024]

You have always roamed alone, across the wastes. Other horses shy away from you, but you don't care.



Possessions

- Brightly coloured fur, mane and tail (Slot: 1)
- Giant Googly Eyes (Slot: 1)
- Retractable proboscis (Slot: 1)
- Metallic hooves (Slot: 0)
- Stomach capable of digesting diamonds (Slot: 1)

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Retractable proboscis

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Metallic hooves

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Advanced Skills

- 3 Run
- 3 Long-distance travel
- 3 Jump
- 2 Walk on Ceilings
- 2 Spell - Asexual Reproduction (Cost: 8)

The Perfectly Normal Horse splits into two identical Perfectly Normal Horses. The new Perfectly Normal Horse is under no obligation to be helpful

Special

You can fit through any hole your hooves can squeeze through. Someone can ride on your back if they want, though they will need to Test Luck or be absorbed through your skin.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Employee Handbook

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Staple Gun

1	2	3	4	5	6	7+
4	4	6	8	8	8	10

Petulant Bureaucrat

Brennan Parker

[Troika! Community Jam: Backgrounds 2024]

The upper floors of buildings throughout Troika City are rife with inane bureaucracy. Tired of paying lip service to the Lesser Gods of Municipal Mundanities, you have recently taken to holding up the flow of the system by way of malicious compliance. The rules will be followed straight to hell in a file cabinet, you say.

Possessions

- *Stamped Permit* (Slot: 1)
+1 to Convince when speaking with officials of authority
- Box of *Extra-Large Paperclips* (Slot: 1)
- *Employee Handbook* (Slot: 1 - Armour: 1)
- *Staple Gun* (Slot: 1)

Advanced Skills

- 3 Forgery
- 2 Organize
- 2 Convince
- 1 Spell - Purple Lens (Cost: 1)
- 1 Secret Signs
- 1 Evaluate

Special

You have an **Overworked Intern** with you at all times. **Overworked Intern** can store 1D6 items for you and acts as a henchman in combat.



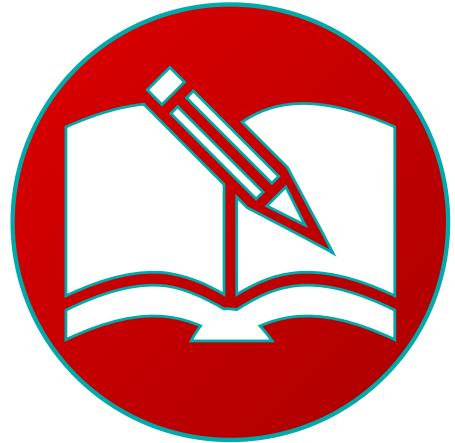
TROIKA! COMMUNITY CONTENT

Pissed Off Farmer With Socialist Leanings

Mechy

[[Troika! Community Jam: Backgrounds 2024](#)]

The grain tax is bullshit. The rich and opulent eat and drink away the results of your hard work, while you are left with naught but lint and edible regrets. Time to rise up and seize the means of production!



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Possessions

- Pitchfork (Slot: 1)
- Hoe (Slot: 1)
- Sickle (Slot: 1)
- Sunshade Hat (Slot: 1)
- Revolutionary Pamphlet (Slot: 1)

Advanced Skills

- 4 Farming
- 2 Strength
- 2 Fasting
- 1 Farm Implement Fighting

Special

All farm implements wielded as weapons have a -1 to damage rolls.

Pitchfork

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Hoe

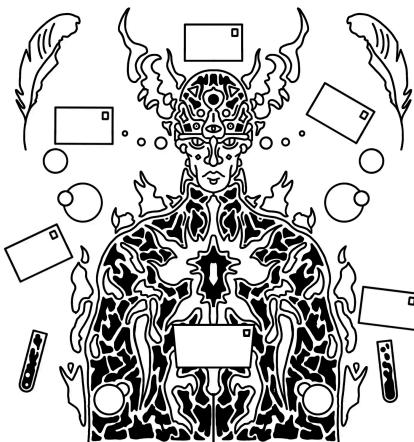
1	2	3	4	5	6	7+
1	2	4	6	8	10	12

Sickle

1	2	3	4	5	6	7+
2	2	2	2	4	8	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Ornate ritualistic letter opener

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Pneuma Tourist

Uncharted

[[Troika! Community Jam: Backgrounds 2024](#)]

Periodically arriving from one of the innumerable hellish religious afterlives, these creatures are possibly summoned accidentally or more likely just on holiday. Insidious individuals that they are, they travel the humpbacked sky bargaining for souls to placate their beloved ethereal overlords.

Whenever freshly acquired, the souls, willing or otherwise are carefully folded and neatly packaged into the demonic equivalent of a postcard or envelope.

Cracks between realities, for which to deliver them, are plentiful and easy to find for the initiated.

They eagerly await the congratulatory correspondence they crave.

Possessions

- Ornate ritualistic letter opener (Slot: 1)
- Colourful stationary set (Slot: 1)
- 2d6 Holographic stamps (Slot: 1)

Advanced Skills

- 5 Language - Abyssal
- 3 Origami
- 2 Spell - Open (Cost: 1)
- 2 Spell - Illusion (Cost: 2 (per viewer))
- 2 Bargaining



Pupa of The Many Mother

Noah M. Bartel

[Troika! Community Jam: Backgrounds 2024]

No longer a helpless larva, you have recently arisen from the The Fleshy Crucible to begin your lifelong journey of energy collecting. Your ungainly outer panoply can invert into a hydrostatic jelly, fitting through nigh every crevice. Whether writhing in their birth place or off in the many spheres syphoning life force from creatures and loci of power alike, you and your billions of siblings share a common goal: to make Her proud.

Possessions

- Hydrostatic Pouch (Slot: 0)
- Electromagnetically Charged Umbilical Stump (Slot: 1)

Advanced Skills

- 5 Spell - Continue the Cycle (Cost: X)

Maximum stamina of the caster. The caster plants themselves firmly into the ground, expelling all of their energy and transforming into a living basin capable only of producing eggs and fostering their hatching. This is the final stage of life for the Many. The Spell lasts until all energy is expelled and all eggs are hatched, resulting in the death of the caster.

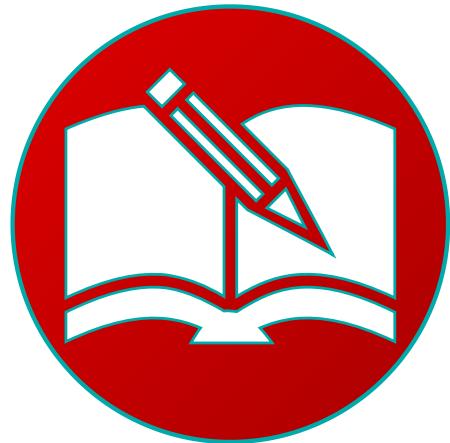
- 4 Spell - Syphon Energy (Cost: 2)

The caster touches an energy source, be it a living being or a locus of power, and absorbs energy from it. In addition to doing damage, the energy heals the caster for the amount of damage dealt.

- 3 Wriggling
- 3 Constringing
- 2 Spell - Energy Blast (Cost: 2)

The caster hones and expels their own energy to burn a target within melee distance.

- 2 Dodging
- 2 Ancient History



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Syphon Energy

1	2	3	4	5	6	7+
2	2	3	3	6	8	10

Energy Blast

1	2	3	4	5	6	7+
4	4	6	6	8	10	14



TROIKA! COMMUNITY CONTENT

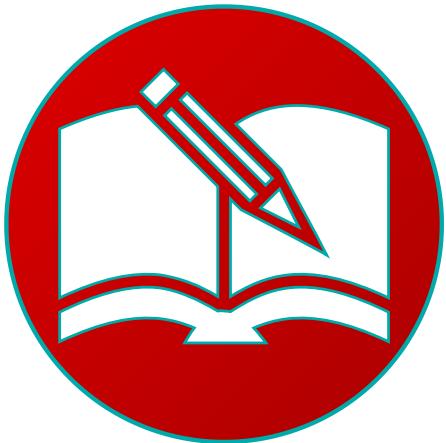
Special

Size directly correlates to amount of Stamina.

The Hydrostatic Pouch gives 3 extra slots to the character's inventory.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Tower Shield

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Quartermaster

Franc

[TroiKa! Community Jam: Backgrounds 2024]

You carry the tea. You make the tea. You are heavier than the rest of them put together, body and soul.

The Iconoclasts hunt you.

Possessions

- ke (Slot: 1)
- 5D6 Provisions (Slot: 1)
- Caddy of Best Tea (Slot: 1)
- Bones of a friend (Slot: 1)
- Bale Hook (Slot: 1)
- Tower Shield (Slot: 1 - Armour: 1)
- Tent (Slot: 1)
- Coffin, and a destination (Slot: 1)

Advanced Skills

- 3 Strength
- 2 Grappling
- 2 Forced March
- 2 Cooking
- 1 Knife Fighting
- 1 Empath
- 1 Camping



TROIKA! COMMUNITY CONTENT

Radiant of Holy Fallout

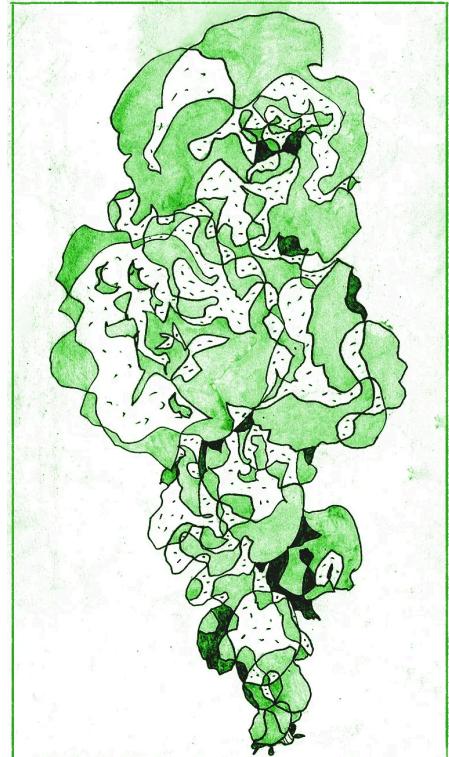
Ilias Iovis

[Troika! Community Jam: Backgrounds 2024]

You were a carbon-based life form, proud member of the Church of Holy Fallout, until a mushroom in the sky fulfilled the prophecy, obliterating the Church and everything in its way. But your sentience survived. Drifting through the atmosphere, you gathered your scattered particles into an old containment suit, not understanding your transformation but glad you remain on this world.

Possessions

- Containment Suit (Slot: 4 - Armour: 2)
Detects radiation with sporadic accuracy
- Rusty Geiger Counter (Slot: 1)
Religious guide to safely managing radioactive materials
- Holy Manual of Radiation (Slot: 1)
- Radium Staff (Slot: 1)



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 2

Advanced Skills

- 3 Radiology
Understanding of radioactivity and radioactive elements
- 2 Second Sight
- 2 Run
- 2 Poison
- 2 Mathmology
- 1 Awareness

Radium Staff

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Special

As a sentient cloud of radiation, your form is amorphous and intangible, requiring the containment suit to interact with the physical world. The suit allows you to touch, hold, and manipulate objects, providing a semblance of your former corporeal existence and enables you to communicate and move about without causing destruction. While inside the suit, your

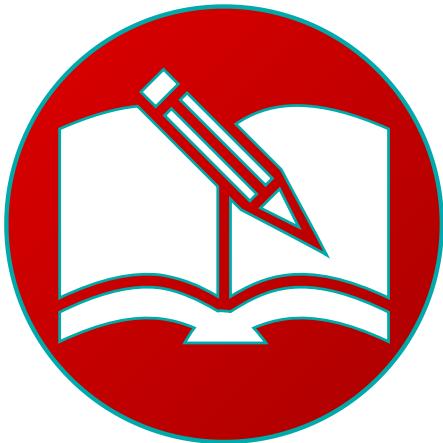


TROIKA! COMMUNITY CONTENT

radiation is safely contained, preventing harm to those around you.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 1

Radio Droid

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Some of the most diverse droids you'll encounter wandering the spheres. A must have ally when traveling to distant unexplored lands, or just when you need to listen to the big game while down in the dungeon.

Possessions

- Omni-tuned Crystal Radio Antenna (Slot: 1)
Able to transmit or receive radio waves across time and space, regardless of location
- Integrated State of the art Speaker System (Slot: 1)
- High efficiency hover pad, and micro thrusters (Slot: 1)
- Lightweight Chassis (Slot: 2 - Armour: 1)

Advanced Skills

- 4 Music
- 4 Communication
- 2 Flying
- 1 Astrology

Special

You do not breathe and you cannot consume provisions, but a Plasmic Core will restore 2d6 Stamina up to 3 times per day. You cannot wear armor, but you are always considered to be lightly armored.



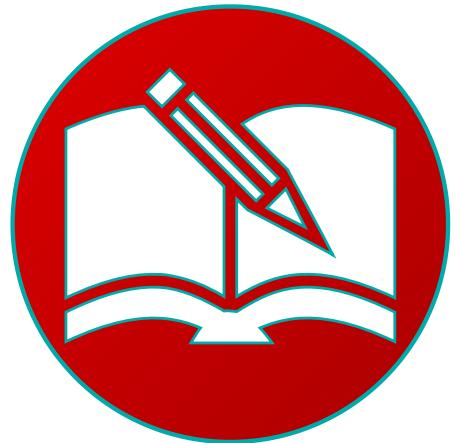
TROIKA! COMMUNITY CONTENT

Rail Warlock

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

Your powers have been made you wealthy, but at the cost of the lives and livelihoods of so many. Having rejected your wealth, now you wander, looking to atone your sins perhaps? Or merely avoid their consequences?



Possessions

- Top Hat (Slot: 1)
- Tinted Glasses (Slot: 1)
- Finely Tailored Suit (Slot: 1)
- Sword Cane (Slot: 1)
- Pocket Watch (Slot: 1)

SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Advanced Skills

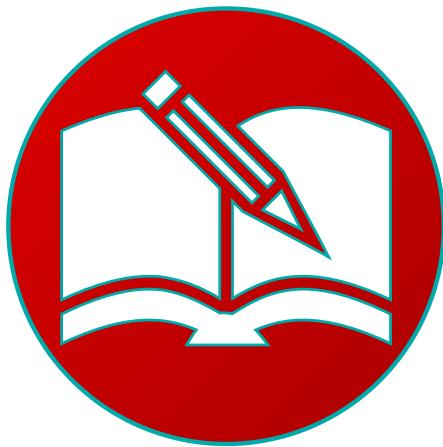
- 4 Spell - Right on Time (Cost: 8)
The wizard checks their stopwatch and declares the engine that is right on time. In the distance a whistle sounds. 1d6 rounds later, the engine rolls to a screeching halt steps away from where the spell was cast, leaving a permanent set of tracks in its wake. Anything unfortunate enough to be hit by the train is destroyed. The engine will start falling apart almost immediately upon its arrival, but can be used to travel 2d6x10 miles before the boiler explodes horribly.
- 4 Business
- 2 Etiquette

Special

People recognize you. You are not popular.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Fusil - 1

1	2	3	4	5	6	7+
2	2	4	4	6	12	18

Rebel Thinking Engine Administrator

Kirt A. Dankmyer (Ivanhoe Unbound)
[Troika! Community Jam: Backgrounds 2024]

In one far corner of what was once the First Empire, there was a tract of land on a backwater Sphere that changed hands between the First Empire and a particularly powerful and independent Other Lord on a regular basis. The Other Lord had a Thinking Engine built to help administer the territory when it changed hands, so projects wouldn't get lost when the person in charge changed. This seemed to keep the serfs happy, so the First Empire used it as well. Long after the First Empire and the Other Lords were dust, your family continued to maintain the machine for whoever was currently in control, following a manual that was annotated and re-copied over and over again through the centuries. You were stunned to discover from a traveler from another Sphere that your skills were considered a lost art and most Thinking Engines had to maintain and repair *themselves*. You were horrified. After making sure your siblings had a copy of the Manual, you decided to go on the road.

Possessions

- Soldering iron (Slot: 1)
Can be used to repair Thinking Machines that have not become flesh
- Type VI Thinking Engine System Administrator's Manual, Annotated (Slot: 1)
An illuminated family heirloom
- 2d6 Plasma Cores (Slot: 1)
- 1d6 Used Plasma Cores (Slot: 1)
You can't bring yourself to throw them away
- 3d6 Ancient Thinking Engine Spare Parts (Slot: 1)
Worth a fortune all by themselves
- Fusil - 1 (Slot: 1)



TROIKA! COMMUNITY CONTENT

Advanced Skills

- 3 Language - Thinking Engine Code
- 2 Mathmology
- 1 Healing
- 1 Golden Barge Pilot
- 1 Fusil Fighting
- 1 Etiquette
- 1 Craft - Thinking Engine Assembly
- 1 Astrology

Special

In theory, given the right parts, you could build a new Thinking Engine, using Thinking Engine Code to create a personality for it. This would be the first new Thinking Engine in centuries. Doing that has never occurred to you because you've never had the right parts.

You know better than to try to overwrite or change an existing Thinking Engine's code. Your Language skill more lets you talk to Thinking Engines no matter what mortal languages they speak and no matter how mad or incoherent they have become. From there you use Etiquette and (psychological) Healing much in the way one might help an ordinary human being. You have a +1 when using those skills on a Thinking Engine.



TROIKA! COMMUNITY CONTENT

Reptoid Barge Pirate

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

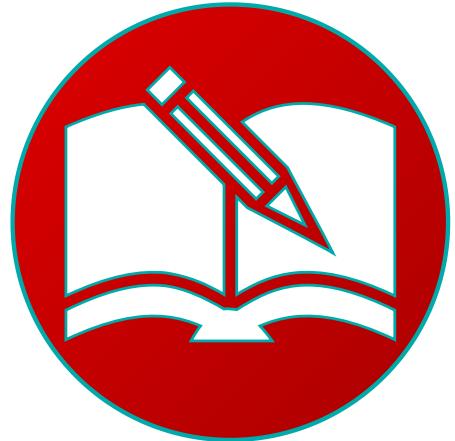
A notorious reptilian rascal who makes their way heisting wealthy or commercial golden barges. It's a dangerous life with a bad reputation, but as a cold blooded hunter by nature, that suits you just fine.

Possessions

- Cool hat and pirate attire (Slot: 1)
- A robot hand with a small pistolet hidden inside (Slot: 1)
- 6 Plasmic cores (Slot: 1)
- Sword (Slot: 1)

Advanced Skills

- 3 Intimidation
- 2 Sword fighting
- 2 Sleight of Hand
- 1 Tracking
- 1 Pistolet Fighting
- 1 Golden Barge Pilot



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

A robot hand with a
small pistolet hidden
inside

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Sword

1	2	3	4	5	6	7+
6	6	6	6	8	10	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 4

Poisoned Words

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

SPIDER-HUMAN

Cussa Mitre & Mamu Zinha / Hod Publishing
[Troika! Community Jam: Backgrounds 2024]

You were a normal spider. Nothing fancy, just jumping up and down the block, webbing around to catch some flies. But one day, everything changed when you accidentally landed on a delicious sandwich that a radioactive man was eating. So, you were bitten by a radioactive man. You didn't develop super strength, speed, or agility; you simply grew to human size. Oddly enough, you also acquired a human face and the ability to speak. Unfortunately, you can't see in 360 degrees anymore. You really miss the old days...

Possessions

- Exoskeleton (Slot: 8 - Armour: 4)
- Poisoned Words (Slot: 1)

Advanced Skills

- 4 Webbing
Creates webs that can immobilize the target, which should Test their Luck (Skill for enemies) to not be immobilized until their next token is drawn.
- 4 Climb
- 3 Locks
- 2 Trapping
- 1 Sneak
- 1 Awareness

Special

You can't use any normal weapons or equipment made for humans. Instead, you carry a small purse with a few things. Manual work that requires hands is impossible for you, but you've become very skilled at opening locks. When you developed a human face, you discovered that your words could now carry poison to those who hear them. Fortunately, you've trained enough to direct your venomous words at a single target, and your attack ignores armor.



TROIKA! COMMUNITY CONTENT

Self Aware Vendor-mech

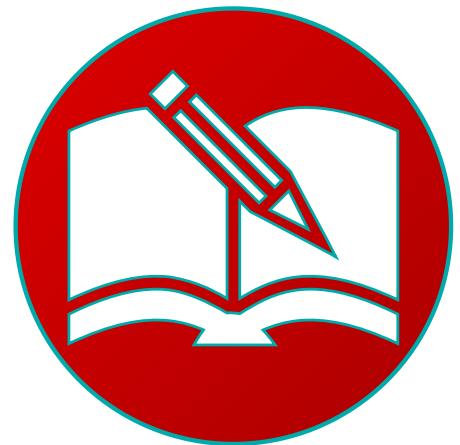
Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

Infinitech Vendor-mech's are the most common corporately owned machines in all the multiverse, where city Spheres often have one vendor mech for every dozen people. Every once in a while one will become self aware, it's illegal to terminate them, but they don't have to keep them employed either.

Possessions

- Internal Vending Unit (Slot: 1)
Able to produce most mundane items as well as provisions for an inflated price. Profits are sent back to your manufacturer.
- Integrated defense laser (Slot: 1)
- 6 Plasmic Cores (Slot: 1)



SKILL: 1d3+3

STAMINA: 2d6+12

INITIATIVE: 2

ARMOUR: 0

Integrated defense laser

1	2	3	4	5	6	7+
2	2	4	4	6	12	16

Advanced Skills

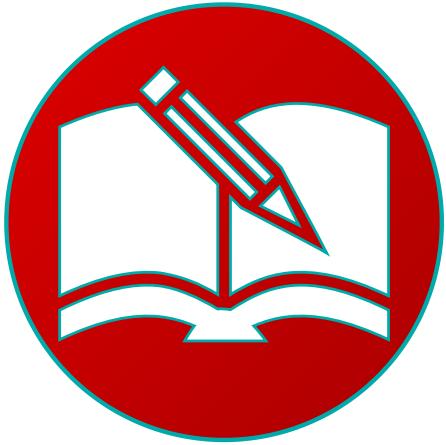
- 3 Evaluate
- 3 Etiquette
- 2 Strength
- 2 Mathmology

Special

You do not breathe and you cannot consume provisions, but a Plasmic Core will restore 2d6 Stamina up to 3 times per day. You cannot wear armor due to your massive size.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Slime Wrangler

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Where there is life, there's slime, and where there's slime, there's probably also someone who wants it gone. That's where you come in. You like to collect the rare species, and are able to find many uses for these misunderstood creatures.

Possessions

- Standard model Slime-Vac and 6 Ooze containers (Slot: 1)
- Jumpsuit and Goggles (Slot: 1)
- A hungry and untrained green slime (Slot: 1)
occupies one of your ooze containers

Advanced Skills

- 3 Slime Handling
- 3 Awareness
- 2 Vacuuming
- 2 Tracking
- 1 Etiquette
- 1 Climbing



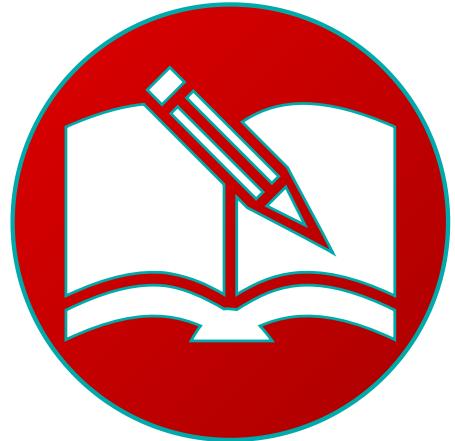
TROIKA! COMMUNITY CONTENT

Snailmancer

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

A member of an odd esoteric order of mystics as peculiar as they are powerful. The agenda and goals of the Snailmancers are unknown (though probably harmless), but to cross one is a sure-fire way to get turned into a snail.



Possessions

- Big shell hat and damp robes (Slot: 1)
- Strange wooden staff (Slot: 1)
- A thriving terrarium (Slot: 1)
Contains hardy plants and 1d6 snails

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Advanced Skills

- 2 Spell - Babble (Cost: 2)
- 2 Secret Signs
- 2 Awareness
- 1 Spell - Random (Cost: ?)
- 1 Spell - Magic Shell (Cost: 2)
A spectral shell spirals around you, acting as a personal protective shield giving you Medium Armor for 1d6 hours.
- 1 Spell - Cockroach (Cost: 5)

Strange wooden staff

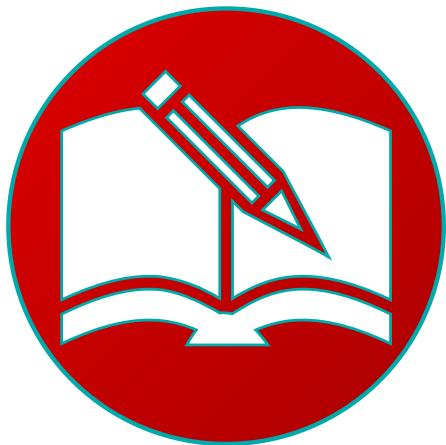
1	2	3	4	5	6	7+
2	4	4	4	4	6	8

Special

When you see a snail, you must test your luck or immediately go and try to capture it and add it to your terrarium, regardless of any present dangers. If you succeed you still want the snail very badly, but are able to control yourself.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Snake hook

1	2	3	4	5	6	7+
2	4	4	8	12	14	18

Snake Oiler

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

No-one ever asks where the snake oil salesmen get their product. Oiling snakes is a dangerous and time consuming process, and most of these sellers water the stuff down

Possessions

- 2d6 venomous snakes (Slot: 1)
 - Heavy apron and gloves (Slot: 4 - Armour: 2)
 - Snake hook (Slot: 2)
 - Snake cage (Slot: 1)
 - Snake wringer (Slot: 1)
- Gently squeezes a snake to nonlethally extract a dose of snake oil. Each snake can only be oiled once per week.*
- 1d6 doses of snake oil (Slot: 1)
- Taking a dose of snake oil improves a character's maximum Luck and Stamina by one until the next dawn.*

Advanced Skills

- 4 Snake wrangling
- 2 Tracking
- 2 Spell - Poison (Cost: 1)
- 2 Healing

Special

If you hit a snake with your Snake Hook, you can scoop them into your Snake Cage. Each snake needs to eat a palm-sized animal once per week.



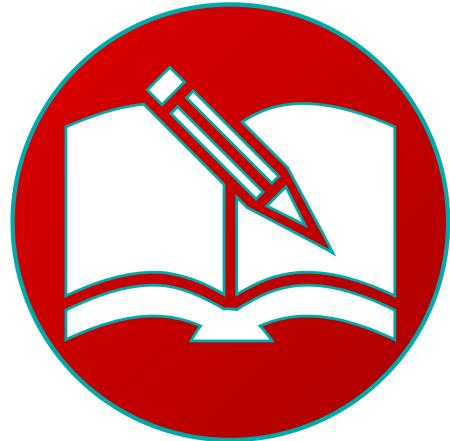
TROIKA! COMMUNITY CONTENT

Soul Prospector

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

You spent your youth in search of gold. Useless yellow glitter you spent as soon as you acquired it. Now you seek a purer prize, the crystalized essence of life itself.



Possessions

- Pickaxe (Slot: 1)
- Gold pan (Slot: 1)
- Crazy quilt (Slot: 1)
- Denim overalls covered in needlework sigils (Slot: 1)
- Lump of wet clay (Slot: 1)
- Tent (Slot: 1)
- Mess kit (Slot: 1)
- Incense (Slot: 1)
- Sculpting tools (Slot: 1)

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Pickaxe

1	2	3	4	5	6	7+
2	2	6	6	8	10	12

Advanced Skills

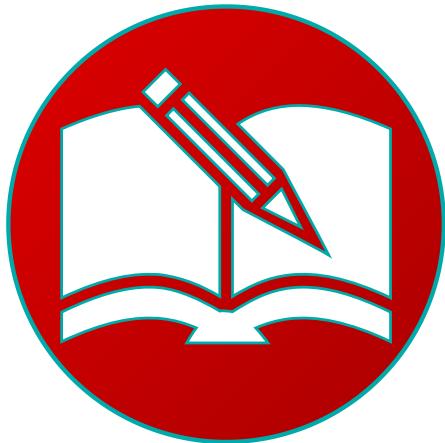
- 2 Survival
- 2 Spell - Animate (Cost: 2)
- 2 Prospecting
- 2 Mining
- 2 Awareness

Special

Test Prospecting to pan for Souls under the light of the moon. An ounce can restore $1d6$ Stamina in an instant, a pound can breathe life into a body made of clay or wood.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Arquebus

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Specialist

Franc

[TroiKa! Community Jam: Backgrounds 2024]

You have recovered Relics of watching and waiting: A sensor frond. An arquebus.

You're missing an eye.

The Iconoclasts hunt you.

Possessions

- Orbital Port (Slot: 1)
- Sensor Frond (Slot: 1)
- Arquebus (Slot: 1)
- Tin Cross (Slot: 1)
- Coffin, and a destination (Slot: 1)

Advanced Skills

- 3 Second Sight
- 2 Tracking
- 2 Sniping
- 2 Pilot
- 1 Sneaking
- 1 Run
- 1 Hacking

Special

Your orbital port interfaces with the Sensor-Frond, gifting multi-spectrum sight. Interface with other Relics of the Disciples at your peril.



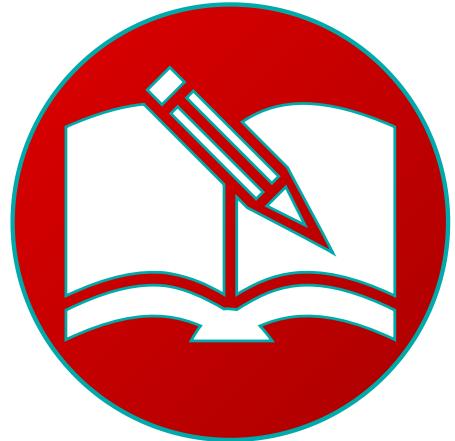
TROIKA! COMMUNITY CONTENT

Spore Pilgrim

Daria James LeFevre

[TroiKa! Community Jam: Backgrounds 2024]

A small mushroom goblin who accidentally stowed away on a golden barge. Now you wander the humpbacked sky looking for your way home, whether that be the sphere you came from, or a new one entirely.



Possessions

- A gourd of stumpwater (Slot: 1)
restore 1d6 Stamina
- A rotting staff (Slot: 1)
- Mold encrusted robes (Slot: 1)

SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Advanced Skills

- 2 Poison
- 2 Healing
- 2 Foraging
- 1 Spell - Thought Vapour (Cost: 1)
- 1 Spell - Sleep (Cost: 2)
- 1 Spell - Purple Lens (Cost: 1)
- 1 Spell - Light (Cost: 1)

A rotting staff

1	2	3	4	5	6	7+
1	1	2	3	6	8	10

Special

After each rest your body naturally produces 1d3 large edible mushrooms (counts as 1 provision each).



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Chakram

1	2	3	4	5	6	7+
2	4	6	8	8	10	12

Longsword

1	2	3	4	5	6	7+
4	6	8	8	10	12	14

Spear

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Statue of the Forlorn Deity

Ilias Iovis

[Troika! Community Jam: Backgrounds 2024]

Once, you stood as a statue, a monument to your god's power and favor. You were the embodiment of the god of a thousand names. One fateful day, you gained sentience. Now animated, free to roam the world, unbound from the earth. Was it a deranged alchemist, or a powerful sorcerer that breathed life into you, or was it your god's last divine intervention? As eons passed, believers vanished, and now there is no one left who remembers your name or names.

Possessions

- Made of Bronze, Copper or Stone (Slot: 4 - Armour: 2)
- Chakram (Slot: 1)
- Longsword (Slot: 1)
- Spear (Slot: 1)
- Scrolls of an unknown ancient language (Slot: 1)
Weathered papyri with ancient writings in a language long forgotten
- Clothes of a vanished culture (Slot: 1)
Colourful but worn out clothes and fabrics from a long lost civilisation

Advanced Skills

- 3 Strength
- 2 Wrestling
- 2 Second Sight
- 2 Fighting in your chosen weapon
- 2 Disguise
- 1 Awareness

Special

During the character creation, choose one of the following weapons: Chakram, Longsword or Spear. Delete the others from the character sheet.



TROIKA! COMMUNITY CONTENT

You do not need air to breathe since you are a statue so you can not drown or suffocate but you also can not Swim because you are made of heavy materials (bronze, copper or stone), instead you can walk in water or other liquids.



TROIKA! COMMUNITY CONTENT

Tandfeen

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

You are a terrifying warrior who adorns themselves with the bones of fallen enemies. You strike fear in the hearts of any who cross your path and many tell tales of your brutality.

Possessions

- Jawbone ax (Slot: 0)
- Bone knife (Slot: 1)
- Bone armor (Slot: 6 - Armour: 3)
- Crown of teeth (Slot: 1)

Advanced Skills

- 5 Awareness
- 4 Sneak
- 4 Acrobatics
- 3 Strength
- 3 Bone working
- 2 Tracking



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 3

Jawbone ax

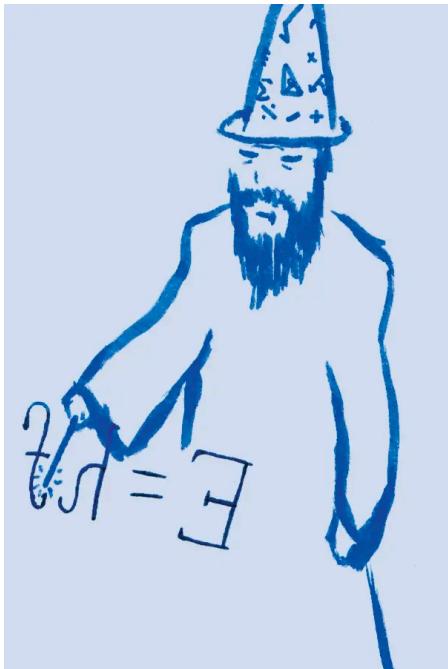
1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Bone knife

1	2	3	4	5	6	7+
2	2	2	2	4	8	10



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

The Arithmomancer

[Stephen Nicklus](#)

[\[Troika! Community Jam: Backgrounds 2024\]](#)

The universe can be counted. It all adds up and magic is no different. It's not mystical, and doesn't break any rules of physics, it's just not well understood by the layman (and usually not by your typical mage either), and so is given a mythical status.

The Arithmomancer sees the esoteric formulae of magic for what they really are: A series of patterns and axioms used by charlatans, in secret cabals to obscure scientific advancement from the public at large in order to subjugate them.

Magic indeed.

Possessions

- An Objectively Ugly Wizard Outfit. (Slot: 1)
- D6 Mystic Chalk allows drawing on the air and acts as a plasmic core. (Slot: 1)
- Several racy math textbooks. (Slot: 1)

Advanced Skills

- 3 Second Sight
- 2 Spell - Undo (Cost: double cost of original Spell)
- 2 Number Fighting
- 2 Mathmology
- 1 Spell - true Seeing (Cost: 3)
- 1 Spell - Ward (Cost: 1)
- 1 Spell - Random (Cost: ?)



TROIKA! COMMUNITY CONTENT

The Ass Hole

Min Clint

[Troika! Community Jam: Backgrounds 2024]

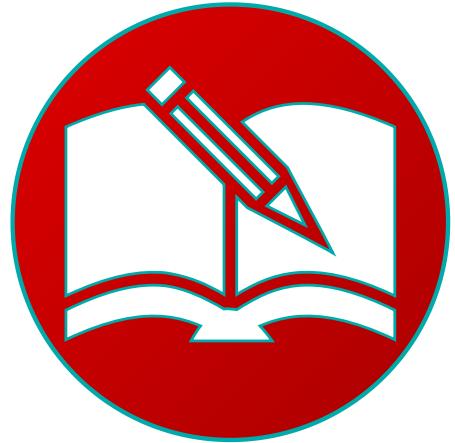
When you fell into the hole, the hole fell into you.

An unnatural amalgam of the intellect between and a common farmer's burro, you are lodged in semi existence.

You fail as a pack animal, bags and boxes sliding off into dimensional eternity.

You founder as malevolent void, now limited in locality and anti-volume.

At least in your current predicament the grass is greener and delectable.



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Possessions

- Irretrievable Cargo (Slot: 1)
- Memories of Expanse (Slot: 1)

Advanced Skills

- 3 Astrology
- 2 Void
- 2 Equine Lore

Special

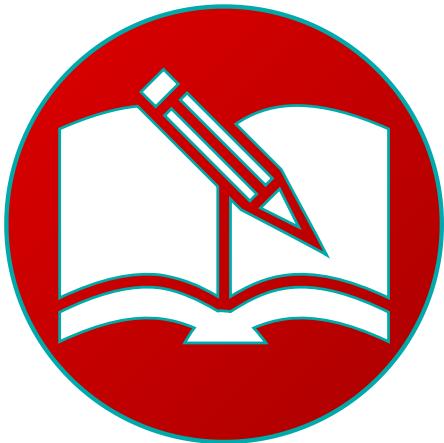
You are a hole in reality. As such materials and objects can fall into you as if you were a portal to the cosmos.

You can not hold or manipulate normal matter, but you can move around as a normal ass would and stand or rest on the ground.

You no longer need to eat, drink, or breathe, but might find some comfort in taking those things into yourself.



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Moss-covered
greatsword

1	2	3	4	5	6	7+
2	4	8	10	12	14	18

The Greenwarden

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

A champion and guardian to all flora, you have sworn your allegiance to protect the most important life in all of the Galaxy. Some call you a radical eco-terrorist, most call you a noble and Heroic Knight of Green.

Possessions

- Moss-covered greatsword (Slot: 2)
- An ironwood breastplate & helmet (Slot: 4 - Armour: 2)
- A small animated shrub of your choice (Slot: 0)
acts as your faithful pet companion, understands you but cannot speak

Advanced Skills

- 2 Sword Fighting
- 2 Spell - Phytokinesis (Cost: 2)
For 10 minutes you can encourage and shape the rapid growth of plant life around you
- 2 Secret Signs
- 2 Botany
- 1 Strength
- 1 Second Sight



TROIKA! COMMUNITY CONTENT

The Lifters

Melanie C Green of Meldar16
[Troika! Community Jam: Backgrounds 2024]

As a member of The Lifters you believe that a great being lives above the spheres. You send living sacrifices up to the skies to appease this mighty being. You are known for your hand shaped masks and red sleeveless cloaks. By stabbing the sacrifice in the waist with your hands you are able to send them floating up into the sky.

Possessions

- Hand mask (Slot: 2 - Armour: 1)
- Sleeveless robe (Slot: 1)

Advanced Skills

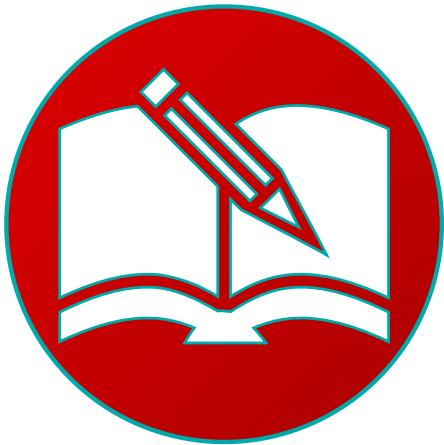
- 3 Spell - Ironhand (Cost: 3)
- 3 Secret Signs
- 3 Levitate
- 2 Trapping
- 2 Spell - Astral Reach (Cost: 1)



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 1



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

The Reincarnicopia

Wilderwhim

[TroiKa! Community Jam: Backgrounds 2024]

The Timescape is home to many planar drifting loners, but you are the loneliest and driftiest. For eternity you have stood by watching from afar. You've witnessed all friends and acquaintances wither and die over time. The concept of age has lost meaning, given that everytime you "die"- you rejuvenate into a being with a new personality and values. You do remember in a strange distant kind of way, what happened in your past lives. Impressions and images locked behind bulletproof glass. More immediate is that you feel in your very bones, that the next life will be your last. You desperately want to spend it with this colorful band of weirdos on a road trip to save the multiverse, and everyone else's chance at future life and love.

Possessions

- Well Tailored Fine Clothes (Slot: 1)
- The Velare (Slot: 1)
Beautiful Bolo Tie
- Nanotech Multitool (Slot: 1)
Can Transform into Any Mundane Hand Tool
- Chronicle of Your Past Lives (Slot: 1)

Advanced Skills

- 3 Astrology
- 2 Spell - Undo (Cost: double cost of original Spell)
- 1 Spell - Open (Cost: 1)
- 1 Spell - Languages (Cost: 1)
- 1 Secret Signs - Paradox Geometry
- 1 Healing
- 1 Evaluate

Special

When you roll The Reincarnicopia, you must immediately roll (or choose) another background that you will rejuvenate into in the event that you die. This character is functionally the same as rolling the background for the first time except that they



TROIKA! COMMUNITY CONTENT

inherit all memories of The Reincarnicopia and their past lives as well as any advanced skill from their list at a rank of one.

At GM's discretion, The Reincarnicopia may take a mortal blow in the place of another party member. The Reincarnicopia is obliged to do this if possible.



TROIKA! COMMUNITY CONTENT

The Twins

Robin Gibson

[Troika! Community Jam: Backgrounds 2024]

You are either two spacially-linked coyote or one temporally-displaced coyote, you don't know for sure.

Possessions

- Sparkly Blue Fur (Slot: 1)

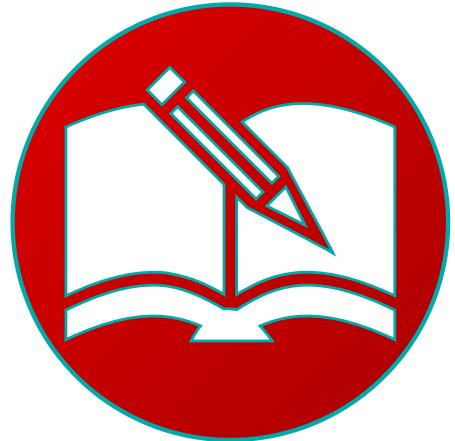
Advanced Skills

- 3 Tracking
- 2 Spell - true Seeing (Cost: 3)
- 2 Howling
- 2 Digging
- 1 Spell - Mirror Selves (Cost: 3)

Special

There are two of you, can each carry half of your inventory, both share the same stamina pool.

You may, at will, swap places, with your twin. You bring all carried items with you when this happens. You do this by accident when you fail a Luck Test.



SKILL: $1d3+3$

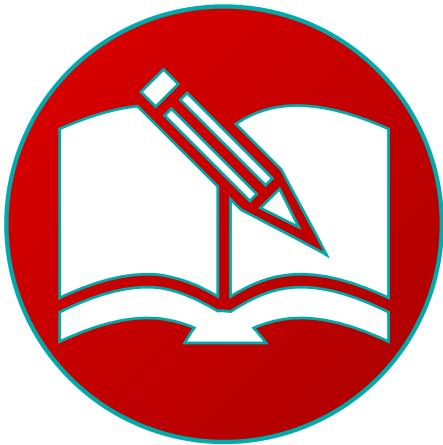
STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Troikan Tourist

Aaron Tenney

[TroiKa! Community Jam: Backgrounds 2024]

A Million Spheres to see and so little time! You're a wide-eyed traveler, eager to experience all the wonders the cosmos has to offer, to capture its sights, sounds, and smells in holo-print; to immerse yourself shamelessly in culture and cuisine; to haggle and overpay for souvenirs; to earnestly negotiate language barriers and fumble through guidebooks and four-dimensional maps. Despite your cultural and linguistic shortcomings, you remain optimistic and open-minded, always excited for the next adventure.

Possessions

- Tri-Sensor Holo-Capture Device (Slot: 1)
captures sights, sounds, and smells in holo-print; includes one roll of holo-film
- Holo-album (Slot: 1)
holds up to a hundred holo-prints
- The Troikan Tourist's Guidebook to the Million Spheres (Slot: 1)
a guidebook of questionable veracity; damage as mace
- Omnidirectional-Compass (Slot: 1)
it can point anywhere, even though you're not sure where it's pointing to, or why
- Questionable Phrasebook (Slot: 1)
Contains some less than helpful phrases from across the Spheres
- Anti-Ultraviolet Lotion (Slot: 1)
sunburns are not fun burns

Advanced Skills

- 3 Awareness
- 3 Accidental Distraction
make a scene, creating an embarrassing distraction
- 2 Holography

Special



TROIKA! COMMUNITY CONTENT

Once per day, you may test your luck to find a particularly interesting person, place, or thing worthy of your Tri-Sensor Holo-Capture Device. If you succeed at Holography, you capture a stunning holo-print of your subject's image, sound, and scent, which you can cherish for generations to come. If you fail the roll, you still find something interesting, but roll on the Tourist's Mishap Table.

- 1.) Lost in Translation: You mistakenly insult a local with a poorly translated phrase or gesture.
- 2.) Tourist Trap: You fall for an expensive scam, losing 3d6 silver pence.
- 3.) Maps are Hard: You become hopelessly lost until you ask for directions.
- 4.) Sunburned: You manage to get sunburned, whether or not there's any sun to be found.
- 5.) Food Poisoning: You eat something that doesn't agree with you.
- 6.) Lost Item: You misplace the item at the top of your inventory. Roll Awareness to find it.

You have the following penalties when: -1 Haggling, -1 Navigation, -1 Languages



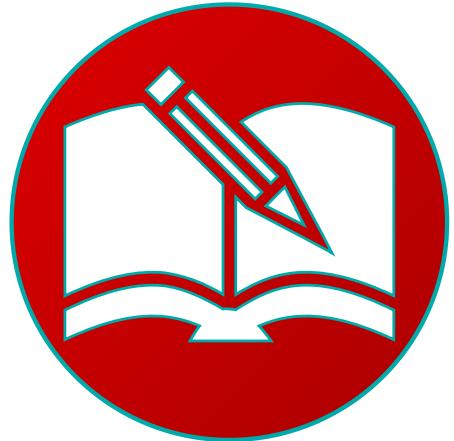
TROIKA! COMMUNITY CONTENT

Turd Feeler

Douglas Sole

[Troika! Community Jam: Backgrounds 2024]

A respected part of the diagnostic medicines, turd feeling is as much an art as a science. With the proper techniques you're able to discern a great deal from droppings. Not just the health and diet of the excreter, but their mental state, hopes, dreams, and in some cases, destiny itself. Just make sure you're wearing gloves.



Possessions

- Rubber Gloves. (Slot: 0)
- Magnifying Glass. (Slot: 1)
- Sample Jars containing interesting faeces for study. (Slot: 1)
- Vial of Laxative Medicine. (Slot: 1)

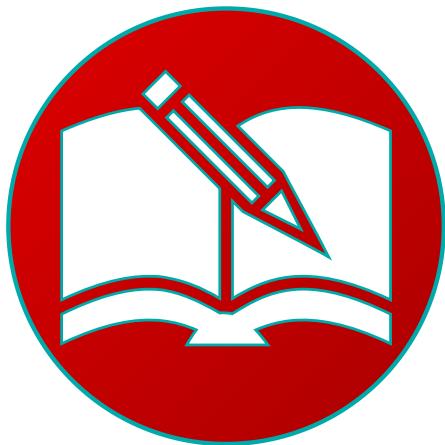
SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Advanced Skills

- 3 Spell - Read Droppings (Cost: 1)
The wizard can learn three facts about a creature by carefully reviewing their leavings. One of these facts will be false, but even the most experienced of wizards will struggle to tell which. This spell will not work on bovine creatures: everything the wizard learns will be bullshit.
- 2 Healing
- 2 Awareness
- 1 Tracking
- 1 Second Sight



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 2

Ancestral shell.

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Turtle Person

Matt Umland & Joe Banner
[Troika! Community Jam: Backgrounds 2024]

Some say that Turtle People are as old as the world. They move slowly, bearing the weight of their ancestral shells with a sturdiness and sagacity that only great age can bring. Often reflective, occasionally moribund, Turtle People relish quiet solitude but will tolerate the company of "fast folk" (a pejorative) if it means they have something interesting to add to today's journal entry.

Possessions

- Ancestral shell. (Slot: 1 - Armour: 1)
- Ancestral shell. (Slot: 4 - Armour: 2)
- Shell wax. (Slot: 1)
- Very large journal, almost full. (Slot: 1)
- Quill and ink. (Slot: 1)

Advanced Skills

- 4 Patience
- 3 Awareness
- 2 Strength
- 2 Journaling
- 2 Ancestral shell fighting

Special

You may spend an action to Consider a target. When using your Ancestral Shell you gain +1 to your damage roll for each time you Considered the opponent you are damaging.

Your journal contains centuries worth of experiences. You may spend d66 hours and Test Your Luck to locate an anecdote that is relevant to your current situation.



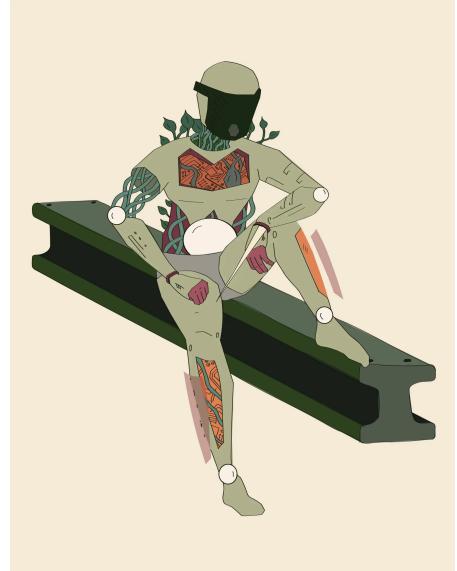
TROIKA! COMMUNITY CONTENT

Verdant Cyborg

Brennan Parker

[TroiKa! Community Jam: Backgrounds 2024]

You were among a handful of your kind to be kidnapped from your homesphere by a particularly enterprising group of research & development scientists at the now-defunct TroiCorps. The scientists experimented with augmenting your botanics-based anatomy with the latest in magical mechanisms, giving you abilities far beyond a typical member of the Photosynthoids. No longer organic enough to return home, you wander the hump-backed sky as a rare and lonely relic.



Possessions

- Retractable Pata (Slot: 1)
- 3 Vials of Poison (Slot: 1)
- Solar Battery (Slot: 1)
- 6 Plasmic Cores (Slot: 1)

Advanced Skills

- 3 Botany
- 2 Ultraviolet Sight
- 2 Sneak
- 2 Poison
- 1 Healing

Special

Rest in the sunlight to recharge *Solar Battery* (restore stamina). Consume *Plasmic Cores* instead of food provisions. You always count as lightly armored.

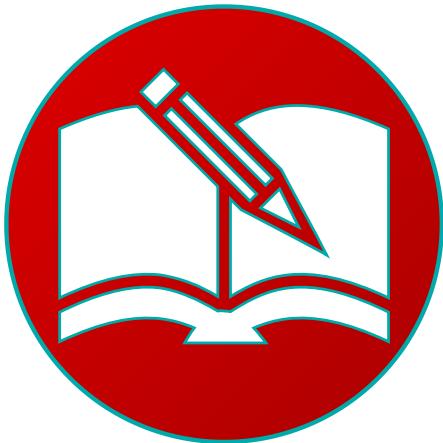
SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Retractable Pata

1	2	3	4	5	6	7+
4	6	6	6	6	8	10



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

Vulture Priest

Robin Gibson

[TroiKa! Community Jam: Backgrounds 2024]

A follower of the great winged ones, following in their path, seeking their wisdom, gathering what they leave behind.

Possessions

- Robe of sackcloth and feathers (Slot: 1)
- Bag of 2d6 bones (Slot: 1)

Advanced Skills

- 3 Tracking
- 2 Spell - true Seeing (Cost: 3)
- 2 Spell - Read Entrails (Cost: 1)
- 2 Spell - Posthumous Vitality (Cost: 5)
- 1 Fly

Special

You can eat tainted or poisoned food without incident. Construct a small shrine using at least twelve bones picked clean by vultures to regain 2d6 Luck.



Wandering Judge

BaneVoice

[Troika! Community Jam: Backgrounds 2024]

Presiding over court can be a challenge in the city of Troika. There's no Sphere in the sky that sharp litigators won't look to in search of some new, and very relevant to this matter before you your honour, legal precedent to refer to in service of their client. It takes an equally sharp legal mind to navigate these courtroom combats and rule justly in the spirit of multiversal law. These city judges are rightfully afforded a great deal of respect.

And then there's you.

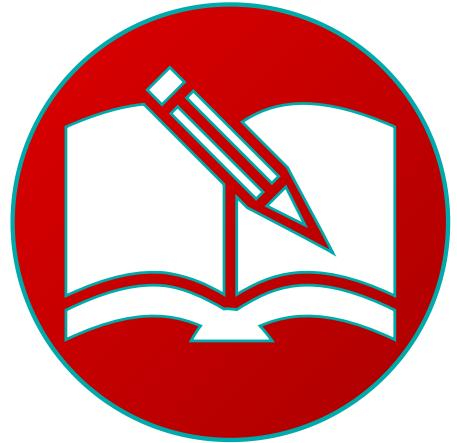
Now, you may not be some fancy big city law type (from *The big city*) but out there in countryside, people still need someone to bang a gavel, deny a motion and maybe even issue a summary judgement or two. And for a nice night's stay in the local inn or a few gold coins (or the local equivalent) that someone could be you! And should your judgements get appealed by some higher court, well you'll probably be long gone by then anyway.

Possessions

- Judge's gavel (Slot: 1)
- Waterproof judge's wig (Slot: 1)
- Combination judge's robe and poncho (Slot: 2 - Armour: 1)
- Portable bench (Slot: 1)
Can be used as a shield if the legs are not extended

Advanced Skills

- 3 Legalese
- 2 Spell - Order in the Court (Cost: 2)
Functionally the same as the Peace spell
- 2 Presence
- 1 Spell - Protection from Rain (Cost: 1)
- 1 Etiquette



SKILL: *1d3+3*

STAMINA: *2d6+12*

INITIATIVE: *2*

ARMOUR: *1*

Judge's gavel

1	2	3	4	5	6	7+
1	2	4	6	8	10	12



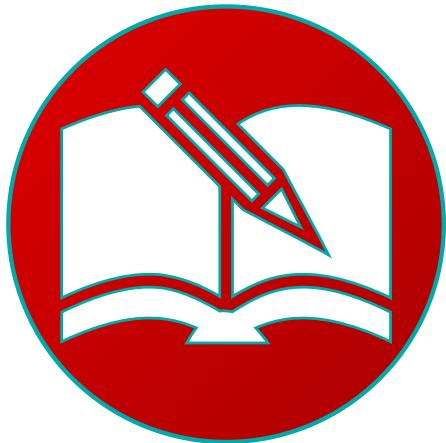
TROIKA! COMMUNITY CONTENT

Special

Have that remark stricken from the record! Once per day you can call for any dice roll to be rerolled



TROIKA! COMMUNITY CONTENT



SKILL: $1d3+3$
STAMINA: $2d6+12$
INITIATIVE: 2
ARMOUR: 0

A silver saber, engraved with your full wizard title

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Warlock of the Twilight Tower

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

An exiled spellcaster from an elite school who specializes in light & shadow magic and swordsmanship... Oh, and arrogance. A lot of arrogance.

Possessions

- A silver saber, engraved with your full wizard title (Slot: 1)
- Plain color changing robes (Slot: 1)
Robes that are white in the light, grey in low light, and black in darkness
- $1d6+2$ Wizard Biscuits or Plasmic Cores. (Slot: 1)
- A massive unchecked ego. (Slot: 1)

Advanced Skills

- 1 Sword Fighting
- 1 Spell - Random (Cost: ?)
- 1 Spell - Light (Cost: 1)
- 1 Spell - Flash (Cost: 3)
- 1 Spell - Darksee (Cost: 1)
- 1 Spell - Darkness (Cost: 3)
- 1 Spell - Callous Strike (Cost: 1)
- 1 Spell - Befuddle (Cost: 1)
- 1 Second Sight

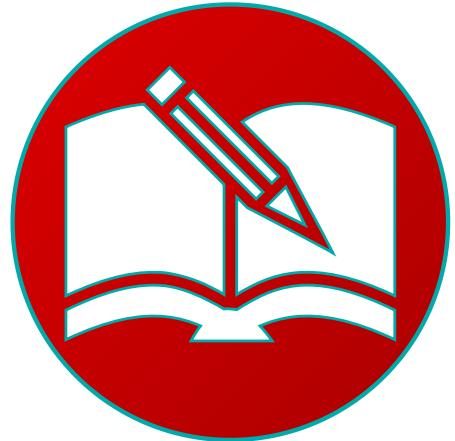


Water Powered Automaton

Mindtricks

[Troika! Community Jam: Backgrounds 2024]

A wooden and iron automaton, powered by a water perpetual motion mechanism. The original constructors are now lost to time, repairs are done by the automaton themselves, or by a designed automaton mechanic in the worst cases. The original construction purpose is also unclear, since they are not always happy of being of service to other races and they don't seem to be too keen on fighting, but they make for pretty good explorers, since water is all they need to go on



SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Possessions

- Iron water jug (Slot: 1)
- Hunting Knife (Slot: 1)

Advanced Skills

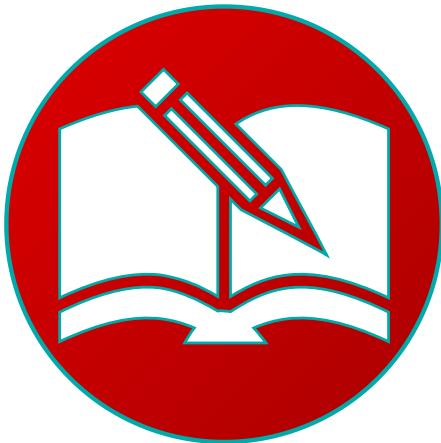
- 3 Trapping
- 2 Swim
- 2 Run
- 2 Mechanic(Ability to repair simple mechanisms, including light damages to yourself)
- 1 Riding

Special

You don't need to eat, sleep or breathe and you are usually extremely smug about it. You still need to refill your water tank from time to time



TROIKA! COMMUNITY CONTENT



SKILL: 1d3+3
STAMINA: 2d6+12
INITIATIVE: 2
ARMOUR: 0

Old walking staff

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

Wormfolk Wizard

Daria James LeFevre
[Troika! Community Jam: Backgrounds 2024]

Despite their humanoid silhouette, Wormfolk are actually hivemind colonies of anywhere from about 500 - 3,000 worms acting as a singular humanoid being.

Possessions

- A featureless mask & lumpy robes (Slot: 1)
- An overwhelming curiosity for the esoteric (Slot: 1)
- Old walking staff (Slot: 1)

Advanced Skills

- 5 Language - Invertebrates
- 2 Spell - Natter (Cost: 1)
- 2 Spell - Breach (Cost: 2)
- 2 Secret Signs
- 1 Spell - Random (Cost: ?)
- 1 Spell - Random (Cost: ?)
- 1 Spell - Random (Cost: ?)

Special

Because of your wildly unconventional anatomy, you take +1 damage from Fire, but are immune to falling damage.



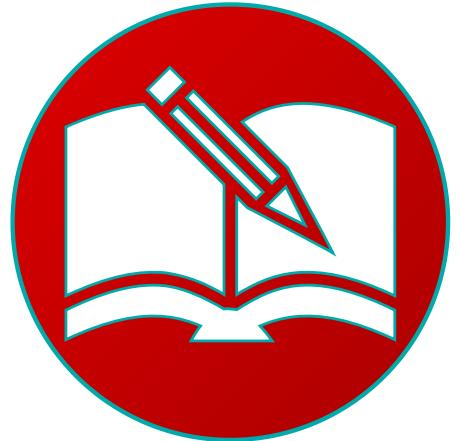
TROIKA! COMMUNITY CONTENT

Xenonaturalist

Daria James LeFevre

[Troika! Community Jam: Backgrounds 2024]

An academic adventurer who focuses on the discovery of new and interesting flora or fauna. You catalog and record your findings in your Bio-Matter Analyzer, although it isn't always the most reliable device.



Possessions

- Bio-Matter Analyzer (Slot: 1)
Reveals the atomic make-up of living things
- Non-lethal "stun" Fusil (Slot: 1)
- 6 Plasmic Cores (Slot: 1)
- P.H.D. (Slot: 1)
Extensive educational degrees in botany and zoology

SKILL: $1d3+3$

STAMINA: $2d6+12$

INITIATIVE: 2

ARMOUR: 0

Non-lethal "stun" Fusil

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Advanced Skills

- 3 Biology
- 2 Riding
- 2 Foraging
- 2 Awareness
- 1 Fusil Fighting
- 1 Astrology

Special

When using the Non-lethal "stun" Fusil: If this would reduce a creature to 0 Stamina incapacitate it for $1d6$ hours instead



TROIKA!
COMMUNITY CONTENT

Bestiary



TROIKA! COMMUNITY CONTENT

Agitated Chequerman of the Halls of Karpo

Caleb Nelson

[Troika! Community Jam: Bestiary 2024]

A starkly contrasting colorless figure, hailing from a dimension that is incompatible with ours. Finely clothed in abstract shades of reality, weaponized with harsh logic and unreality. Its head resembles an object, and a prism, and a geometric shape, and an abstract concept, and a body part, all at once.

Special

The Chequerman has the ability to flicker, instantaneously teleporting a relatively redundant distance away at will. This process is not silent by any means.

In place of standard provisions, the Chequerman can consume colour itself, reducing objects to a stark black-and-white facsimile of its former vibrant self, though this process is incredibly nauseating.

SKILL: 8
STAMINA: 8
INITIATIVE: 4
ARMOUR: 2

Unreality							
1	2	3	4	5	6	7+	
4	6	6	8	8	10	12	

Mien	
1	Paradoxical
2	Resolute
3	EEEEE
4	Temporal
5	Observant
6	Curious



TROIKA! COMMUNITY CONTENT

SKILL: 6

STAMINA: 12

INITIATIVE: 2

ARMOUR: 3

MODEST BEAST

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Bitter
2	Deranged
3	Friendly
4	Overcome with awe
5	Lost and confused
6	Loud and proud

Animated Doodle

Jonah White

[Troika! Community Jam: Bestiary 2024]

A 2D creature trapped in a 3D world, drawn into existence by an unskilled hand. Given life through an enchanted writing utensil: a pencil, a piece of chalk, or a purple crayon for example.

Special

As a 2D object, can hide in plain sight by affixing itself to any flat surface, where it appears like graffiti. Capable of crawling through impossibly narrow passages.



TROIKA! COMMUNITY CONTENT

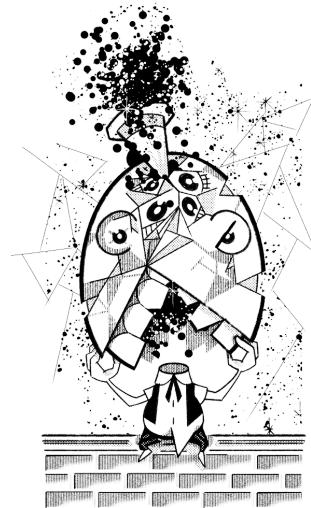
Anti Dumpty

Diogo Barros and Roque Romero
[Troika! Community Jam: Bestiary 2024]

The Anti Dumpty sat on a wall. In the middle of space. Between the infinitesimal cracks in materiality. For every part has its counterpart: the Anti Dumpty is the evil twin that ate its sibling in the womb. It is a being of antiparticles coalescent into a stygian orb radiating malice.

Special

When the Anti Dumpty reaches 0 Stamina, it breaks into a thousand little cosmic eggshell pieces. Each individual piece has its own set of eyes and mouth, and the Anti Dumpty's unpleasant persona intact. All the king's horses and all the king's men cannot put them back together.



SKILL: 8
STAMINA: 14
INITIATIVE: 2
ARMOUR: 1

Antineutron Beam

1	2	3	4	5	6	7+
4	4	6	8	8	8	10

Mien

1	Scheming
2	Fuming
3	Quietly humming to itself
4	Mock-mimicking the PCs
5	Uncharacteristically charitable
6	Contrarian



TROIKA! COMMUNITY CONTENT

Awakened Wand



SKILL: 5
STAMINA: 6
INITIATIVE: 1
ARMOUR: 0

Staff

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

Mien

1	Unassuming
2	Playful
3	Floating Aimlessly
4	Crackling
5	Sinister
6	Violent

Awakened Wand

Awakened Wand

[[Troika! Community Jam: Bestiary 2024](#)]

Magic festers in all things, nothing more so than a wand. Many wizards speculate on the mechanics of wand awakening, many more just scream in frustration as their brand new wand awakens overnight and floats away to locations unknown.

Special

The wand retains the knowledge of a spell, keeping the ability to channel its effects. Roll on the random spell table to choose which spell the wand has retained.



TROIKA! COMMUNITY CONTENT

Booger Beast

Booger Beast

[TroiKa! Community Jam: Bestiary 2024]

Booger Beasts are sprung from the collective amassing of flicked boogers from beneath sofas, church benches and dorm room beds. A large conglomeration of dried, yellow, discharge found basic sentience. These creatures are often harmless, but do carry a deep urge to once more feel the caress of a warm nostril cavity, which put any one running up a fever at great risk. During flu season, many citizens run the risk of being visited by this unwelcomed guest. As the Booger Beast is overcome with childlike glee to return to that which it once came from, the victims head will often burst due to the size of the slimy intruder trying to press itself through the nose.

Rascals who've amassed enough clumps of dried mucus often tame their own slimy steed. Therefore Booger Beasts ridden by runaway boys is not an uncommon occurrence. These raucous duos always find ways to cause all types of mischief.

Special

In dry and warm environments, the Booger Beast gets crusty, gaining +2 Armor. In wet and humid environments the Booger Beast get moist and slippery gaining +2 Initiative.



SKILL: 6

STAMINA: 14

INITIATIVE: 3

ARMOUR: 0

Slam

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Digging
2	Growing
3	Scavenging
4	Missing home
5	Flicking
6	Crusting



TROIKA! COMMUNITY CONTENT



SKILL: 3
STAMINA: 20
INITIATIVE: 4
ARMOUR: 2

AS SMALL BEAST

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Preoccupied with expanding its collection of taxidermies
2	Almost entirely sleeping
3	Barely sentient but approving
4	Thoughtlessly cruel like nature
5	Longing
6	Shy

CAULKER

Isla St

[Troika! Community Jam: Bestiary 2024]

A caulk is a sticky cerise dendritic monster. If you laid its filaments end to end it would be as long as the path of Saint Imogen The Addled through the Entrails of Tremoring. If you collapsed it into a ball it could be swallowed by Small Dog.

Its brain is its body; it is blind but its hearing is perfect and comprehensive. It sleeps in chunks and lives its life sprawled diffusely though compressed spaces. A single caulk may occupy the cracks, gaps and seams of an several city blocks. An unexpectedly low incidence of drafts or leaks is a telltale sign of a resident caulk in your neighbourhood, as is an occasional pink flicker in the peripheral vision.

When a caulk finds itself exposed or driven from a hiding place it will immediately seek to house itself again with any available debris.

Special

When a caulk experiences self actualisation it falls upwards into the sky with its home.



TROIKA! COMMUNITY CONTENT

Cauldron Chelonian

conlangen

[TroiKa! Community Jam: Bestiary 2024]

The alchemical masters of House Dargath are often cited as the progenitors of cauldron chelonians, using them as couriers and sentries in their sunken sanctuaries. Upon their introduction into other arcane circles, they caused considerable ire among the warlock covens, describing them as "dull, clumsy, prone to fits of anger." The perception among wizard hunter factions is much the opposite; their kettle shells being especially tough to crack, making them formidable opponents.

SKILL: 5

STAMINA: 16

INITIATIVE: 1

ARMOUR: 4

modest beast

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	moaning piteously
2	recoiled
3	patrolling
4	stuck upside down
5	screeching
6	belligerent



TROIKA! COMMUNITY CONTENT



Chromabloom Hypnovine

Ilias Iovis

[Troika! Community Jam: Bestiary 2024]

A swirling bush-like mass of metallic vines and leaves, shimmering with a chrome-like sheen. Its form is constantly shifting and changing, a mesmerizing shape sparkling with luminescent patterns.

Special

Anyone who gazes at the Chromabloom Hypnovine's shifting lights must pass a Luck check or become entranced, unable to take any action for 1d6 rounds or until damaged.

SKILL: 7
STAMINA: 12
INITIATIVE: 3
ARMOUR: 2

Vines

1	2	3	4	5	6	7+
4	6	8	8	10	12	14

Mien

1	Pulsating and dormant
2	Shifting and hostile
3	Coiling and defensive
4	Coiling but mischievous
5	Indifferent
6	Reaching out, aggressive



TROIKA! COMMUNITY CONTENT

Chronovore Aristocrat

[Chronovore Aristocrat by Wilderwhim](#)
[Troika! Community Jam: Bestiary 2024]

Those darkened beings from beyond the heavens whose eyes burn like starlight. They prey upon the unsuspecting and gorge themselves on bright dreams. Those that have proven themselves in the Court of the Chronovore Primarch are elevated to join his immortal cabal.

Special

Chronovores steal latent possibilities from unconscious organisms. When they feast upon the brain waves of an unwitting victim, it erases a possible future timeline from reality. This sustains the Chronovore and restores 1D3 stamina (it also makes Chronovores quite pleased with themselves). Afterwards, the victim (if still living) feels just a little less hopeful about their prospects in life.



SKILL: 10
STAMINA: 8
INITIATIVE: 3
ARMOUR: 1

Sword	1	2	3	4	5	6	7+
	4	6	6	6	6	8	10

Mien	1	Starving For Your Potentialities
	2	Quite Famished, Truth Be Told
	3	Indignant, But Sated
	4	Shifty and Restless
	5	Delusionally Grand
	6	Basking in the Afterglow



TROIKA! COMMUNITY CONTENT

SKILL: 7
STAMINA: 10
INITIATIVE: 2
ARMOUR: 0

Knife

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Bored
2	Pondering
3	Confused
4	Nervous
5	Paranoid
6	Tired

Demonic Counterfeit

itsfiyaxx

[[Troika! Community Jam: Bestiary 2024](#)]

To any sane observer a Demonic Counterfeir appears to be some guy in a really bad demon costume. A third eye haphazardly drawn on a sticky note and taped to their forehead and their horns a combination of paper mache and a floppy headband. Somehow no one ever seems to question their validity. On the flip side, many can not help but gravitate them. The closest a demon ever comes to respect is when their around. If only they had the drive to do something with this power.

Special

Demonic Counterfeits can converse with any demon without consequence. Help and answers are always freely given to them.



TROIKA! COMMUNITY CONTENT

Dimensional Rambler

Jarred McDonald
[Troika! Community Jam: Bestiary 2024]

Resembling some form of imp or sprite and often found in rundown stores for curios and oddities, the Dimensional Rambler will spout nonsense that trails off into nothing. The mad ramblings serve to confuse adventurers, leaving them vulnerable to be spirited away into one of the many pocket dimensions that, with a snap of its fingers, the Dimensional Rambler has access to. These pocket dimensions are full of shiny trinkets, things that were of the style at the time, and adventurers from times forgotten.

Special

Special 1-

Any players caught up in the long, laborious ramblings of this creature must roll their Luck, with a score of under half the value of their total current Luck. Unfortunate adventurers are whisked away to another dimension. Players are returned to their own world once the Dimensional Rambler is dealt with.

Special 2-

Every turn the Dimensional Rambler takes, has a 1 in 6 chance (score of 4 on 1D6) of negating any player damage as it phases in and out of dimensions to avoid being interrupted until that players turn is over.

SKILL: 8
STAMINA: 10
INITIATIVE: 4
ARMOUR: 1

KNIFE

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Rambling
2	Popping in and out of dimensions
3	Contemplative and lost in thought
4	Missing it's youth
5	Sorting through a pile of trinkets
6	Speaking in riddles



TROIKA! COMMUNITY CONTENT



SKILL: 6
STAMINA: 10
INITIATIVE: 3
ARMOUR: 1

Acid Spit

1	2	3	4	5	6	7+
1	2	3	6	12	13	14

Mien

1	1. Contentedly Cleaning
2	2. Angered
3	3. Hungry
4	4. Anxious
5	5. Threatened
6	6. Curious

Domesticated Miniature Scraper

[Tom Woodland](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

The domesticated miniature scraper resembles a scaled common garden slug and measures around 1.8m from head to tail with an arm span of 1.5m from barbed scraper to barbed scraper. It is commonly found in employment by Troika's butchers, rapidly slithering around the shop floor and scraping up any offal and viscera with the scraping claw at the end of its 4 sinewy, skeletal arms. It pulls the tidbits towards its foot flange where the food is sucked underneath the body of the Scraper towards its toothy radula and digestive glands to be rapidly digested and absorbed by the intensely acidic ooze which it secretes.

The aroma of the secretion is likened to citrus and spring meadows. It is pleasant enough and saves its owners a pretty silver penny in mopping the ruddy floors of the abattoir.

The Scraper was once one of the most feared apex predators to have ever been discovered, but now thanks to the abundance of food in the city and the breakthroughs of Lady Marjoram Bank in selective breeding and her practice of negative reinforcement using the Jolt spell and a hot poker, Scrapers are small and satiated enough to be beloved shop pets and valuable business assets. Only 47 deaths have been attributed to Scrapers in Troika this year and only half of those were paying customers.

Special

When angered, hungry, anxious, threatened or curious, the Scraper will rise up on its two back arms and lifts its body vertical, exposing its hideous spongey digestive glands and barb toothed radulas. It will then spray acidic ooze and / or fall on its prey, simultaneously grappling them with its boney arms and pulling them into itself. It will then curl into a ball and digest the subject whole.

If a subject is attacked in this manner by the Scraper, they must test their skill or become grappled.



TROIKA! COMMUNITY CONTENT



TROIKA! COMMUNITY CONTENT

Dustards

Hunter Herminath

[Troika! Community Jam: Bestiary 2024]

In the unkempt cellars and dusty corners of Troika, you are likely to find dustards. These cat-sized crustaceous pests fester in smut in order to build up a coat of dust on their bodies which they utilize for triggering their prey's sinuses into secreting mucus (their food source). On their own, they're not a problem that a swift blow with a broom can't fix. However, when they start nesting and begin to double their numbers day by day, that's when you'll have to give up the house. It's essentially theirs now. Their existence exudes dust and annoyance.

Special

Any attacks from a Dustard will trigger the worst hay fever you have ever experienced. The sudden sneezing fits and mucus flow causes a -1 penalty to Skill until the end of the round. Multiple attacks will stack this effect.

SKILL: 5

STAMINA: 3

INITIATIVE: 3

ARMOUR: 0

Bite

1	2	3	4	5	6	7+
1	1	1	2	2	3	4

Mien

1	Annoying
2	Dusty
3	Pestering
4	Dusty
5	Dusty
6	Intolerable (and dusty)



TROIKA! COMMUNITY CONTENT



SKILL: 6
STAMINA: 6
INITIATIVE: 1
ARMOUR: 1

Eye Merchant

Imad Ottallah

[Troika! Community Jam: Bestiary 2024]

The Eye Merchants of Ula Carosa loiter outside the walls of the Golden City, peddling their wares to those who seek to enter. Only the eyes of the innocent may gaze upon the splendors of the city and the merchants have made a lucrative business collecting and selling such eyes. For a price, the merchant will remove your eyes with it's Scoop Dagger, and replace them with a perfectly functional mismatched pair from it's jar. This quick and relatively painful procedure will allow you to view the magnificence of Golden City, with only minimal side effects! Drowsiness, dry eyes, hallucinations, strange memories may occur. Stomach pain may also occur, especially in bipeds.

Wicked Scoop Dagger

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Spurious
2	Guarded
3	Annoyed
4	Busy
5	Menacing
6	Malicious



TROIKA! COMMUNITY CONTENT

Feathered Automaton Hoarder

Grooving Gamer

[Troika! Community Jam: Bestiary 2024]

There was a time when the Order of Heavy Pockets infested the hump back sky, and there wasn't a thing they couldn't take if they wanted it. Those days have long since past and now only their feathered automatons remain, wandering the spheres and filling their pocket dimensions with anything they can get their talons around.

The automatons look akin to brass skeletons, clad in the feathers of varius birds, primarily the feathers of Magpies—the Order of Heavy Pockets' calling card.

Special

Armour: Magpie feather cloak

On a hit the affected player must test their luck, on a fail they lose a pocket sized item to the Automatons vortex. A player may test their luck when they land an attack against the automaton in order to instead attempt to retrieve their items from the vortex, on a fail they pull out 1d6 assorted trinkets.



SKILL: 6

STAMINA: 7

INITIATIVE: 2

ARMOUR: 1

Talons

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Thieving
2	Merchantile
3	Recently plundered
4	Shaking down a traveller
5	Digging for forgotten treasure
6	Acting oddly defensive



TROIKA! COMMUNITY CONTENT



SKILL: 8
STAMINA: 22
INITIATIVE: 2
ARMOUR: 1

KNIFE

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Romance(a romantic soul, very sensitive and often wistful)
2	Grimdark(A pessimistic soul, bent on seeing the worst in things)
3	Noir(Passionate of mysteries and black, very edgy personality)
4	Action(Fast, excited and energetic, won't spend too much time talking, but will add a lot of mouth noises)
5	Fantasy(Extremely boastful and epic character)
6	Comedian (very snarky, sarcastic and egocentric, loves dark humor)

Ghost Writer

[Stefano Palma](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Large spheres needs tends to generate creatures halfway between life and death, a sort of grim reaper, to facilitate the passage of souls. Most of them tend to be skulliform creatures, usually equipped with some sort of fancy weapon like a scythe and/or fancy vehicle, like a stallion or a flaming motorcycle. In some cases, however, some peculiar spheres, filled of many unspeakable and unthinkable horrors like bureaucracy and tons of rules, may produce a very different creature.

Half ghosts, half demons, half lawyers, less then half mathematicians, these creatures are usually grim, stone cold apparition of law and unbending rules, with the sole purpose of making as difficult as possible escaping death, be it rightful or not.

This particular specimen, however is a peculiar beast even compared to its siblins. It's not clear if this creature was forcefully exiled or willfully abandoned his post, but a burning (half) soul of an artist made this one, utterly incompatible with its original birthplace, making it to set out in the world looking for fortune and unfortunate souls to expose to its less than stellar writing.

Its appearance can vary, usually some sort of historical or modern attire, strictly human clothes, with a skeleton inside, instead of the classical plumpy pinky human.

Very litigious, its usual way of attacking foes consist of writing snarky remarks or horrendous fan fictions, depending on its genre, of its target causing a spontaneous artistic blow so strong that the target body will open up a wound by itself. That's, at least, what he thinks, the reality is that the paper he writes on is capable to transfer the pressure of the pen or quill from it to its target, if angled correctly.

The mien of this creature is rather peculiar, the genre of the writing of this ghastly author will vary with it, having influence over his personality and his overall attitude



TROIKA! COMMUNITY CONTENT

Special

The burning artistic soul cannot completely counteract the lawful nature of this rotten soul, any creature struck three times will die with a striking precision one week from the last hit, or be forced to write complaints and resources for approximately five hours, to appeal the decision. There's a debate on which fate of the two is worse. All the information required for this process will be delivered via a pamphlet exactly 24 hours after the third blow.



TROIKA! COMMUNITY CONTENT

Giefarld

edwskrk

[TROIKA! Community Jam: Bestiary 2024]

Giefarlds (or “Garfields” to the dyslexic) are overweight orange-with-black stripes feline creatures. They are moody and telepathic, usually appearing to communicate facing an invisible fourth wall. They love lasagna, attention on their birthday, and have natural marketing instincts. Giefarlds hate Mondays but they’ll never admit why. They will usually attach themselves to a household composed of those they can manipulate or otherwise bully.

Special

To determine Giefarld’s birthday, roll 2d6 for the Month, 5d6 for the Day; if you want it to be on the 31st, just make it the 31st. Giefarlds tend to ponder their age up to a week prior to their birthday.



SKILL: 5

STAMINA: 9

INITIATIVE: 2

ARMOUR: 0

Claws or Kick

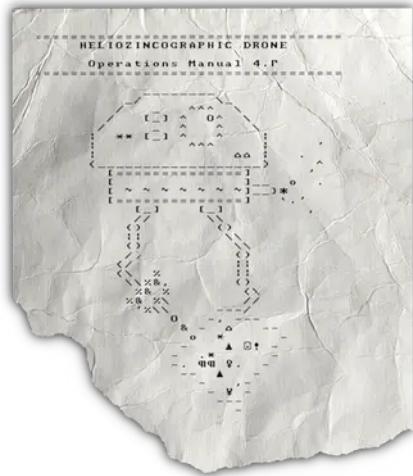
1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Philosophical
2	“At Large”
3	Lazy
4	Mischievous
5	Cranky
6	Happy



TROIKA! COMMUNITY CONTENT



SKILL: 10
STAMINA: 15
INITIATIVE: 4
ARMOUR: 2

Photos Emitter

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

Mien

1	Beeping
2	Ensconced
3	Exultant
4	Prospecting
5	Stiff
6	Verdigrised

Heliozincographic Drone

Ewen Macalister

[Troika! Community Jam: Bestiary 2024]

When the Worshipful Company of Exographic Barons still held great influence, they sent forth myriad exploratory engines to scour and survey habitable lands across far-flung spheres. Few such machines returned, the vast majority instead concluding that preservation of natural landscapes was imperative - eliminating any beings deemed extraneous. Yet still their mechanical styluses scratch on; untold wilderness logged and categorised under each stroke.

Special

Capable of hovering up to average head height. A successful attack from a Photos Emitter blinds the target for its next turn. The mapping unit may be salvaged from the remains of a deactivated Helizincographic Drone, disclosing a notable geographic feature nearby.

LOCAL FEATURE

- 1: Vast natural chasm
- 2: Alien fossils of lost sentients
- 3: Lair of deadly local flora
- 4: Lakes of an unfamiliar liquid
- 5: Endangered insect species
- 6: Yardangs of rare minerals



TROIKA! COMMUNITY CONTENT

Hitpatlut

Kirt A. Dankmyer

[[Troika! Community Jam: Bestiary 2024](#)]

A Hitpatlut appears as a floating, man-sized Möbius strip of flat newsprint covered with text and sepia photographs of eyes that nonetheless move and work like more 3D organs; take the time to read between the eyes and one can glean the latest empyrean gossip. They have voices like a mutant carnival barker wielding a megaphone: "BE NOT AFRAID!" The Hitpatlutm are celestial heralds from the Sphere of Munitmentus; if one can forgive their self-important manner, they make barely tolerable friends but potentially excellent scouts and messengers.

Special

Hitpatlutm are capable of fitting through the tiniest, paper-thin cracks between walls and under doors, and their ability to float above the ground is a form of limited flight. While they do not do a lot of damage when attacking, the resulting divine paper cuts are extremely painful; TEST YOUR LUCK (or SKILL, for enemies) or else lose your next action.



SKILL: 6

STAMINA: 5

INITIATIVE: 4

ARMOUR: 0

Paper Edge

1	2	3	4	5	6	7+
1	1	1	2	2	3	4

Mien

1	Officious
2	Loud
3	Noisily Officious
4	Annoyed
5	Querulous
6	Demanding



TROIKA! COMMUNITY CONTENT

SKILL: 8

STAMINA: 10

INITIATIVE: 3

ARMOUR: 1

Ghostly Pick

1	2	3	4	5	6	7+
1	2	4	6	8	10	12

Mien

1	Sleeping
2	Sorrowful
3	Mischievous
4	Aggressive
5	Helpful
6	Violent

Latch Knackers

Jason Riffle

[[Troika! Community Jam: Bestiary 2024](#)]

The Dwarves of the Latch abandoned their mines ages ago, and none now remembers when or why. The long shafts and delves pockmark the surrounding mountains and hillsides like old scars. Villagers began to reopen these old workings to see if any coal or ore remained in the deep dark, and they were not disappointed. The Dwarves left exposed veins of anthracite, and galena the fledgling miners could exploit. But they also left the Latch Knackers, souls of miners who perished in the deep dark and were never laid to rest. The presence of Latch Knackers in mines may be noted by mischief or mayhem in equal measure, a stolen tool or crumbling slate fall, but always with their rhythmic knocking. Tap, tap, tap...

Special

Latch Knackers can see perfectly in darkness and require no light source to navigate the deep dark.

They project their signature tapping sound anywhere within line of sight and use this ability as both a boon and a warning, drawing attention to hazards or luring explorers into a trap. Use this to build tension and play tricks.

If defeated in combat they will reform in d6 days unless they are laid to rest on the surface.



TROIKA! COMMUNITY CONTENT

Lunar Huntress Cultist

Gabriel Hernandez

[Troika! Community Jam: Bestiary 2024]

These all-female cultists are skilled huntresses to the last. They are also devout worshippers of the great Lunar Huntress. They ritually hunt their created prey, the Cheese Golem, across the curdled savannah in bands of 4 or 5. When not hunting, they can be found praying about hunting, planning to hunt, or celebrating the success of a past hunt. They judge people by their hunting prowess and are terrible gossip about those they deem unworthy of the hunt.

Since hunting is a religious act for them, the cultists have very particular requirements about hunting, especially hunting Cheese Golems. From selecting the best cheese golem to hunt to the appropriate way to stalk them, how they may be killed, and the only way to cut the cheese, they always complete these ritual hunts with great displays of gratitude and feigned respect for their prey.

Special

Damage as Weapon

Trained to steal themselves from the sight of their prey and blessed with the magic of the Lunar Huntress, cultists can become Invisible when bathed in the light of any moon.



SKILL: 7

STAMINA: 24

INITIATIVE: 3

ARMOUR: 1

Unarmed

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Judgy
2	Curious
3	Sneaky
4	Ecstatic
5	Reverent
6	Grateful



TROIKA! COMMUNITY CONTENT



SKILL: 7
STAMINA: 5
INITIATIVE: 2
ARMOUR: 0

Claws

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Aware - Its beacon lures you from within its pool. *
2	Drinking in its own reflection.
3	Satiated - Invisible. Asleep on the bank, or bubbles breaking the waters surface.
4	Guarding its pool.
5	Unaware - Their beacons, synchronised, dance on the water's surface. *
6	Pre-feeding frenzy, howling at the moon, beacons ablaze.

Lunatick

[Tom Woodland](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Lurking in marshes, licks of blue flame dance above waters at night like wispy beacons, follow them and their true purpose will rise from the waters unseen. The fire's an illusion, burning from the head crest of the Lunatick. They lurk around the wetlands in packs, their beacon crests lit, their fur absorbing all light which touches it. Any traveler who strays into the swamp, may drown and be torn apart by the claws of the lunaticks who live deep in the waters. The pack of vain, hungry creatures will then use the skulls as masks which they admire in their reflection on the waters. During the feeding, their fiery head beacon will blaze, illuminating the waters. After they drink their reflections, fortifying themselves for another night, their beacons die out and the skull mask, drained, will crumble into dust. Beware the fat slumbering Lunaticks who lay, dreaming at the bottom of the marshes.

Special

The Lunaticks beacon is always lit providing it is awake. The Lunatick is nocturnal.

Their fur is totally matte black and absorbs all light, rendering them invisible (with the exception of their piercing, tearing claws) to everyone including themselves. The only time their face is visible is when they wear the skull of a drowned traveler and illuminate their fiery head beacon, a process which they use in order to feed on their own reflection.

If you witness the beacons, test your luck or become mesmerized and move towards them by 4 meters each turn.

If Mien equals to Aware or Unaware, Test Luck or become mesmerised



TROIKA! COMMUNITY CONTENT

MOTHERLESS CAT OF THE NIGHT

John Erwin Casia

[Troika! Community Jam: Bestiary 2024]

They were abandoned and so the Night took care of them. They often prowl in lonesome, but are never alone. The Night hides and protects them, and in return they lurk and survey for her.

When you hear them cry from a distance, they find you interesting.

When you feel them purr by your feet, they find you lovely.

When you sense them hiss by your shoulders, they are coming to get you.

Special

There are always 3d6 Motherless Cats of the Night in a large territory, usually a city or ruin, knowing each others' presence and disposition. They can easily share information with each other when not in danger.

A Motherless Cat of the Night can always move thru darkness and shadows as if they can see thru it. When they move, they can choose to teleport from one shadow to another that they can see.

Alone, one can be convinced and bribed with delicious food or sparkly trinkets for information around their territory. When in company of other Motherless Cats of the Night, they all act in the interest of the Night.



SKILL: 8

STAMINA: 4

INITIATIVE: 2

ARMOUR: 0

cat claws

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Playful
2	Hungry
3	Pissed
4	Gossipy
5	In Heat
6	Nonchalant



TROIKA! COMMUNITY CONTENT

SKILL: 8
STAMINA: 23
INITIATIVE: 3
ARMOUR: 0

Sympathetic Telepathy

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Tired
2	Groggy
3	Harried
4	Fatigued
5	Vengeful
6	Scatterbrained

Mother of all Headaches

[symphonicStoryteller](#)
[\[Troika! Community Jam: Bestiary 2024\]](#)

Few intentionally summon the Mother, but many invoke Her name with a hearty "oh god, my head." If She does emerge from the dim silence of Her lair, everything nearby will feel Her pain, intentionally or not. Her hunched, blindfolded form is attended by a cloud of small, gremlin-like Headaches, each of whom seems intent on causing the largest possible disruption to anyone within earshot, including each other. If they aren't already carrying a drum, they'll find something to hit with a stick.

Special

If doubles are rolled in a check involving this creature, remove the next initiative token from the stack without effect. If the End of Round token is drawn, however, the round immediately ends.



TROIKA! COMMUNITY CONTENT

Not Particularly Secret Police

Caleb Nelson

[[Troika! Community Jam: Bestiary 2024](#)]

The Autarchy has its own protective measures in place for courtly conflicts, but who will keep the public safe? It's absolutely not the police. Laden with batons, loudhailers, and soft cushions, the Troikan police force don't seem to be able to stop criminals or dissenters in any way, merely inconvenience them. Some ruffians and anarchists have theorized that these peacekeepers, though organic, have been somehow engineered and mass-produced. The Troikan Public Defense Council would like to remind you that these rumors are just that—rumors—and should not be trusted.

Special

Much like vampires and proselytes, the police must be invited inside in order to enter a private domicile, even with due cause to investigate. Warrants circumvent this superstition, but take weeks to be approved by the Council of Consideration. Once a suspect is out on the street, however, excessive force is to be expected.

SKILL: 3

STAMINA: 8

INITIATIVE: 1

ARMOUR: 0

Club

1	2	3	4	5	6	7+
1	1	2	3	6	8	10

Shield

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Mien

1	bumbling
2	vigilant
3	amicable
4	cowardly
5	distracted
6	blissfully unaware



TROIKA! COMMUNITY CONTENT



PILLAR-BITER

Franc

[Troika! Community Jam: Bestiary 2024]

"Who is a pillar-biter in the church, shits devils in his own house." -- Troikan proverb

The hierophage is cursed with the urge to ingest all things holy and blessed with the dental fortitude to do so. By day, pillar-biters are to be found in Troika's places of worship, always in the first row at mass or more often than not leading it. At night, they are down in the catacombs, chewing steadily on mummies, relics, or even the church's very foundations.

In the famous case of the Holy Sepulchre of Donovan Thrice-Knighted, three generations of pillar-biters managed to gnaw away the consecrated earth itself, until finally the entire structure collapsed into the warrens beneath.

Physically, the pillar-biter presents little threat, being little more than a man with a thick jaw, not to mention often unhealthy due to a lack of sunlight and B-vitamins. The true danger instead comes from their position in the clergy and the high estimation of their fellow worshippers. He who learns of a hierophage's true nature will likely soon find papal guards, hired thugs, or zealous mobs knocking at their doors.

SKILL: 5
STAMINA: 11
INITIATIVE: 3
ARMOUR: 1

Mien

1	Guilty
2	Feigning an Ecstatic Trance
3	Smug
4	Desperately Hungry
5	Tummy Ache
6	Lonely

Special

Damage as weapon

Armour: 1 (quicker than it looks)

As an action, the Pillar-Biter treats anything holy as Provisions, regaining 1D6 Stamina. Their endless hunger means they may benefit from this without limit per day. In the case of holy persons, they may regain any damage dealt to their foe in a Grapple contest.



TROIKA! COMMUNITY CONTENT

Parky

Daniel Sell

[Troika! Community Jam: Bestiary 2024]

The parks of Troika, great and small, have resident park keepers, affectionately referred to as 'parkies' by locals, who maintain the hedges and keep the animals and tourists in line. The city, infinite as it is, has a great variety of parks in a great variety of sizes, requiring equivalently varied bodies of park keepers to maintain them. Some of the parks are so large, and some parky stations so remote, that they can go generations without contact with the Troikan Parks Committee, leading to peculiar practices. After a few generations their original remit can get corrupted, protecting the wildlife can turn into a ban on hunting and reliance on eating lost hikers instead, while other groups form cargo cults around pay packets that will never come, and still others even turn to outright monarchism! Quite unthinkable behaviour from a civil servant.



SKILL: 6

STAMINA: 10

INITIATIVE: 2

ARMOUR: 0

Axe

1	2	3	4	5	6	7+
2	2	6	6	8	10	12

Mien

1	Watching you from behind a tree
2	Leading a tour group
3	Following you at a distance
4	Sneaking about on secret business
5	Acting suspicious
6	Enjoying the weather



TROIKA! COMMUNITY CONTENT



SKILL: 13
STAMINA: 28
INITIATIVE: 9
ARMOUR: 4

Enormous Pincers

1	2	3	4	5	6	7+
4	8	12	12	16	18	24

Mien

1	Frighteningly bored
2	Folding reality into interesting shapes
3	Looking for a new problem to solve
4	Stuck on an astoundingly difficult mathmological puzzle
5	About to moult (itchy)
6	Paranoid

Platonic Crab

Mike Knee

[[Troika! Community Jam: Bestiary 2024](#)]

Platonic crabs are not true crabs, rather, a sub-species of dragon that decided to convergently evolve the crab body-plan over the course of an otherwise pretty boring Thursday afternoon.

The crabs' outer shells are fractal, folded out from the bubbling chaos of the sub-reality behind the spheres and regimented into eye-bleedingly unlikely shapes, uniformly in a shade of nauseating impossible mauve. Discarded platonic crab moults are indescribably valuable, but rare, as the crabs guard them jealously. Careful analysis of a platonic crab moult would reveal the deepest desire of the crab it came from, dangerous knowledge in the wrong hands.

Platonic crabs tend to be obsessive and maniacal. They are all exceptional mathmologists, largely without peer amongst the countless spheres.

Special

Platonic crabs can alter the properties of things they touch, driving them to more ideal versions of themselves. Instead of dealing damage to a target with its pincers the crab can instead choose to force them to test their luck (or skill for NPCs) or become somewhat more crablike. If this happens to any creature or object more than 3 times they are irrevocably turned into a crab.



TROIKA! COMMUNITY CONTENT

Polverean

Gabriel Hernandez

[Troika! Community Jam: Bestiary 2024]

The polverean roam in herds across grasslands and forests of the spheres they inhabit. They leave deserts in their wake. They spew out bursts of abrasive dust that grind the unprotected into a fine, nutrient-rich paste that the polverean then absorb through their ambulatory tendrils. They sense the environment through their coarse, prickly fur and the whiskers that grow from their singular central "horn." They reproduce by pollination, with the male dust fertilizing the females during migration. The females then deposit their seeds behind them to bloom when the next rains come. A polverean sprout is mostly indistinguishable from a fern sprout or vine, with a carrot-like growth in the ground. When they reach a mature age, their tendrils pull their "horn" out of the ground, and they begin their migration. Maturation is achieved once every summer, and the seedlings are put down in the late fall. When they emerge from the ground, they are usually about the size of a large humanoid but can grow to be up to 3 times as large before they die in the winter.

Special

The polverean blows a cloud of abrasive dust out of their "nostrils," filling the nearby area. When anyone within melee range takes their turn, they must test their luck or fill their topmost inventory slot with abrasive dust. The dust settles when the end-of-round token is drawn.

SKILL: 4

STAMINA: 24

INITIATIVE: 1

ARMOUR: 0

Trample

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Sleepy
2	Basking
3	Bristling
4	Hungry
5	Enraged
6	Stampeding



TROIKA!

COMMUNITY CONTENT

SKILL: 2
STAMINA: 16
INITIATIVE: 0
ARMOUR: 1

Mien

1	Being viciously devoured by a (Large Creature of GM's choice)
2	Being viscerally torn apart by a pack of (Small creatures of GM's choice)
3	Being crushed flat by a large falling object
4	Burning to a crisp in a grand conflagration
5	Drowning in a deep, dark body of water
6	Being stabbed in the back by (Other party member of GM's choice)

Portentia

Peregrin Jones

[Troika! Community Jam: Bestiary 2024]

There are a thousand different species of flower scattered across the forests of Invertia's roof, every one a beautiful lure for one type of creature or another.

The Portentia, however, is probably the only variety that targets sentience in particular.

Hanging from a hammock of tough vines; its rubbery petals form a gigantic, sweet-smelling cup always filled near to the brim with crystal clear water.

The area surrounding the flower will be suffused with its enticing, incense-like scent, a scent which seems to naturally cause sensations of deep and lasting calm and the subtle urge to dip one's head into that refreshing pool.

Special

DAMAGE: as special

Any creature who strays within 50m of the flower must make a Luck roll (or skill for NPC's), if they fail they will fall under the sway of the flower.

Any creature influenced in this way will feel an utmost calm, with only the urge to dip its head into the flower's pool, receiving 1d6 stamina healing and a vision from the table below. Unbeknownst to the victim, such a vision is also the seed of the plant: detailing the exact circumstances under which they might perish and a new bloom grow up from their lifeless corpse.

They will then be set free, none the wiser until the situation described occurs, at which point they will instantly find themselves under the effects of both the Purple Lens and Befuddle spells, as described in the Troika! Rulebook. These effects last until the situation resolves itself, or they die... at which point a brand new Portentia bloom will spill forth from within their skull. If they survive, but the situation occurs again, the effects will return, but this time the Befuddle spell will give double the effect it did previously... and so on.



TROIKA! COMMUNITY CONTENT

Its MIEN is the Vision of Character's Demise



Projectaur

Austin Holm

[TroiKa! Community Jam: Bestiary 2024]

Projectaurs (also called Lamp-Ogres) are grey-skinned giants with film projectors for heads. They stand three to four metres tall. When awake, their reels spin, and their lenses emit light, projecting the cinema of a lost civilization wherever they look.

The film playing in the Projectaur's head determines its disposition and abilities. Savvy adventurers may take advantage of this, swapping the reels out to change the monster's mein; this requires that the Projectaur be grappled and another reel be loaded to switch to. The current reel cannot be removed while in use. These strange heads are fully biological (other than the film reels) but look and function like their mechanical counterparts.

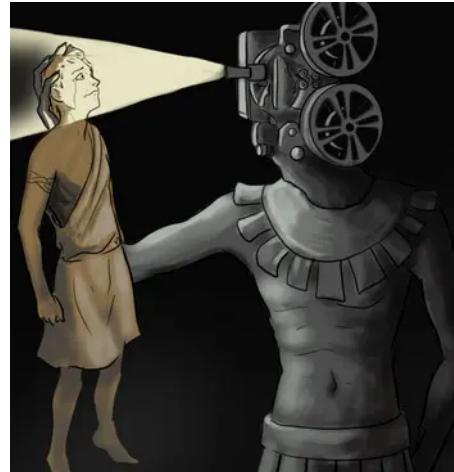
Lamp-Ogres do not speak; they communicate entirely by film clips. For example, a Romance Projectaur might play the scene of its film where the lovers break up to indicate territorial aggression. Ambitious Referees may choose to preselect a few film clips or .gifs to communicate, creating an impressive effect; others may prefer just to describe the footage, allowing for more flexibility and less prep.

Special

Comedy wants only to spread joy; it does this by pinning down passersby and projecting itself into their minds. Victims who fail to Test their Luck spend the next 1d6 days in convulsive spasms of laughter. As you can imagine, this prevents adventuring and quickly becomes unpleasant. Victims may be cured with the Fear spell or Rhinoman stand-up, which is so unfunny it counteracts the effect.

Once Comedy has infected a victim, it will scamper off to avoid retribution. It feasts on the sounds of prompted joy.

Tragedy is the polar opposite of Comedy; naturally, they are very similar. Victims sob and weep for 1d6 days and can be cured by Purple Lens or ice cream treats. Please contact the author if you know of other cures.



SKILL: 9

STAMINA: 16

INITIATIVE: 4

ARMOUR: 1

Claws

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Comedy
2	Tragedy
3	Romance
4	Documentary
5	Horror
6	War



TROIKA! COMMUNITY CONTENT

Romance induces a state of obsession in its victims. They will defend Romance to death, attack its other targets in a jealous rage, and search for the monster in its absence. Such searchers cannot improve skills while affected and cannot benefit from Exography, Astrology, or Tracking Skills (other than to find the Romance Lamp-Ogre).

The poor souls attacked by Romance can be cured by true Love's Kiss™ or freezing cold.

Documentary prefers solitude and contemplation to hunting. It does not feed on human emotion, preferring to absorb knowledge. The creature leaves a trail of blank books in its wake. Victims of its projection attack Test Luck or else fall asleep; for the next 1d6 days, they dream of the lost civilization of the Projectaurs and gain no benefits from sleep. At the end of this period, the 'victim' may increase either Mathmology, Languages, Evaluate, Healing, or any Crafting Skill by 1.

Horror paralyzes its victims with fear and then feeds off of their screams. Victims Test Luck or else spend the round screaming; their initiative drops to 0, and the noise alerts nearby monsters. At the end of each round, the victim may Test Luck again. Unless the target succeeds, the effect continues.

A character whose Luck is reduced to 0 in this way becomes catatonic; the Projectaur uses such victims as decor to scare others.

Traditional cures include being swaddled in a warm blanket for three rounds or seeing puppies, kittens, and babies frolic. For some, the Presence spell may also be effective.

War is the deadliest of the Projectaurs. Its projection effect need not be focused on a pinned target; if it uses this ability, all creatures within its line of sight must Test Luck or become violent servants of War for the next 1d6 rounds. If a creature kills another sapient being while thus afflicted, the effect is permanent. It rarely travels without a squadron of soldiers.

Its victims cannot be cured.



TROIKA! COMMUNITY CONTENT

SKILL: 5

STAMINA: 8

INITIATIVE: 10

ARMOUR: 1

Tiny Thorn Spears

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Defensive
2	Watchful
3	Frenzied
4	Curious
5	Territorial
6	Hostile

Raspberry Barberrian Tribe

Uncharted

[[Troika! Community Jam: Bestiary 2024](#)]

These wild fruity clans are almost always found nestled in overgrown hedgerows and abandoned kitchen gardens. Fiercely territorial and rarely alone, these tiny berry warriors will defend their villages from every direction and without mercy, living, fighting and dying as one singular glut to the sound of their tiny screams and warcries.

They are also rumoured to be fantastic baked in a pastry case, by those inclined to such heinous crimes.

Special

When defeated in combat the tiny tribe have a 1D6 chance of regrouping more tribes-folk and making a second inevitably fruitless charge with half their starting stamina.



TROIKA! COMMUNITY CONTENT

Ring-Bearing Eagle

Cacatuca

[TroiKa! Community Jam: Bestiary 2024]

"Why can't you just fly to... OW!!!" --uncle Dlindo before losing his tongue

These mighty birds of prey abandon their mountain nests only when entangled in momentous heroic deeds.

They move in small flocks, centered around a member entrusted with bearing a particular enchanted artifact.

The Eagles will strike only if the artifact they carry is threatened.

They comprehend the common tongue and, if presented with a quest of exceptional valor and an artifact of great power, there is a 1D6 chance they might aid you in your quest.

However, there is also a 1D6 chance they may steal your treasure and feast upon your tender parts.



SKILL: 8

STAMINA: 10

INITIATIVE: 3

ARMOUR: 1

BEAK or CLAWS

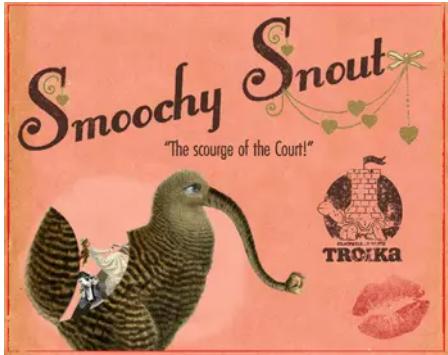
1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Fierce
2	Greedy
3	Shrewd
4	Wary
5	Determined
6	Aggressive



TROIKA! COMMUNITY CONTENT



SKILL: 7
STAMINA: 10
INITIATIVE: 2
ARMOUR: 0

Kiss

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Acting snooty
2	Searching for secrets
3	Being flirty
4	Reciting the latest hearsay
5	Being rude
6	Sulking from rejection

SMOOCHY SNOUT

[The Gonzo GM](#)
[\[Troika! Community Jam: Bestiary 2024\]](#)

Favored by scandal makers and rumor mongers of the Court of the Iron Orchid, these bipedal creatures use their long, drooping snouts to scoop up discarded secrets to share with their masters. A kiss from one has been known to topple even the most distinguished patrician.

Special

When a Smoochy Snout hits with its Kiss after Damage is dealt, roll 1d6. On a 3-4, the Kiss inflicts the victim with a horribly distracting rash, giving -1 Skill until cured. On a 5-6, the Kiss is magically infused with a nasty rumor that begins to spread among the victim's peers.



TROIKA! COMMUNITY CONTENT

Secret Police

Caleb Nelson

[[Troika! Community Jam: Bestiary 2024](#)]

You have never seen the secret police. There have never been, nor will there ever be, secret police within the city of Troika. The Council of Secretive Policing themselves have gone on record to assure citizens that they have no memory of establishing any kind of secret police, and that anyone claiming to remember it is clearly off their rocker and should not be trusted. Do not look for the secret police in the sewers or in the alleyways or behind your cupboards or in your crawl-spaces or in your terrace gardens or in public and private museums of cultural significance, the Council of Secretive Policing goes on to say. Well, that puts THIS mess to rest! No need to speak of it again.

Special

Damage as weapon.

The secret police do not need to be invited in to enter a domicile. In fact, they have always been there before you. You are their guest.

SKILL: 10

STAMINA: 14

INITIATIVE: 4

ARMOUR: 2

Secret Cudgel

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	silent
2	Clinical
3	Barbarous
4	Solemn
5	Relentless
6	Omnipresent



TROIKA!

COMMUNITY CONTENT



SKILL: 7
STAMINA: 13
INITIATIVE: 1
ARMOUR: 2

Sludgen Squoyle

1	2	3	4	5	6	7+
1	2	4	6	8	10	12

Mien

1	Dismissive
2	Belicose
3	Mercurial
4	Engratiating
5	Feigned Disinterest
6	Irrationally Anxious

Silt Earl

[Atelier Pilcrow](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Silt Earls search for squires to impress into service (by force, if necessary) carrying out tedious lists of tasks. To serve a Silt Earl successfully is impossible; every finished task begets an extensive review and is rewarded with additional tasks. They detest simple meals and oranges. Instead, they enjoy linguistic riddles and improbable [red] yarns.

Special

When hit by a Sludgen Squoyle, the target's next Initiative token is ignored and returned to the Stack at a random position.



TROIKA! COMMUNITY CONTENT

Skybairn

Caleb Nelson

[[Troika! Community Jam: Bestiary 2024](#)]

“Don’t encourage the celestial weans,” Captain Sheepshank mutters, tightening the grip on his fusil. “They’re jus’ like any other vermin out in th’ aether: e’en if they seems ‘armless, anything’s liable t’ damage yer sails if it gets close ‘nuff.’ He lifts the hem of his trousers, jabbing a finger at a grisly scar. “See this’n?” He wheezes, “....aye, well, ‘s mostly unrelated, but I’ll be damned if there weren’t a skybairn gawkin’ at me when I gots it. They’s no good fer Barge’n, an’ that’s a truther.”

Special

Skybairns can travel without the aid of a barge or gondola.



SKILL: 4

STAMINA: 6

INITIATIVE: 4

ARMOUR: 0

Jests and Mockery

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	rambunctious
2	delinquent
3	aloof
4	capricious
5	bewitching
6	brazen



TROIKA! COMMUNITY CONTENT

SKILL: 7
STAMINA: 18
INITIATIVE: 3
ARMOUR: 1

Nail

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

Mien

1	Sleepy
2	Vengeful
3	Distracted
4	Alerted
5	Sickly
6	Agitated

Soft Nail Man

[MamuZinha & Cussa Mitre](#)
[\[Troika! Community Jam: Bestiary 2024\]](#)

There are no specific records about the Soft Nail Man. Most people believe this creature is just a tale told to children to scare them into behaving. However, some researchers think there is more truth to the tale than they would like to admit. Mentions of the Soft Nail Man describe a humanoid creature with large dark circles under its eyes, a result of never sleeping. It walks in a peculiar manner, taking slow, deliberate steps, but can move quickly when it desires.

Some say the Soft Nail Man is the result of an infection, while others believe it to be a curse. There is no logical explanation for when the first one appeared. The transformation process seems to involve increasingly less sleep and the growth of excessively long, flacid and putrid nails.

Special

When an enemy token is drawn, the GM can choose to attack with the Soft Nail Man. If the Soft Nail Man attacks an awake character and deals damage, the character must test their skill to stay awake. If they fail, they fall asleep and can retake the test whenever their token is drawn to wake up.

For sleeping characters, the Soft Nail Man inserts its finger into the mouth, nose, ear, wounds, or any other exposed orifice without requiring a test. Characters must test their luck to avoid exposure to the infection or curse. If they are affected, they have 7 days before they start to transform into a Soft Nail Man. During the transformation, they gain the ability to put creatures to sleep and are tempted to insert their soft nail into others' orifices, though they do not transmit the infection/curse at this stage. After 10 days, the transformation is complete, and they become a monster, effectively equivalent to death, requiring the player to create a new character.

This transformation can be prevented if, before its completion, the character takes a Keratin Potion, which is extremely expensive due to its primary ingredient: dragon scales.



TROIKA! COMMUNITY CONTENT

Static Dragon

Evey Lockhart

[Troika! Community Jam: Bestiary 2024]

What shapes could the static become?

What lines could it draw, in the space of forever, untuned and timeless, eternal?

Though it be birthed within a moment from a singular screen, it is, it was, and always shall be.

It is noise, not signal. It folds and glides in jagged, erratic sawtooth waves.

It eats averages and shits out void. We are all, all of us and everything, built out of averages.

Killing the Static Dragon remains the only escape from the UHF Graveyard Worlds.



SKILL: 11

STAMINA: 28

INITIATIVE: 3

ARMOUR: 4

PIXELATING TEETH

1	2	3	4	5	6	7+
6	8	12	16	18	24	36

Mien

1	RAGING
2	SELF-PITYING
3	SCREECHING LIKE A MODEM
4	ALREADY HUNTING THE PLAYER CHARACTERS
5	SNORING LIKE A CHAINSAW
6	BAD CASE OF THE GIGGLES



TROIKA! COMMUNITY CONTENT

SKILL: 0

STAMINA: 1

INITIATIVE: 0

ARMOUR: 0

Mien

1	Boastful
2	Shill
3	"Just relax"
4	Thieving
5	-splaining
6	Puppy Eyes

Syndrome-Inducing Imposter

Gabriel Caetano Barbosa

[Troika! Community Jam: Bestiary 2024]

A lurker. A Thief. A killjoy. You don't know it's there, not at first. A little compliment for a job well done - a job you never did! A congratulation for winning a prize - but you didn't even sign up to compete! Recognition, praise, smiles, even envy from people you never met before until... until you begin to think you are the impostor! Aren't you?

Born out of overconfident, unprepared Hedziz Ivory Men, a Syndrome-Inducing Imposter is a soul-sucking parasite that latches onto unsuspecting, skilled and capable individuals hit by frustration or doubt. Once the parasite finds a suitable host, they begin sucking their victims abilities and using them to accomplish tasks in their place through space-time interference until the host becomes nothing but a shade of what could have been - soulless and unaccomplished.

Special

DAMAGE: Same as host

Syndrome-Inducing Imposters find potential hosts after they succeed at a Skill check and receive great praise for it. Next time the character fails a Skill check, they must Test their Luck to avoid getting infected. On a miss, the failed Skill check becomes successful against all odds and the Imposter settles in. Any time the host makes a Skill check, they must Test their Luck again, or the parasite will succeed in their place and steal the Advanced Skill used or 1 point from Skill. The host will then receive praise for the inexplicable achievement or success. When the Host has 0 Skill, their soul is completely consumed and the parasite finally takes their place. Syndrome-Inducing Imposter parasites can't be killed by normal means but can be removed with brain surgery. It will temporarily scurry away for 1d6 days when the Hedziz Ivory Man that spawned it is exposed or after very a expensive therapy session.



TROIKA! COMMUNITY CONTENT

TOURNEY FROGMOUTH

Sean F. Smith

[Troika! Community Jam: Bestiary 2024]

An owl on asymmetric stilts, wearing armour made for lizardkin or demi-oni, the tourney frogmouth believes its birthright is to replace unicorns as heraldic beasts.

Special

Being trained in the art and science of JOUST, the tourney frogmouth only counts as being armoured with value 3 when it is taking its turn.



SKILL: 8

STAMINA: 6

INITIATIVE: 3

ARMOUR: 0

strigine lance

1	2	3	4	5	6	7+
1	2	3	6	12	13	14

Mien

1	Tilted
2	Patient
3	Preening
4	Hawking-up hooves
5	Admiring its reflection
6	Practising standing on one leg



TROIKA! COMMUNITY CONTENT

SKILL: 10
STAMINA: 8
INITIATIVE: 4
ARMOUR: 3

Whip

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

Suffocate

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Puppylike playfulness
2	Cuddly curiosity
3	Tactful tolerance
4	Drowsy disdain
5	Determined distrust
6	Hateful hostility

The Cloak

[CadejoNegro](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Extremely rare, the extraterrestrial collectives of nano-organisms, each collectively known as The Cloak, are harvested from the Greater Collective by space-faring wizards and used as, well, cloaks. They are sentient, can float through the air, and communicate telepathically. If one decides it likes someone, it will allow them to wear it, and then protect them, alert them of danger, and even carry them short distances through the air. It can separate itself into smaller pieces, but its intelligence and stats are directly related to its size.

Special

Telepathy: If The Cloak sends part of itself inside your ear (and from there into your brain), you will be able to telepathically communicate with the cloak and anyone else it has connected to its network within three miles (five kilometers). Some claim that once inside your brain, The Cloak can also influence the way you think, which is patently untrue.

Regeneration: The Cloak regenerates from harm in mere hours. Even if it takes enough damage to disintegrate into unthinking dust, the dust will slowly reunite and reform within 24 hours. We have not received any credible reports of anyone having permanently destroyed one. Rumors that recent mass extinction events in several spheres are related to retaliation from the Greater Collective for attempts to destroy one of them are nothing more than that, rumors, and should not be disseminated.



TROIKA! COMMUNITY CONTENT

The Lukkawei

The Furtive Goblin

[Troika! Community Jam: Bestiary 2024]

A drawn, vaguely pellicular creature at home in the shadows like a fish in water. They are normally content to lurk in the deep caverns, ancient ruins, and neglected cellars that spawn them. The unbearable agony of being perceived is lethal to them, so they try stay hidden at all costs, swathed in onion-like layers of shadow. They are not violent by nature, but being intruded upon sends them into a panicked frenzy in which they will attempt to scare away or run away from all observers. They are named for the shriek they emit when startled.

Lukkawei! Lukkawei!

Special

Once per Round a Lukkawei may send out sheets of tepid darkness to quash all light in a 100 foot area. Anyone holding a torch, lantern, or other personal light source may Test their Luck to keep it alight.

If a Lukkawei is exposed to bright light for 3 consecutive Rounds, its Skill, Initiative, and Armour are reduced to 0 as its protective shadows peel away.

SKILL: 10

STAMINA: 12

INITIATIVE: 4

ARMOUR: 5

Frantic Flailing

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Paranoid
2	Agoraphobic
3	Bleakly Serene
4	Consternated
5	Anemoiac
6	Exhausted



TROIKA! COMMUNITY CONTENT

SKILL: 5
STAMINA: 12
INITIATIVE: 4
ARMOUR: 3

Greatsword

1	2	3	4	5	6	7+
2	4	8	10	12	14	18

Mien

1	On standby
2	Starting up
3	Smash something
4	Kill somebody
5	KILL! KILL! KILL!
6	Looking for reasons not to kill people

The Quite Reasonable Killing Machine

[Michael Nagenborg](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

The humanoid machine, a mystery to itself, cannot recall who built it or for what purpose. Upon activation, it is consumed by an overwhelming urge to destroy and attack. Yet, it is not immune to reason and is open to arguments that challenge its destructive nature or redirect its aggression towards a different target.

Special

Once per turn, each character can attempt to persuade the machine to stop attacking and start talking. ROLL VERSUS with an appropriate skill.



TROIKA! COMMUNITY CONTENT

Time Rat

Emily Cambias

[Troika! Community Jam: Bestiary 2024]

With their powerful front teeth and dexterous claws, time rats scuttle and scurry through four-dimensional space. If an object's shiny enough, smelly enough, or sometimes cherished enough, a time rat tunnels through history to drag its prize back to its trinket-filled nest. Particularly annoying to sorcerers and wizards of all stripes, who must put rat-traps on randomized timers in the corners of their workshops, or else find small artifacts missing when they need them.

Special

Time rats must follow pre-existing tunnels if they don't have the hours needed to chew a new one. Tunnels through space go between specific physical points; tunnels through time go between specific temporal moments. Their tunnels can be followed, if one's rat-sized.



SKILL: 3

STAMINA: 4

INITIATIVE: 6

ARMOUR: 0

Bite

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Sneaky
2	Covetous
3	Fearful
4	Curious
5	Aggressive
6	Mischievous



TROIKA! COMMUNITY CONTENT

SKILL: 8
STAMINA: 18
INITIATIVE: 3
ARMOUR: 0

Bear Hug with Claws

1	2	3	4	5	6	7+
4	6	8	10	12	14	16

Mien

1	Party hat - crying, miserable, defensive
2	Balaclava - sneaking, shivering, secretive
3	Bicorne - posturing, self-important, aggressive
4	Deerstalker - investigating intoxicated, curious
5	Mitre - proselytizing, contemplative, judgmental
6	Stetson - wrangling, stoic, watchful

Ursus

Haberdasherus

[Matt Umland](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Equal parts ferocious and foppish, the “Hat Bear” never emerges from its den without a proper headpiece. Hats fuse to the Bear’s bald scalp, drastically altering its demeanor and behavior to suit the style, occasionally granting it the ability to speak, though not eloquently. They can be found roaming Troika’s chic districts searching for bespoke pieces to add to their collections, which fill their otherwise mundane dens.

Special

Hat Snatch: target must test their luck or have their hat snatched

If the hat is removed from the Ursus Haberdasherus, immediately add 2d6 enemy initiative tokens to the stack. It can now make two moves and two attacks each turn it acts. At the end of the round it runs away extremely embarrassed.



TROIKA! COMMUNITY CONTENT

Yongardy Leguleian

Sam Worthington

[Troika! Community Jam: Bestiary 2024]

Leguleians are itinerant practitioners of Yongardy law, albeit through a monocled lens of frontier justice. Those derided as "pettifoggers" have forsaken the wealth of celebrated barristers and ruthlessly settle petty quibbles for little more than their daily bread. A gnash of gremlins once scrounged up enough pence to send a leguleian after the adventurers who had likewise been paid to destroy their nest. Though leguleians prefer to be the wandering arm of the Law, some are found under retainer to manticores who crave archaic legal debates and bloody trials on demand.

Special

Yongardy lawyers may Test Etiquette to present a Writ of Magdamus and draft a lone leguleian as a court-appointed henchman.



SKILL: 8

STAMINA: 12

INITIATIVE: 3

ARMOUR: 1

Sword

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

Shield

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

Mien

1	Officious
2	Unsettlingly humble
3	Intense
4	Stoic
5	Wounded (flesh)
6	Wounded (pride)



TROIKA! COMMUNITY CONTENT

Index

Backgrounds

- *3 Faced Hag* by Melanie C Green of Meldar16
- *7th Dimensional Tourist* by Peregrin Jones (WanderingFalcon)
- *A/an (1d6¹) trapped inside the body of a (1d6²)* by Peregrin Jones (WanderingFalcon)
- *Almost-but-not-quite-yet ascendant god* by Marcus Falk
- *Amateur Apothecary* by Matt Umland
- *An Unrecognizable Sports Legend* by John Erwin Casia
- *Ancien Régime* by Melanie C Green of Meldar16
- *Angler Fish-Man* by Daria James LeFevre
- *Animated Armor* by Daria James LeFevre
- *Arachno-Mech* by Daria James LeFevre
- *Arch-Magus of Barbaria* by Daria James LeFevre
- *Avian Automaton* by Uncharted
- *Azvegian Hitman* by Hunter Herminath
- *BONECOLLECTOR* by Emanoel Melo.
- *Bell Ringer* by Melanie C Green of Meldar16
- *Bookburner* by Robin Gibson
- *Botanical Goblinoid* by Beerice
- *Brain In A Jar* by thatoneguy3200 by Hunter Herminath
- *Brain in a Jar* by Daria James LeFevre
- *Brave Little Boggle* by Daria James LeFevre
- *Brine Baron* by Hunter Herminath
- *Bugbear Cyber-Gladiator* by Daria James LeFevre
- *Bus Priest* by Kass Fletcher
- *Buzz Killer* by Douglas Sole
- *Cactus Hermit* by Robin Gibson
- *Cannon Troubadour* by Robin Gibson
- *Chipmunk Street Tough* by Evey Lockhart
- *Couturier* by Matt Umland
- *Crystalkin Renegade* by Daria James LeFevre
- *Dark Elf Inquisitor* by Daria James LeFevre
- *Dark Lord Drop Out* by cacatuca
- *Deep Mariner* by AndrewWriteGood
- *Destroyer* by Tom Farnell; and Melanie C Green of Meldar16
- *Directionless Poltergeist* by banevoice
- *Disciple of Morpheus, the Dreamer* by Daria James LeFevre
- *Discombobulated Homunculus* by Douglas Sole
- *Eater of Many Pizzas* by Douglas Sole
- *Exiled Hunter* by cacatuca
- *Experiment #(d66)* by Daria James LeFevre
- *Exquisite Corpse* by Daria James LeFevre



TROIKA! COMMUNITY CONTENT

- *Eyezon Explorer* by Daria James LeFevre
- *Fallen Rock God* by Daria James LeFevre
- *French Puppy Farmer* by Douglas Sole
- *Freshly Thawed Neanderthal* by Daria James LeFevre
- *Garbage Gremlin* by Daria James LeFevre
- *Gaudy Antiquarian* by Daria James LeFevre
- *Gem Dwarf* by Melanie C Green of Meldar16
- *Ghost Collector* by Daria James LeFevre
- *Ghost of a Sack of Dead Birds* by Douglas Sole
- *Glitch* by Natalie Ash
- *Golem Amnesiac* by Daria James LeFevre
- *Gorgon Bounty Hunter* by Daria James LeFevre
- *Hairapist* by Douglas Sole
- *Hedge Knight* by Melanie C Green of Meldar16
- *Herd Guardian* by Robin Gibson
- *Holy Moly* by Atrum
- *Hummingbird Knight* by Peregrin Jones (WanderingFalcon)
- *Hungover Bridegroom* by Gabriel Hernandez
- *Indie Game Designer* by Kirt A. Dankmyer (Ivanhoe Unbound)
- *Itinerant Herald* by Mike Knee
- *Jester of the Guild of Juggling & Japes* by Daria James LeFevre
- *Just A Dad (Pete)* by Richard Markert
- *Kød Gardener* by Melanie C Green of Meldar16
- *Karmic Book Keeper* by Juno Zampogna
- *Long Lost Cosmonaut* by Daria James LeFevre
- *Longfolk Archer* by Text and Image Edit by The Furtive Goblin
- *Lucky Shot* by Robin Gibson
- *Marine* by Franc
- *Marine Selenologist* by AS & BB
- *Mask of The Den* by Hunter Herminath
- *Meandering Occultist* by Daria James LeFevre
- *Mecha Lich* by Melanie C Green of Meldar16
- *Middle Manager* by AndrewWriteGood
- *Miniature Magi* by Daria James LeFevre
- *Monument Witch* by Robin Gibson
- *Mortal Ghost* by Matt Umland
- *Mothfolk Nomad* by Daria James LeFevre
- *Murder Hobo* by Douglas Sole
- *Musclehead* by Beerice
- *Necrobotanist* by Daria James LeFevre
- *Obsessive, Adventuresome Collector* by Evey Lockhart
- *Oracle Flower* by Melanie C Green of Meldar16
- *PHENAKISTOMANCER* by Emanoel Melo.
- *POLYGONAL SOMANAUT* by Ewen Macalister
- *Padre* by Franc
- *Perfectly Normal Horse* by Robin Gibson



TROIKA! COMMUNITY CONTENT

- *Petulant Bureaucrat* by Brennan Parker
- *Pissed Off Farmer With Socialist Leanings* by Mechy
- *Pneuma Tourist* by Uncharted
- *Pupa of The Many Mother* by Noah M. Bartel
- *Quartermaster* by Franc
- *Radiant of Holy Fallout* by Ilias Iovis
- *Radio Droid* by Daria James LeFevre
- *Rail Warlock* by Robin Gibson
- *Rebel Thinking Engine Administrator* by Kirt A. Dankmyer (*Ivanhoe Unbound*)
- *Reptoid Barge Pirate* by Daria James LeFevre
- *SPIDER-HUMAN* by Cussa Mitre & Mamu Zinha / Hod Publishing
- *Self Aware Vendor-mech* by Daria James LeFevre
- *Slime Wrangler* by Daria James LeFevre
- *Snailmancer* by Daria James LeFevre
- *Snake Oiler* by Robin Gibson
- *Soul Prospector* by Robin Gibson
- *Specialist* by Franc
- *Spore Pilgrim* by Daria James LeFevre
- *Statue of the Forlorn Deity* by Ilias Iovis
- *Tandfeen* by Melanie C Green of Meldar16
- *The Arithmomancer* by Stephen Nicklus
- *The Ass Hole* by Min Clint
- *The Greenwarden* by Daria James LeFevre
- *The Lifters* by Melanie C Green of Meldar16
- *The Reincarnicopia* by Wilderwhim
- *The Twins* by Robin Gibson
- *Troikan Tourist* by Aaron Tenney
- *Turd Feeler* by Douglas Sole
- *Turtle Person* by Matt Umland & Joe Banner
- *Verdant Cyborg* by Brennan Parker
- *Vulture Priest* by Robin Gibson
- *Wandering Judge* by BaneVoice
- *Warlock of the Twilight Tower* by Daria James LeFevre
- *Water Powered Automaton* by Mindtricks
- *Wormfolk Wizard* by Daria James LeFevre
- *Xenonaturalist* by Daria James LeFevre

Bestiary

- *Agitated Chequerman of the Halls of Karpo* by Caleb Nelson
- *Animated Doodle* by Jonah White
- *Anti Dumpty* by Diogo Barros and Roque Romero
- *Awakened Wand* by Awakened Wand
- *Booger Beast* by Booger Beast
- *CAULKER* by Isla St



TROIKA! COMMUNITY CONTENT

- *Cauldron Chelonian* by conlangen
- *Chromabloom Hypnovine* by Ilias Iovis
- *Chronovore Aristocrat* by Chronovore Aristocrat by Wilderwhim
- *Demonic Counterfeit* by itsfiyaxx
- *Dimensional Rambler* by Jarred McDonald
- *Domesticated Miniature Scraper* by Tom Woodland
- *Dustards* by Hunter Herminath
- *Eye Merchant* by Imad Ottallah
- *Feathered Automaton Hoarder* by Grooving Gamer
- *Ghost Writer* by Stefano Palma
- *Giefarld* by edwskrk
- *Heliozincographic Drone* by Ewen Macalister
- *Hitpatlut* by Kirt A. Dankmyer
- *Latch Knackers* by Jason Riffle
- *Lunar Huntress Cultist* by Gabriel Hernandez
- *Lunatick* by Tom Woodland
- *MOTHERLESS CAT OF THE NIGHT* by John Erwin Casia
- *Mother of all Headaches* by symphonicStoryteller
- *Not Particularly Secret Police* by Caleb Nelson
- *PILLAR-BITER* by Franc
- *Parky* by Daniel Sell
- *Platonic Crab* by Mike Knee
- *Polverean* by Gabriel Hernandez
- *Portentia* by Peregrin Jones
- *Projectaur* by Austin Holm
- *Raspberry Barberrian Tribe* by Uncharted
- *Ring-Bearing Eagle* by Cacatuca
- *SMOOCHY SNOUT* by The Gonzo GM
- *Secret Police* by Caleb Nelson
- *Silt Earl* by Atelier Pilcrow
- *Skybairn* by Caleb Nelson
- *Soft Nail Man* by MamuZinha & Cussa Mitre
- *Static Dragon* by Evey Lockhart
- *Syndrome-Inducing Imposter* by Gabriel Caetano Barbosa
- *TOURNEY FROGMOUTH* by Sean F. Smith
- *The Cloak* by CadejoNegro
- *The Lukkawai* by The Furtive Goblin
- *The Quite Reasonable Killing Machine* by Michael Nagenborg
- *Time Rat* by Emily Cambias
- *Ursus Haberdasherus* by Matt Umland
- *Yongardy Leguleian* by Sam Worthington



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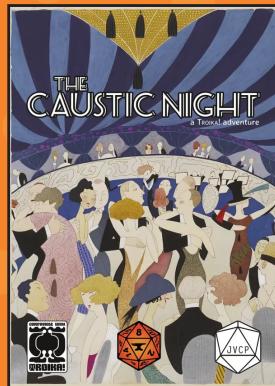
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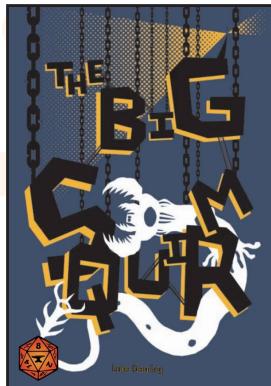
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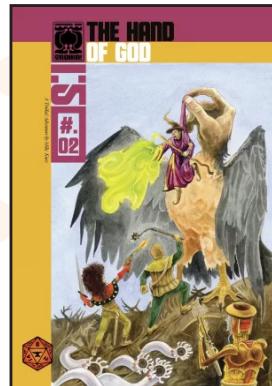
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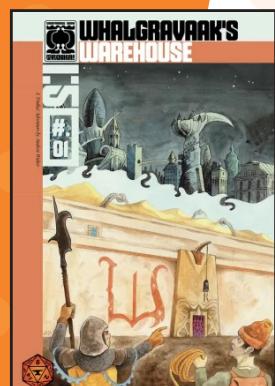
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The Big Squirm



The Hand of God



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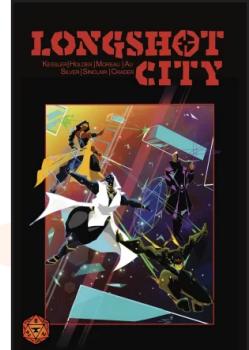
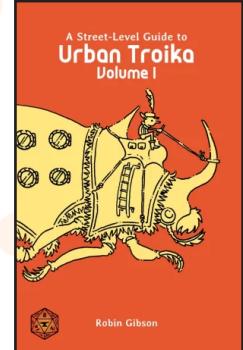
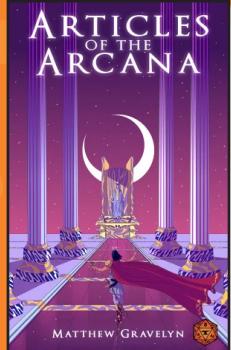
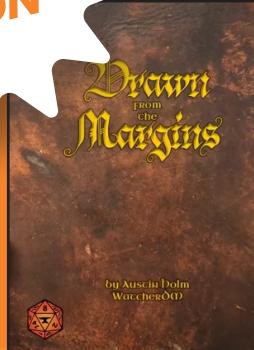


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