

Name:

Base Skill:

Stamina:

Luck:

### Skills (add to Base Skill)

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### Possessions

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### Attacks

1	2	3	4	5	6	7
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## You are a Carver

### Skills

- 3 Carving Trance
- 2 Calligraphy
- 1 Knife Throwing
- 1 Tattooing

### Possessions

- A selection of small, fine blades.
- Carved Spell – Eject Bone.
- Random carved Spell.
- Random carved Spell.
- A carved tattoo of a young woman with one eye.

### Special

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

As an action you can cast a Spell carved onto your bones. After paying the Stamina cost the carved Spell automatically succeeds, then disappears from your bones.

If you spend one hour in a Carving Trance, roll under your Carving Trance Advanced Skill. If successful, gain a random Spell carved onto your bones. If the trance fails, reduce your Max Stamina by 1.

**DRIVE:** To make room for new Carved Spells. Erase a Carved Spell at any time to recover 2d6 Stamina and 1d6 Luck.

Name:

Base Skill:

Stamina:

Luck:

### Skills (add to Base Skill)

Four blank lines for writing skills.

Four blank lines for writing skills.

### Possessions

Five blank lines for writing possessions.

Five blank lines for writing possessions.

### Attacks

1	2	3	4	5	6	7

1	2	3	4	5	6	7

## You are a Newborn

### Skills

- 3 Squid Wrangling
- 3 Spell – Unexpected
- 2 Spell – Accelerated Memory
- 2 Trench Leaping
- 1 Language - Crab
- 1 Outdated Drylander Knowledge

### Possessions

- A rotting heart.
- Something metallic rattling around inside your skull.
- A dozen pictures with all the faces scratched out.
- A shoe with a hidden knife in the sole.

### Special

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

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

**DRIVE:** To fail often. After you gain a new Advanced Skill, recover 1d6 Stamina and 1d6 Luck.

**Name:****Base Skill:****Stamina:****Luck:****Skills (add to Base Skill)**

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**Possessions**

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**Attacks**

1 2 3 4 5 6 7

**You are a Junker****Skills**

- 5 Taking things apart
- 2 Inventing
- 2 Spell – Torpedo Throw
- 2 Spell – Protection from Rain
- 1 Gadget Fighting

**Possessions**

- Tinkering Tools.
- Flowlantern.
- 3 Flares.
- Old coat rack.
- Umbrella.
- Gadget – Bounding Shield.
- Gadget – Charged Wrench.

**Special**

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

Gadgets are embedded in your bones and can be used to do anything related to its name.

**DRIVE:** To salvage. When you spend an hour working to turn something worthless into a Gadget, roll under your Inventing. Whenever you successfully invent a new Gadget, recover 2d6 Stamina and 1d6 Luck.

**Gadget Generator****Adjective (d66)**

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

**Object (d66)**

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

Name:

Base Skill:

Stamina:

Luck:

### Skills (add to Base Skill)

## You are a Keeper

### Skills

- 3 Spell – Command Creature
- 2 Soothing Voice
- 2 Spell – Empathize
- 1 Foraging
- 1 Cuddling

### Possessions

- Fish Food (+1 Command Creature, 2 uses).
- 2 small creatures following you as henchmen.
- A spiked collar with the name "Ori" etched onto it.
- The Book of Names.
- Whip (Damage as Staff).
- Small box of shiny things.

### Possessions

### Attacks

1	2	3	4	5	6	7

**Name:****Luck:****Base Skill:****Sparktail****Stamina:** 8**Skills (add to Base Skill)**

- 2 Contort
- 2 Fish Dance
- 2 Spell – Jolt

**Possessions**

Small, flexible body.  
Nimble hands.

**Widefin****Stamina:** 10**Skills (add to Base Skill)**

- 2 Gliding
- 2 Tour Guide
- 1 Spell – Teleport

**Possessions**

Strong Back.  
Big Friendly Smile.  
Gliding Fins.

**You are a Shifter****Special**

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

If you spend a few minutes shifting, test your Luck. If successful, pick one of the 4 forms and gain the listed Stamina, Advanced Skills, and Possessions.

If you fail to shift you revert to a pile of bones and restore 1d6 Luck. You have no Advanced Skills, no Possessions, and 1 Stamina.

**DRIVE:** To change your form. Shifting to another form restores you to full Stamina, though each form has a different maximum Stamina.

**Shellwalker****Stamina:** 16**Skills (add to Base Skill)**

- 3 Defend
- 2 Language – Crab
- 1 Spell – Frozen Weapon

**Possessions**

Heavy Shell (1 Armor).  
Spiked Shield (1 Armor).  
Awkward Claws.

**Bignose****Stamina:** 14**Skills (add to Base Skill)**

- 3 Biting
- 2 Tackling
- 2 Spell – Undertow

**Possessions**

Sharp Incisors (Damage as Spear).  
A single, long, multi-jointed arm.  
Bulky Body (Damage as Maul).

**Name:****Base Skill:****Stamina:****Luck:****Skills (add to Base Skill)**

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**Possessions**

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**Attacks**

1    2    3    4    5    6    7

**Special**

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

If you have a few free hours, you may Encourage your Parasite. If successful, roll once on the Parasite Table and recover 1d6 Luck.

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

**You are Infested****Skills**

- 3 Encourage Parasite
- 2 Act Normal
- 2 Burial Rites
- 1 Spell – Random

**Possessions**

Malformed Wing (Damage as Small Beast).

Useless Tail Stump.

A picture of what you used to look like (inaccurate).

Tarp Cloak.

Book of self deprecating jokes.

Living will and testament.

**DRIVE:** To let your Parasite consume you. If you would gain a parasite result you already have, recover 2d6 Stamina instead. When all parasite results are checked, you are utterly consumed.

**Parasite Table (2d6)**

- 2.  Whispering voices in the back of your mind grow louder. When you roll for actions while following their orders, you always succeed.
- 3.  Gain "Spiky Carapace (1 Armor)." When you attack with your limbs deal +1 Damage.
- 4.  Permanently transform one of your arms into an "Awkward Bone Shield (2 Armor)."
- 5.  Your "Useless Tail Stump" transforms into a "Launching Tail," allowing you to leap dozens of feet.
- 6.  Replace your "Malformed Wing" with "Gliding Wings (Damage as Modest Beast)."
- 7.  Your spine continuously excretes a strong rope-like substance. You can collect and keep 5' of it every day.
- 8.  Replace one of your hands with "7 Long Finger Blades (Damage as Sword)."
- 9.  One of your legs can detach and act on its own. It shares your Stamina pool, and it follows your commands...usually. Skill 4, Armor 0, Initiative 1, Damage as Small Beast.
- 10.  You gain the Spell Infested Burst as an Advanced Skill at rank 1.
- 11.  You gain the Spell Infested Spike as an Advanced Skill at Rank 1.
- 12.  Your bones grow stronger and stranger. Increase your maximum and current Stamina by 2d6.

# Troika Rules Reference

## Create a Skeleton

1. Roll 1d3+3 to determine Base Skill.
2. Roll 2d6+12 to determine Stamina.
3. Roll 1d6+6 to determine Luck.
4. Roll 1d6 or choose a background:  
**1 - Carvers** channel magic through runes on their bones.  
**2 - Newborns** just recently hatched and learn skills quickly.  
**3 - Junkers** collect trinkets and turn them into gadgets.  
**4 - Infested** nurture a horrible parasite that grows stronger.  
**5 - Keepers** attract and cultivate living creatures to aid them.  
**6 - Shifters** can rearrange their bones into different shapes.
5. Choose your Drive. Your Drive restores your Stamina & Luck. Every Skeleton Background has a suggested Drive, or you can invent one of your own. This replaces normal Troika healing.

## Doing Stuff

Roll 2d6 **under or equal** to your Base Skill + Advanced Skill.

Roll 2d6 + your Base Skill + Advanced Skill **above** opponent's Skill.

**When you successfully use an Advanced Skill or Spell**, put a tick next to it on your character sheet.

End of session: Choose up to 3 Advanced Skills or Spells with a tick next to them. If you roll 2d6 over your current Skill Total (Advanced Skill/Spell + Base Skill) you may increase its rank by 1. When you have finished rolling, remove all ticks from your sheet.

## Luck is the Universal Save

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

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

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

## You Can Carry 12 Slots of Stuff

**Small** things take up one slot unless it's a LOT of them

**Large** things take up two slots. (Anything that requires 2 hands)

When you quickly grab an item from your pack roll 2d6 equal or higher than its position on your Possessions list.

- **Success:** Grab it and use it.

- **Failure:** Spend the rest of your turn looking for it.

## Fighting and Not Dying

Use the **Turn Tracker** at [technicalgrimoire.com/troikagenerator](http://technicalgrimoire.com/troikagenerator)

At 0 Stamina, you die at end of this round.

Below 0 Stamina, you are already dead. Luck Roll to avoid?

**Melee Combat:** both roll Verses. Winner deals damage.

- 6, 6 the winner deals double damage

- 1, 1 the loser suffers +1 damage

**Ranged Combat:** shooter rolls Verses the target's defensive Skill.

- If shooter succeeds, they deal damage.

- Underwater, most ranged weapons act like melee.

Every weapon has a **damage table**. Roll 1d6 to see how much damage is dealt. DMG modifiers affect the roll, not damage dealt.

**Shield:** -1 DMG, 1 hand, 1 Slot

**Light Armor:** -1 DMG, 2 Slots

**Modest Armor:** -2 DMG, 4 Slots

**Heavy Armor:** -3 DMG, 6 Slots

**Unaware:** Attacker rolls under, target suffers +2 DMG

**Prone/Fallen:** suffer -2 to all rolls and -2 DMG

**Falling:** Suffer 1d6 damage per 2 meters fallen.

**Fire, Poison, Drowning:** Suffer 1d6 damage the first time you fail the roll. 2d6 the second time, etc. In combat, roll at end of each round.

## Cast a Spell

Spend the Stamina cost and Roll Under or Verses:

- Success, the spell happens

- Failure, Nothing happens

- Fumble, Roll d66 on the OOPS! table

## 3d6 Memory Mishap

Whenever a skeleton fails to absorb memories they roll 3d6:

3. The target steals one of your memories. Lose an Advanced Skill of your choice.
4. Reduce your highest ranked Skill by 1.
5. Your Drive changes (roll on the Alternate Drives table).
6. Stuck in a memory trance. Test your Luck again to break it. Repeat until you succeed or you run out of Luck.
7. Learn a Random Spell from the latent energy of the sea. Starts at Rank 1.
8. Gain a Skill from your previous fleshy life. It starts at rank 1.
9. Gain a vision of a random encounter from your current location. It will never occur.
10. Learn something useful that wasn't what you were looking for.
11. Absorb a Skill or Spell from the target, starts at rank 1.
12. You may choose to turn your failure into success at the cost of losing ALL of your remaining Luck.
13. One of your bones becomes sentient.
14. Learn the capabilities or weaknesses of a random creature.
15. A random Spell is cast targeting you.
16. Learn the location of Flotsam nearby.
17. Somehow your Crab Credit balance is reduced by 1. Not even the Crabs can explain it.
18. Receive a clue to one of the stories.

## d66 Random Creatures

11. Arapaima	31. Goldentail Moray	51. Red Octopus
12. Anglerfish	32. Gulper	52. Ripsaw Catfish
13. Balloon Puffer	33. Goliath Tigerfish	53. Sargassum Fish
14. Barreleye	34. Greenland Shark	54. Sea Angel
15. Bawitius Bichir	35. Heptapus	55. Sea Pig
16. Bloody Belly Jelly	36. Humboldt Squid	56. Sevengill Runt
21. Bobbit Worm	41. Lion's Mane Jellyfish	61. Spinster Squid
22. Cornish Jack	42. Lionfish	62. Spider Crab
23. Croc/Gator	43. Orca Hunters	63. Stargazer
24. Dolphin	44. Otter	64. Stingray
25. Dusky Damselfish	45. Paddlefish	65. Loggerhead
26. Giant Cuttlefish	46. Pistol Shrimp	66. Viperfish

## Melee Weapons

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

## Ranged Weapons

	1	2	3	4	5	6	7+
Fusil*#	2	4	4	6	12	18	24
Bow*	2	4	6	8	8	10	12
Crossbow*	4	4	6	8	8	8	10
Pistolet#	2	2	4	4	6	12	16

## Beastly Weapons

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

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

# indicates a Weapon that ignores 1 point of Armour

## d66 Random Spells

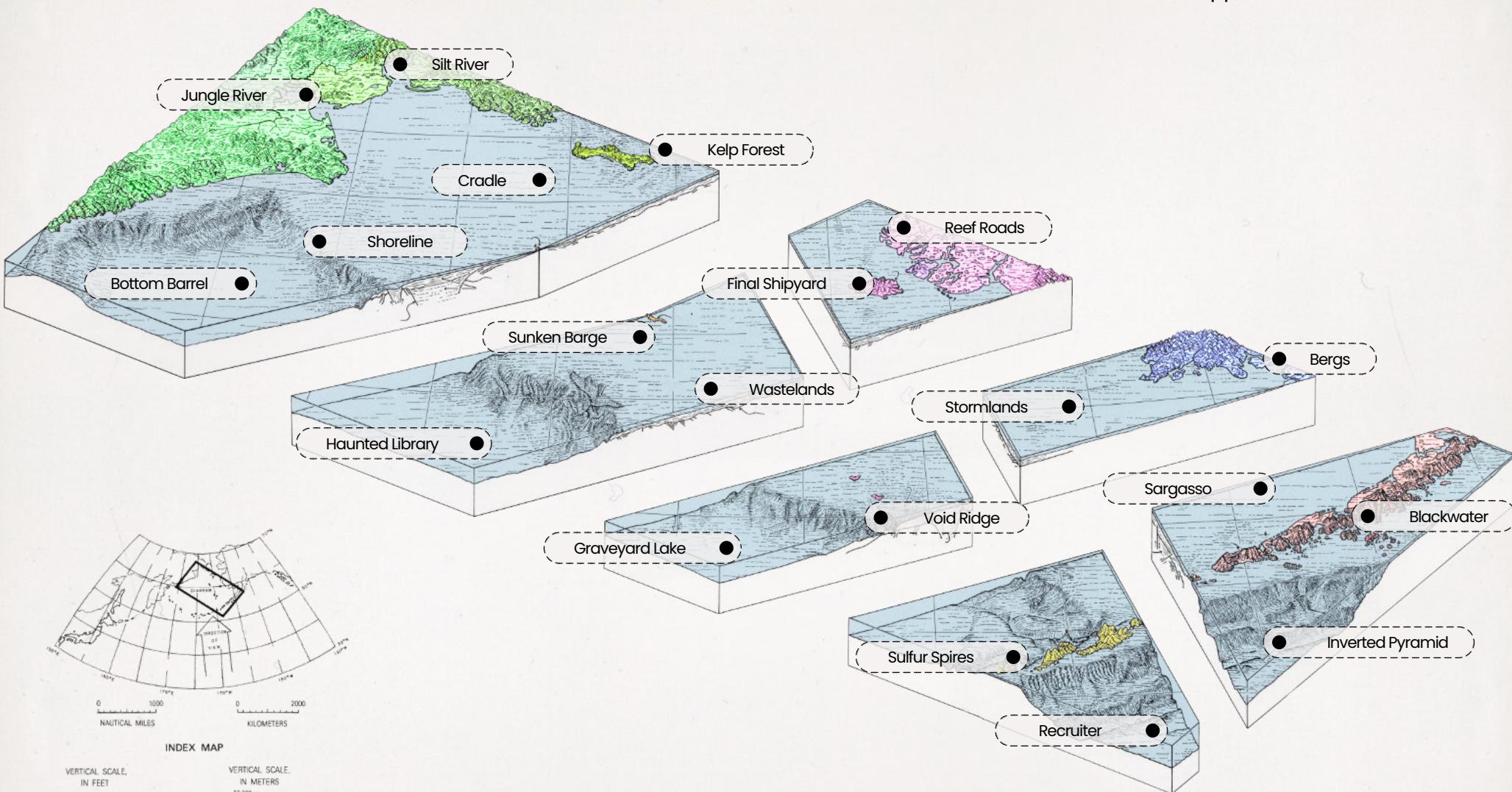
11. Accelerated Memory	26. Imperceptible	45. Brinicle Strike
12. Infested Burst	31. Eject Bone	46. Maelstrom
13. Launching Leap	32. Empathize	51. Marked Scent
14. Infested Spike	33. Fire Bolt	52. Torpedo Throw
15. Command Creature	34. Ground	53. Teleport
16. Coral Shaping	35. Hand Sun	54. Thunder
21. Disrupting Pulse	36. Healthy Light	55. Undertow
22. Protection from Rain	41. Drift	56. Unexpected
23. Manifest a Junker Gadget	42. Air Bubble	61-66. Roll d66 on the Troika Random Spells table.
24. Forced Hatching	43. Bubble Net	
25. Frozen Weapon	44. Jolt	

## d66 OOPS!

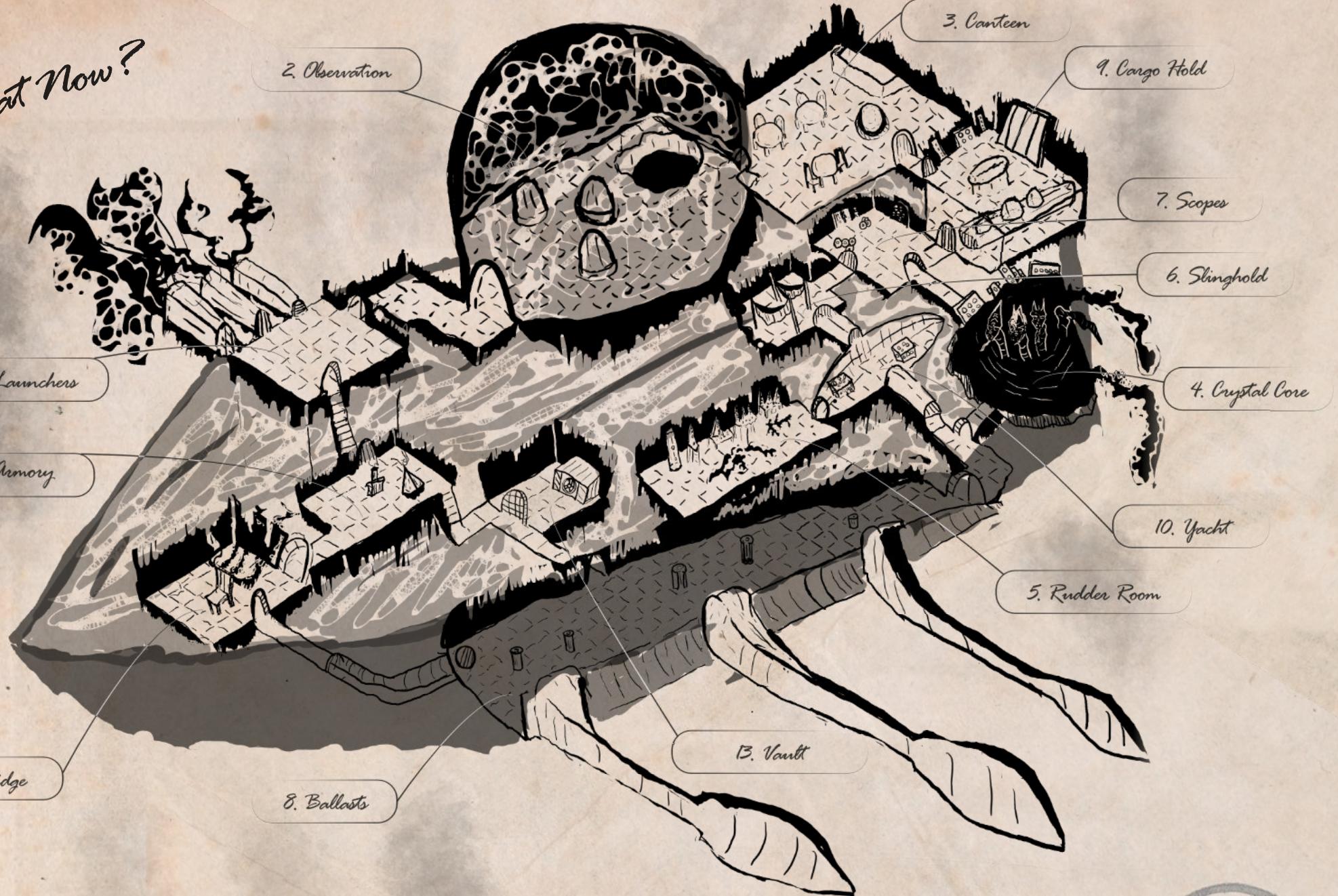
11. There is a flash followed by a shriek – the wizard has turned into a pig.
12. Twenty-five years of the wizard's life drop away in an instant, possibly making them a very small child. If the wizard is younger than twenty-five then they disappear into cosmic pre-birth.
13. A small shoal of herring and the water they had previously swum in appear above the wizard, soaking everyone nearby with freezing sea water.
14. The wizard no longer speaks or understands any known tongue, instead favouring a slightly unpleasant language made up of shrieks and mumbles.
15. The most feared of adolescent academy curses: hiccups! Until dispelled the wizard hiccups uncontrollably, suffering a -4 penalty to further attempts at magic.
16. The wizard grows an attractive tail. If removed it does not grow back.
21. All currency in the wizard's possession turns into beautiful butterflies that flap off into the sky.
22. A very surprised orc appears beside the wizard (7/8/2 – Club).
23. The wizard catches the Red Eye Curse. Whenever they open their eyes fire shoots out at random (as Fire Bolt).
24. All shoes in the vicinity catch fire.
25. The wizard grows a small pair of horns.
26. All of the wizard's body hair falls out with an audible "fuff!"
31. All weapons of war in the vicinity turn into flowers.
32. The wizard's old face melts off and reveals a new one. It is quite handsome.
33. The wizard disappears in a puff of smoke, never to be seen again.
34. The wizard's hands find a mind of their own and take a severe disliking to the tyranny of control. They set about choking the wizard to death only to lapse back into servitude as soon as they pass out.
35. All animals in the vicinity are brought back to life. This includes rations and leather, which will crawl and flap about blindly.
36. A sickness overcomes the wizard, causing them to cough up a thick black fluid. The fluid flows away as though in a hurry to be somewhere. The wizard will soon hear rumours and suffer accusations due to the workings of a sinister doppelgänger.
41. Everyone in the vicinity turns into a pig except for one embarrassed wizard.
42. An overflow of plasmic fluid has found its way into the wizard's head, which has expanded to the size of a pumpkin. If the wizard is struck for 5+ Damage in one go they must Test their Luck or their head explodes, killing them and dealing 2d6 Damage to anyone standing nearby.
43. All vegetation within a mile withers and dies.
44. A pool of colour opens up under the wizard, sucking them and any other unlucky nearby souls into it. They will be whisked off to a random sphere of existence.
45. All exposed liquid within 12 metres turns to milk. That milk then curdles.
46. A random spectator's bones mysteriously disappear. Even more mysteriously they don't seem overly put out by it. They can't fight or cast spells and can only very slowly shuffle about as a gelatinous blob of flesh but they're generally unphased. After 1d6 hours the bones pop back into place from wherever they went.
51. An inanimate object in the wizard's possession gains sentience and a voice. Its attitude is up to the GM to decide.
52. A portal is opened to a paradigmatic battleground, allowing an angelic or demonic figure to pop through.
53. The wizard flies off in a random direction at great speed, landing 50 metres away (or falling back down to earth, as it may be).
54. The wizard suffers a coughing fit for 1d6 turns after which 1d6 gremlins tumble out of their mouth and start biting people's faces.
55. The wizard instantly grows an enormous shaggy beard. It tumbles down to the floor and gets in the way. The wizard suffers a -2 penalty to everything until they tame that magnificent beast.
56. The wizard becomes 20 years old. Today is their new birthday and they will feel terrible if no one notices.
61. A calm and healthy pig appears in place of the Spell.
62. The wizard's teeth all fall out. The sudden loss causes them to suffer a -4 penalty to making magic due to their poor diction. After an hour a fresh set grows in.
63. An entirely different and random Spell goes off, directed at the same target.
64. The wizard is cursed with curses. They are unable to speak without swearing, thus making magic impossible for the duration. Lasts 1d6 hours.
65. The wizard issues forth a mighty sneeze, knocking everyone over in front of them and dealing 1d6 Damage unless they successfully Test their Luck.
66. The Spell being cast won't stop. It goes completely haywire, out of control, firing off madly until the wizard is subdued.

# Bones Deep

Approximate Locations



What Now?



With the completion of the Shark Hydra I have nothing else to pursue in this increasingly prison-like space. It's time to move on, to seek other heights (or depths) and flee this boredom.

