

Skill & Challenges

When you attempt something difficult or dangerous, you roll with your Skill.

If you have a relevant **Advanced Skill**, use Skill + Advanced Skill instead.

ROLL UNDER when unopposed:

- 2d6 under/equal to your Skill
- Climbing, lifting, casting spells, etc

ROLL VERSUS during contests:

- 2d6 + your Skill VS their 2d6 roll + Skill.
- Combat, racing, arguing, detecting, etc

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

To learn a new skill, find a mentor, roll 2d6 under your Skill. Starts at 1.

Cast a Spell

Requires one hand free + ability to speak.

1. Spend the Stamina cost
2. Roll Versus against an unwilling target, otherwise Roll Under.
3. **Success:** The spell happens
Failure: Roll d66 on the OOPS! table

Character Generator & Turn Tracker

TECHNICALGRIMOIRE.COM/TROIKAGENERATOR

Stamina & Combat

Below 0 Stamina: You are dead
At 0 Stamina: You die at end of round

8 Hours Rest: Recover 2d6 Stamina
Provision, 3/day: Recover 1d6 Stamina

HIT: Roll Versus. Winner deals damage.
6,6 deals double damage
1,1 always fails, suffer +1 dmg

SHOOT: Roll Versus their evasion/Skill.

- Into melee: Roll d6 to see who you hit
- **AIM:** On next turn roll twice, take best

Unaware target: Roll Under, +2 dmg

Lightly Armored: -1 dmg 2 Slots
Modestly: -2 dmg 4 Slots
Heavily: -3 dmg 6 Slots

DMG modifiers affect die roll, not damage.

Encumbrance

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

To retrieve an item from your pack in a hurry, roll 2d6 **over/equal** the item number.

Success: Find it and take an action
Failure: Spend whole turn finding it

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

Luck

Roll Skill when you **DO** something.
Roll Luck when things happen **TO** you.

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

8 Hours Rest: Recover 2d6 Luck

