

## 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

