

## 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 or 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](http://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  
Eat Ration, 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** 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.
2. Reduce Luck by 1, no matter the result.

8 Hours Rest: Recover 2d6 Luck

