

SKILL AND CHALLENGES

If you have a relevant Advanced Skill, add it to your Skill and use the total instead.

ROLL UNDER when unopposed:

- 2d6 under or equal to your Skill
- Climbing, lifting, casting spells, etc
- 6,6 is always a failure

ROLL VERSUS during contests:

- 2d6 + your skill VS their 2d6 roll + skill
- Higher wins. Test Luck to break ties.
- 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 Verses against an unwilling target, otherwise Roll Under.
3. Success: The spell happens
Failure: Roll d66 on the OOPS! table

CHARACTER GENERATOR AND TURN TRACKER

TECHNICALGRIMOIRE.COM/TROIKAGENERATOR

STAMINA AND COMBAT

BELOW 0 Stamina: You are dead
AT 0 Stamina: You die at end of round

8 HRS REST: Recover 2d6 Stamina
EAT PROVISION: Recover 1d6 Stamina

HIT: Roll VS their attack. Winner deals dmg.

SHOOT: Roll VS their evasion/Skill.

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

6,6 Deals double damage
1,1 Always fails, suffer +1 dmg

Unaware target: Roll Under, +2 dmg

Unarmored:	0 Armor	0 Slots
Lightly:	-1 dmg	2 Slots
Modestly:	-2 dmg	4 Slots
Heavily:	-3 dmg	6 Slots

DMG modifiers affect die roll, not damage.

ENCUMBRANCE

12- slots: No problem
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

When you retrieve something from your pack in a hurry, roll 2d6. You can retrieve anything equal to or higher than that item. 1,1 is always a failure.

SUCCESS: Pull it out quickly and use it
FAILURE: Spend whole turn finding it

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

LUCK

8 HRS REST: recover 2d6 Luck

TEST LUCK:

1. Roll under/equal to current Luck.
2. Reduce Luck by 1, no matter the result.

