

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks	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- 1 Outdated Drylander Knowledge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)

Possessions

Attacks

	1	2	3	4	5	6	7

You are a Carver

Skills

- 2 Calligraphy
- 2 Tattooing
- 1 Knife Throwing

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, Test your Luck. 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)	

[illegible]

Attacks	1	2	3	4	5	6	7

You are a Keeper

Skills	Possessions
3 Spell – Command Creature	Fish Food (+1 Command Creature, 2 uses).
2 Soothing Voice	2 random creatures following you as henchmen.
2 Spell – Empathize	A spiked collar with the name “Ori” etched onto it.
1 Foraging	The Book of Names.
1 Cuddling	Whip (Damage as Staff).
	Small box of shiny things.

Special

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

After successfully commanding a creature it follows you as a henchmen until it runs out of Stamina and flees.

DRIVE: To command. Whenever you successfully command a creature both you and the creature recover 1d6 Stamina and you recover 1d6 Luck.

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

Fish Food (+1 Command Creature, 2 uses).

2 random 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.

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

After successfully commanding a creature it follows you as a henchmen until it runs out of Stamina and flees.

DRIVE: To command. Whenever you successfully command a creature both you and the creature recover 1d6 Stamina and you recover 1d6 Luck.

Name: _____

Base Skill:

Stamina:

Luck:

[illegible][illegible]

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)	Object (d66)
11. Flaming	11. Shard
12. Freezing	12. Spike
13. Charged	13. Club
14. Melting	14. Sword
15. Acidic	15. Axe
16. CrabBlessed	16. Gauntlet
21. Blasting	21. Dryhandler
22. Blinding	22. Flail
23. Silent	23. Hammer
24. Shifting	24. Pike
25. Voidtouched	25. Shield
26. Digested	26. Anvil
31. Guiding	31. Crossbow
32. Lost	32. Speargun
33. Comforting	33. Dartlauncher
34. Familiar	34. Mine
35. MermaidHexed	35. Sandblaster
36. Glowing	36. Bomb
41. Bounding	41. Shovel
42. Swimming	42. Crowbar
43. Muttering	43. Wrench
44. Screaming	44. Drill
45. Bubbling	45. Rope
46. Buried	46. Chain
51. Rusted	51. Reel
52. Gilded	52. Wheel
53. Crystalized	53. Spring
54. Broken	54. Lamp
55. Reforged	55. Compass
56. Overgrown	56. Pocketwatch
61-6. Your choice	61-6. Your choice

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

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

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 Staming and 1d6 Luck.

Gadget Generator

Adjective (d66)	Object (d66)
11. Flaming	35. MermaidHexed
12. Freezing	36. Glowing
13. Charged	41. Bounding
14. Melting	42. Swimming
15. Acidic	43. Muttering
16. CrabBlessed	44. Screaming
21. Blasting	45. Bubbling
22. Blinding	46. Buried
23. Silent	51. Rusted
24. Shifting	52. Gilded
25. Voidtouched	53. Crystalized
26. Digested	54. Broken
31. Guiding	55. Reforged
32. Lost	56. Overgrown
33. Comforting	61-6. Your choice
34. Familiar	

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

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

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.

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).

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.

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

	1	2	3	4	5	6	7

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.

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, your parasite changes you. Keep rolling on the Parasite Table until you recover enough Stamina to keep living.

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

Parasite Table (2d6)

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

Troika Rules Reference

Create a Skeleton

1. Roll 1d6 or choose a background:
1 - Newborns just recently hatched and learn skills quickly.
2 - Carvers channel magic through runes on their bones.
3 - Keepers attract and cultivate living creatures to aid them.
4 - Junkers collect trinkets and turn them into gadgets.
5 - Shifters can rearrange their bones into different shapes.
6 - Infested nurture a horrible parasite that grows stronger.
2. Roll 1d3+3 to determine Base Skill.
3. Roll 2d6+12 to determine Stamina.
4. Roll 1d6+6 to determine Luck.
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 the 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

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

Below 0 Stamina, you are already dead. Roll Luck 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

Modest Armor: -2 DMG, 4 Slots

Light Armor: -1 DMG, 2 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.

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
Pistol#	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 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 |

d66 Random Spells

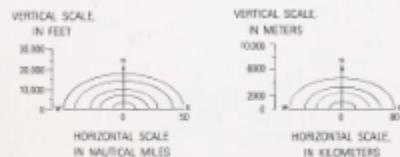
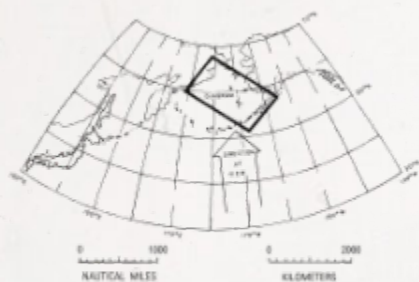
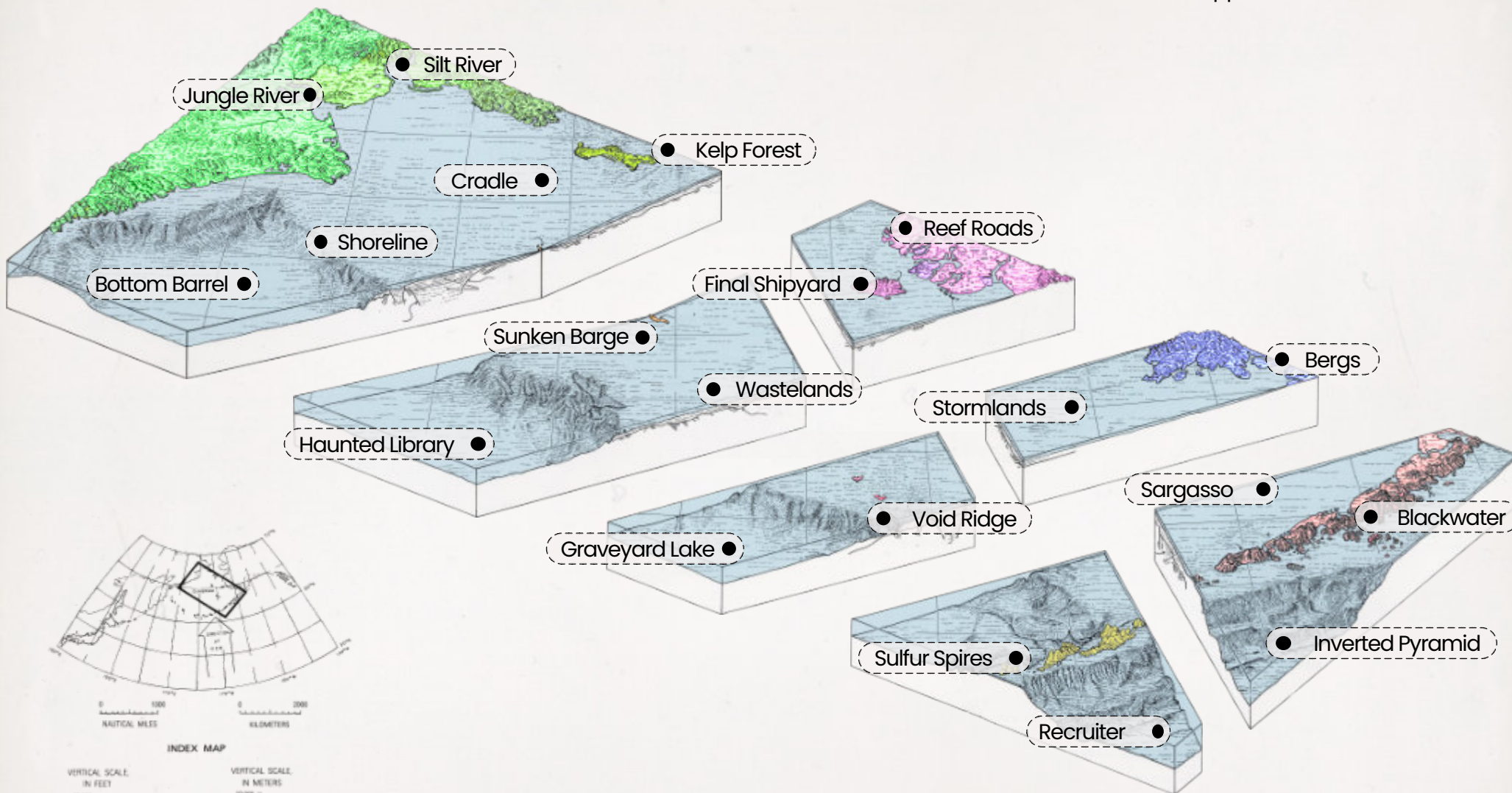
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|------------------------|---------------------|--------------------------|
| 11. Accelerated Memory | 31. Forced Hatching | 51. Launching Leap |
| 12. Air Bubble | 32. Frozen Weapon | 52. Maelstrom |
| 13. Brinicle Strike | 33. Ground | 53. Marked Scent |
| 14. Bubble Net | 34. Halocline | 54. Protection from Rain |
| 15. Command Creature | 35. Hand Sun | 55. Red Tide |
| 16. Consultation | 36. Healthy Light | 56. Spectral Sea Pig |
| 21. Coral Shaping | 41. Imitate | 61. Torpedo Throw |
| 22. Disrupting Pulse | 42. Imperceptible | 62. Teleport |
| 23. Drift | 43. Infested Burst | 63. Thunder |
| 24. Eject Bone | 44. Infested Spike | 64. Undertow |
| 25. Empathize | 45. Jolt | 65. Unexpected |
| 26. Fire Bolt | 46. Julia | 66. Wishbone |

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.

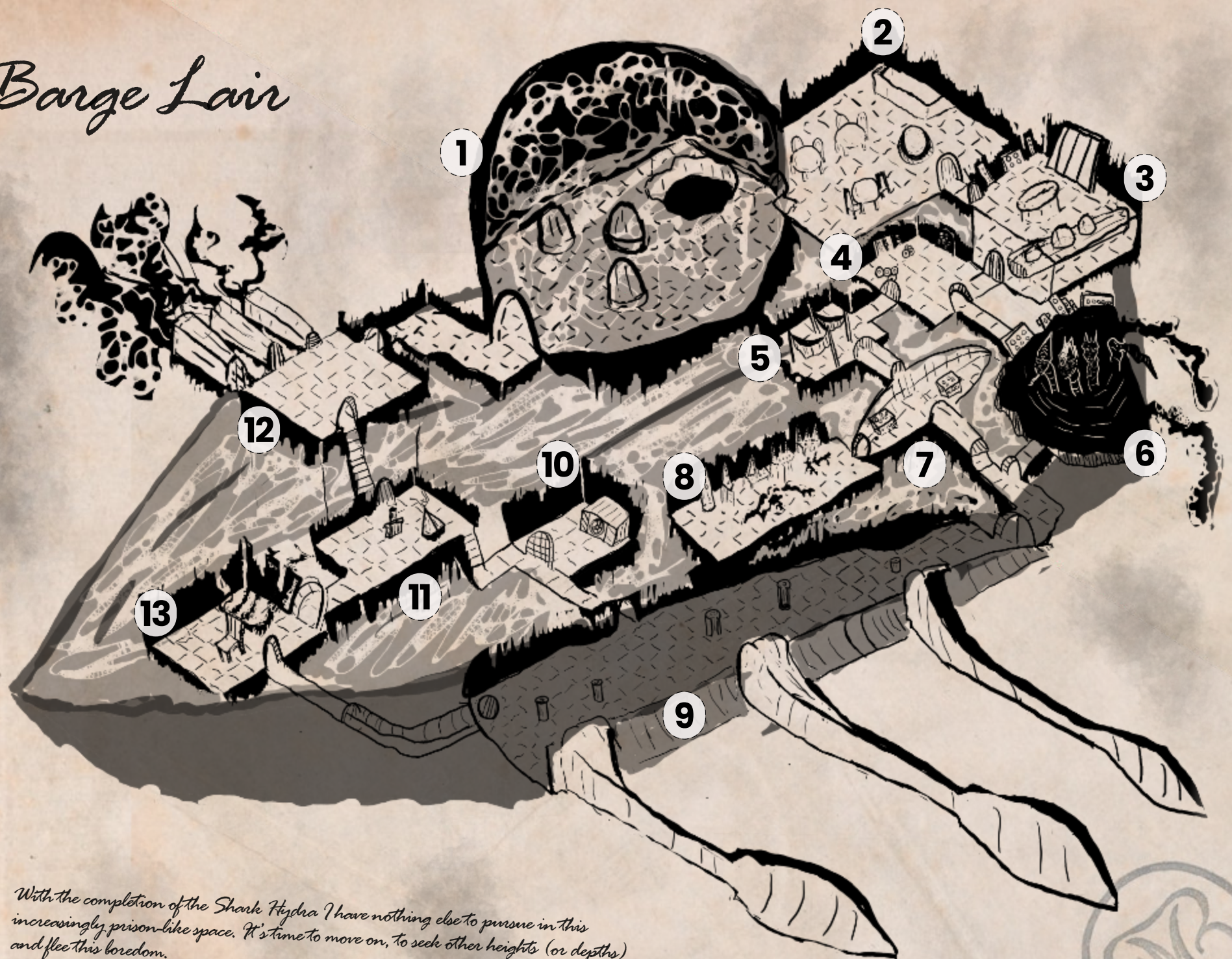
Bones Deep

Approximate Locations



VERTICAL EXAGGERATION X10

Barge Lair



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.

