

DOING STUFF

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
- ◆ 6,6 is always a Fumble; a failure

ROLL VERSUS during contests:

- ◆ 2d6 + your Skill VS their 2d6 + Skill
- ◆ Combat, racing, arguing, searching
- ◆ 1,1 is a Fumble; a failure

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.
House Rule: Mark when you fail instead.

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

House Rule: Instead, 1d6 over/equal skill.

EQUIPMENT SLOTS

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 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 reckless.

TURN TRACKER & CHARACTER GENERATOR

TECHNICALGRIMOIRE.COM/TROIKAGENERATOR

Reference by [David Schirduan](#) & Slothbear.



FIGHTING & NOT DYING

At 0 Stamina, You die at end of round

Below 0 Stamina, You are dead. Luck roll?

8 Hrs Rest: Regain 2d6 Stamina, 2d6 Luck

Provisions: Regain 1d6 Stamina (3 per day)

MELEE: Roll Versus. Higher deals damage.

- ◆ 6, 6 deals double damage
- ◆ 1, 1 Fumble, suffer +1 DMG

SHOOT: Roll Versus their evasion/Skill.

- ◆ Into melee: Random targets
- ◆ AIM: On next turn roll twice, take best

Unaware target, Roll Under, +2 dmg
Prone/Fallen, -2 to all rolls and DMG

DMG modifiers affect die roll, not damage.

◆ Shields:	-1 DMG	1 Slot
◆ Lightly:	-1 DMG	2 Slots
◆ Modestly:	-2 DMG	4 Slots
◆ Heavily:	-3 DMG	6 Slots

Fire, Poison, Drowning: Suffer 1d6 stamina the first time you fail Skill/Luck. 2d6 the second time, etc. In combat roll end of round.

CAST A SPELL

Requires one hand free + ability to speak.

Spend the Stamina cost and Roll Under:

Success, the spell happens

Failure, Nothing happens

Fumble, Roll d66 on the OOPS! table

LUCK IS OPTIONAL

Roll Skill when you DO something.

Roll Luck when things happen TO you.

You can always choose to NOT use Luck.

1. Roll 2d6 under/equal to current Luck.

Success: Lessen the consequences.

Failure: you suffer the whim of Fate.

2. Reduce Luck by 1, no matter the result.

Image from page 225 of 'The Conquest of the Moon: a story of the Bayouda'