

TROIKA!

Character Sheet

NAME

SPECIAL

BACKGROUND


ADVANCED SKILLS & SPELLS

	Rank	+	Skill	=	Total
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
.....	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

To cast a Spell you must spend Stamina equal to the casting cost and Roll Under your Skill Total in the Spell you wish to cast. A double 6 will always fail and require a roll on the Oops! Table.

SKILL

Roll 1d3+3 to determine Skill.




STAMINA

Roll 2d6+12 to determine Stamina.

Damage:

Regain 2d6 pts. per rest.




LUCK

Roll 1d6+6 to determine Luck.

Spent:

Regain 2d6 pts. per rest.



INVENTORY

Quick retrieval: Roll item number or higher on 2d6.

1

2

3

4

5

6

7

8

9

10

11

12

Silver Pence

13+ items: -4 to all rolls.


18+ items: -4 to all rolls, hardly move, Unawares.

WEAPONS

	Damage						
	1	2	3	4	5	6	7+
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEARING

	Armour level	Armour value	Item slots
<input type="radio"/> Shield		-1	1
<input type="radio"/> Lightly Armoured		-1	2
<input type="radio"/> Modestly Armoured		-2	4
<input type="radio"/> Heavily Armoured		-3	6



PROVISIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Eat a Provision to regain 1d6 Stamina, max 3/day.