

Luck

Each die of Luck may be spent once per game session to affect a roll. Once it is spent, it is gone for the evening.

- Skill Rolls: Roll d6 and subtract the value from any skill roll.
- OCV: Roll d6 and add the value to a single to hit roll, this may be done after the roll.
- DCV: Roll d6 and add the value to your DCV, this may be done after the roll.
- Wounds: Roll d6 and subtract that many DCs from the attack - must be stated before the roll.
- Damage: Roll d6 and add half that many DCs to the attack.

Burning Luck: Players may burn Luck for a non-combat effect as desired based on the following guidelines.

- 1d6 You can change fate in small but important ways. FREX: Trip on secret door, find lost keys, be at the right place
- 2d6 You can change fate in more substantial manners. FREX: Happen to have silver bullets, leave just before a bomb goes off.
- 3d6 You can change fate in a suspicious fashion. FREX: Win at 20 hands of Blackjack, you are the lone survivor of a plane crash, buy a Harley at a garage sale that was made for Elvis.
- 4d6 You can change fate in ways that are obvious. FREX: Win lottery, Discover a true name while looking through the attic, stop your family from boarding a plane that will crash.
- 5d6 You can change fate in ways that raise attention. FREX: Win lottery, 3 days in a row. Guess the combination to a bank vault. Win every hand of poker. Every hand.

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