

Luck

Luck can be used to increase a roll, giving you a better chance to successfully do the following:

Strike a foe:

You can only use Luck to increase your offensive attack-roll BEFORE you roll to strike your foe. If you do not say you add Luck to your offensive roll, before you roll, it is too late (no exceptions). The Game Master should always give you a chance to use Luck. If the Game Master rolls a defensive roll immediately after you have rolled, the Game Master will roll over once you have used Luck, whatever the resulting roll was.

Defend against an attack:

You can only use Luck to increase your defense roll BEFORE you roll to defend. If you do not say you add Luck to your defensive roll, before you roll, it is too late (no exceptions).

When do I get Luck?

You will gain your first point of Luck at level #5.

How much Luck can I have?

There is no maximum amount of Luck you can gain, as there is no level cap.

Example:

Level 5: 1 Luck.

Level 8 +1 Luck added to your current Luck (you will now have 2 Luck).

Level 11 +1 Luck added to your current Luck (you will now have 3 Luck).

Level 14 +1 Luck added to your current Luck (you will now have 4 Luck).

Level 17 +1 Luck added to your current Luck (you will now have 5 Luck).

Level 20 +1 Luck added to your current Luck (you will now have 6 Luck).

Etc.

Note:

Once you use Luck, it is gone for the duration of the battle or situation. Once the battle or situation has ended, Luck will be restored to full.