

Beginner's Luck (B.L.)

You will begin the creation of your character with the use of Beginner's Luck (B.L.). B.L. are extra points that you may use to add or subtract from your % dice-rolls as you create your character. Once used, they are gone forever.

If you have remaining B.L. at the completion of your character, you may add them to your LUCK, MODIFICATION POINTS, or CHARACTERISTICS. You will gain the following for transferring them:

2 Modification-points per 1 B.L. point. Modification-points is found on page #6 of your character sheet, just above "Armor Proficiencies".

or:

5 Luck per 1 B.L. point. Luck is found on page #2 of your character sheet.

or:

1 Characteristic (your choice which) per 2 B.L. points. Characteristics are found on page #1 of your character sheet. They are: Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength and Wisdom.

Beginner's Luck can be used to sway most % dice rolls while making a character. As you roll on charts and tables, you will notice there will be little notes at the top of each chart, telling you No B.L.. If you see this, you cannot use B.L. to sway your % dice-roll on that specific chart (if it does not say, "No B.L." then you CAN use B.L.).

You can use B.L. to succeed in gaining a random treasure item at the creation of your character, but you CANNOT use beginner's luck to help in rolling up the specifics of an item gained.

Example: Tasha has created a character with 17 beginner's luck points. She will have three chances to see if she will start out with treasure items during her character's creation. A % roll of 91+ is needed. The first % roll is a 88 – too low. Tasha states, "I'm going to use 3 beginner's luck to get a 91. She then permanently erases 3 beginner's luck points, which leaves her with 14 (thus, she makes the % roll).

When you are finished rolling for treasure items, if you have gotten any items, go to the Treasure Book and roll them up. Remember, you cannot use B.L. when rolling within the Treasure Book.

Beginner's Luck:

Roll twice on Chart #1 to see how many B.L. points you will start out with. Keep only the higher of the two rolls:

Chart #1

%Roll: Beginner's Luck:

01-30: 5
31-35: 6
36-40: 7
41-45: 8
46-50: 9
51-55: 10
56-60: 11
61-65: 12
66-70: 13
71-75: 14
76-80: 15
81-85: 16
86-90: 17
91-95: 18
96-00: 19:

If you can roll a 71+, you may roll again on Chart #2. If you do not make the % roll, proceed to the next step.

Chart #2

%Roll: Beginner's Luck:

01-30: +1 added to the 19 B.L. you have already rolled up.
31-45: +2 added to the 19 B.L. you have already rolled up.
46-55: +3 added to the 19 B.L. you have already rolled up.
56-65: +4 added to the 19 B.L. you have already rolled up.
66-70: +5 added to the 19 B.L. you have already rolled up.
71-75: +6 added to the 19 B.L. you have already rolled up.
76-80: +7 added to the 19 B.L. you have already rolled up.
81-84: +8 added to the 19 B.L. you have already rolled up.
85-88: +9 added to the 19 B.L. you have already rolled up.
89-91: +10 added to the 19 B.L. you have already rolled up.
92-94: +11 added to the 19 B.L. you have already rolled up.
95-96: +12 added to the 19 B.L. you have already rolled up.
97-98: +13 added to the 19 B.L. you have already rolled up.
99: +14 added to the 19 B.L. you have already rolled up.
00: +15 added to the 19 B.L. you have already rolled up.

Now, proceed to the **next step**. Good luck!