

Luck

Every PC has a special resource called Luck, which can be used to influence the result of any ability check, attack roll, or save you make.

Gaining Luck Points

When you first create your character, you start with 0 Luck points. Over the course of your adventures, you gain Luck points in the following ways:

- Once per turn, when you fail an attack roll or save, you gain 1 Luck point.
- The GM can choose to award 1 Luck point to a character, typically as a reward for coming up with a clever idea, demonstrating excellent roleplaying, or pursuing an interesting—rather than optimal—choice.
- Luck points can be awarded to a party for surviving difficult encounters or achieving story goals set by the GM (in addition to XP).

Spending Luck Points

A PC with Luck points can spend them as a 1-for-1 bonus to any d20 roll they make. For example, if you have 4 Luck points and roll a 13 on the die, you could choose to spend 2 Luck points (reducing your total Luck points to 2) and make your roll result a 15. You can choose to spend your Luck points in this way after you make a roll, but before the GM declares whether the roll succeeded or failed. Luck points can't be spent in this way to offset the effects of rolling a natural 1 and they can't be used to create the effects of a natural 20.

Alternatively, immediately after you make an attack roll, ability check or save, you can spend 3 Luck points to reroll a d20 used for that roll. Again, you can choose to spend Luck points in this way after you make a roll, but before the GM declares whether the roll succeeded or failed.

Losing Luck Points

A PC can only have a maximum of 5 Luck points at one time. If a PC has 5 Luck points and would gain a 6th point, they must immediately roll a d4 and reset their Luck points to the die result