

OPTIONAL RULES:

Luck & Knacks



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OPTIONAL RULES: LUCK AND KNACKS

LUCK

Every adventure pits the heroes against the schemes and deeds of an antagonist and their minions, but the outcome usually depends on more than just the party's skill and ingenuity. Sometimes, the turning of the tide comes down to nothing more than Luck. Fate. The gentle hand of Lady Fortune nudging the die in the right direction.

You can incorporate Luck at character creation like the other optional ability scores in the DMG (pg 254):

- If your players use the standard ability scores, add one 11 to the array for each optional ability you add.
- If your players use the optional point-buy system, add 3 points to the number of points for each optional ability you add.
- Of your players role their ability scores, have them roll for the added scores.

As this new ability score is for Luck, we recommend having your players roll for this stat last, rather than swapping the value with any other score.

HOW TO USE LUCK

There are innumerable situations that depend on Luck; we couldn't possibly cover the all. As a DM, you can have your players make a Luck roll when trying to decide which PC an NPC will approach -- or who the hidden monster will attack! Often, a player will ask if they know of a blacksmith in town or insist they would have remembered to pack torches. Both can be resolved with a luck check!

PUSHING A ROLL

Another optional use of Luck is to "Push a Roll." When a player fails an ability check, they can choose to spend 1 Luck stat point to push and roll again. The result of the new

roll must be used, and, if the new result is a failure, there will be a consequence on top of failing the roll. For instance, Esmerelda fails her Thieves Tools check to pick the locked door. She decides to push the roll and fails a second time. Not only does she fail to unlock the door, but the party hears a grunt and movement from inside. Esmerelda has alerted the guards.

Pushing Rolls can be a good way to succeed in dire circumstances, but there are consequences to pushing too often. Once your luck is diminished, there's no sure way to refill it. However, that doesn't mean it is impossible for your luck to change. The DM should feel free to build Luck encounters into the world. The gods might grant a boon to the heroes for saving the local priest. Perhaps a traveling witch will provide a boost to Luck if the party performs a task for her. Of course, it's also possible she could consume their Luck if they anger her. Either way, Luck is an interesting mechanic that can bring a shine to new adventures.

May the Winds of Fate blow ever in your favor.

KNACKS

A knack is an unbidden boon that follows an individual in life. Sometimes they present at birth and last to the grave, however their beginnings are often as fickle as their endings. Accounts of the origin of Knacks differ. Some say they are bits luck born in your bones, others claim them kisses of fate or the blessings of demigods.

You can add Knacks to your game by having your players roll on the chart below at character creation or anytime you deem appropriate. Knacks are a roleplaying tool to add flavor to your game. If you choose, you could assign statistical benefits to the traits, but, for the best RP, we recommend letting each stand as a ribbon ability.

KNACKS

d100	Ability	d100	Ability
1-2	<i>Green thumb</i> - plants grow well under your care	51-52	<i>Artist</i> - your drawings are impressively life-like
3-4	<i>Rubbery</i> - objects you drop don't often break	53-54	<i>Heavy Drinker</i> - you handle your liquor well
5-6	<i>Pyro</i> - fires start easily for you, even with wet wood	55-56	<i>Puzzler</i> - you have an eye for patterns and puzzles
7-8	<i>Mammiliophile</i> - mammals tend to like you	57-58	<i>Sure-grip</i> - you rarely lose your grip
9-10	<i>Lady Luck (Coin)</i> - coins you flip land Heads more often (75% to land on Heads)	59-60	<i>Wrangler</i> - you are skilled at lassoing and fishing objects
11-12	<i>Dowsing</i> - you find water easily	61-62	<i>Story-teller</i> - your stories are enthralling
13-14	<i>Feline Mimicry</i> - you have the ability to mimic feline sounds	63-64	<i>Sniffer (Animals)</i> - you have an uncanny nose for animal smells
15-16	<i>Sniffer (Food)</i> - you have an uncanny nose for cooking and food smells	65-66	<i>Crack Shot</i> - you almost always hit your target throwing stones and small objects
17-18	<i>Cold-Blooded</i> - you are more comfortable in warm climates	67-68	<i>Canine Mimicry</i> - you have the ability to mimic dog and wolf sounds
19-20	<i>Smart Fingers</i> - your knots almost never slip	69-70	<i>Crisper</i> - food in your pack stays fresher
21-22	<i>Meteorology</i> - you have a good sense of incoming weather	71-72	<i>Merchant</i> - you are good at guessing the prices of goods
23-24	<i>Conscientious</i> - you have a good memory for names	73-74	<i>Avian Mimicry</i> - you can mimic the sounds of birds
25-26	<i>Charm (Same)</i> - you build strong relationships with people of the same gender	75-76	<i>Ice Breaker</i> - you are skilled at deducing the weight of objects
27-28	<i>Aviphile</i> - birds tend to like you	77-78	<i>Reflexive</i> - you adroitly catch falling objects
29-30	<i>Fleetfooted</i> - you can jump higher and farther than most	79-80	<i>Survivalist</i> - you know the approximate time of day if you have sun seen within 48 hours
31-32	<i>Mending</i> - your mendings hold faster and look better	81-82	<i>Quick Study</i> - learning languages comes easily to you
33-34	<i>Lady Luck (Dice)</i> - Dice roll 7 more often (33% to roll a total of 7 on 2d6)	83-84	<i>Spatial Aptitude</i> - you are great at guessing distances and areas
35-36	<i>Charm (Different)</i> - you build strong relationships with people of differing genders	85-86	<i>Cold-blooded</i> - you are comfortable in warm temperatures
37-38	<i>Baubles</i> - you almost always have a useful trinket in your pocket	87-88	<i>Cattle Mimicry</i> - you have the ability to mimic horse, cow, and other cattle sounds
39-40	<i>Pocket Change</i> - you often find lost coins	89-90	<i>Camper</i> - you frequently find optimal campsites
41-42	<i>Surefooted</i> - you rarely lose your footing	91-92	<i>Iron Gut</i> - you can keep down any food
43-44	<i>Mechanically Inclined</i> - you have a good head for figuring how things work	93-94	<i>Inanimate Mimicry</i> - you have the ability to mimic the sound of various object colliding
45-46	<i>Magnetic</i> - you can often find lodestones	95-96	<i>Reptiphile</i> - reptiles tend to like you
47-48	<i>Water Resistant</i> - your clothes and equipment dry quickly	97-98	<i>Taste Buds (Food)</i> - you can identify food composition by taste
49-50	<i>Taste Buds (Drink)</i> - identify drink composition by taste	99-100	<i>Warm-blooded</i> - you are comfortable in colder climates