

HEROIC LUCK:

(Originally adapted and modified from a fellow DM's house rules) Heroic luck is an adventurers second chance. Let's face it, without a little extra luck, most adventurers would be no better off than the NPC's. But we're not talking about those no-name NPC's here, we're talking about Heroes!

Heroic luck is used during gaming sessions (see 'The Luck of the Day' below) in order to make 'Fate Rolls'. It does not apply, and is not applicable during character generation, advancement, or any time outside of game play/role-playing. Heroic luck can be used with any d20 roll (except in the case of a automatic success or failure (A natural 1 or 20)), including attack rolls, skill checks, saving throws, etc. Heroic luck allows you to make a fate roll - Roll three d20 and choose the best roll out of the three*. You must declare you are using heroic luck before a normal d20 roll.

Alternately, you can use heroic luck after you've rolled a d20 roll in order to make a fate roll. *(In some cases, you will already know whether you have succeeded or failed. In some cases you won't know until the DM tells you. The DM is not obliged to tell you whether you've succeeded or not. In either case - If you decide to re-roll, you must notify the DM as soon as possible. If you wait until after the DM tells you that you've failed, the DM may deny your request to re-roll.)* If you decide to make a fate roll and you have already succeeded, that's too bad, the re-roll decision is yours to make. You are not afforded privilege to information outside the purview of your character's knowledge. You must make the decision based upon the facts of the moment. If you decide to use heroic luck after you've rolled a d20, you get to re-roll the d20. If you fail the second roll as well, then that's your character's fate... Unless you've got another Heroic luck point up your sleeve!.

You can use heroic luck/make fate rolls a number of times per gaming session equal to your heroic luck score. This score is derived from three sources; the character's Charisma bonus, the character's level (CR for monsters) and the random roll of a d20 at the beginning of the session - Are you feeling lucky, Punk!?

Here are the specifics for generating a character's heroic luck score:

Charisma score modifier:

Charisma Score 1 = -5, 2-3 = -4, 4-5 = -3, 6-7 = -2, 8-9 = -1, 10-11 = no modifier, 12-13 = +1, 14-15 = +2, 16-17 = +3, 18-19 = +4, 20-21 = +5. *If an NPC or monsters Charisma is unknown or 0, then no modifier is applied.* Regardless of a characters charisma score. The heroic luck modifier for this stat will not exceed 5 points. For ease of play, Charisma modifiers do not affect an NPC or monsters heroic luck score.

Character/NPC level or NPC/Monster CR:

For every three levels you attain, you get an additional use of heroic luck per game session. Example: A 6th level character would get two additional heroic luck points/fate rolls. For NPCs or Monsters, this calculation is based on CR (Challenge Rating). *If an NPC or monsters CR is not known the DM will use level for NPCs and HD for monsters.*

The Luck of the Day:

This is a random modifier based on the random roll of a d20 made at the beginning of a gaming session. This d20 roll signals the beginning of the gaming session (*You can't modify this roll, because the game session doesn't begin until after this roll.*) This modifier only applies to characters. For NPCs or monsters, no random roll is made. Roll 1d20 and modify the per session heroic luck score as follows: Roll 1 = -3, 2-3 = -2, 4-7 = -1, 8-13 = no modifier, 14-17 = +1, 18-19 = +2, 20 = +3. *Under no circumstances will a PC, NPC or monster have a negative score for heroic luck. You might have a score of "0", but you can't have a negative score.*

Example: At the beginning of a gaming session, Sean rolls a d20; the result is 20, a +3 modifier! He adds up his heroic luck score for the session. The character has a charisma modifier of +3 and a level modifier of +2, add those to the d20 modifier just rolled. During this session, Sean's Cleric will have a heroic luck score of 8 points! Lucky Thalidimar is ready to tackle the minions of evil!

Keep in mind that both Player Characters and certain Non-Player Characters (including monsters) have heroic luck. While the NPCs may have heroic luck, the DM doesn't always have time to make fate rolls for them. The DM will decide ahead of time which NPCs and/or monsters have heroic luck. Not every NPC or monster will have luck. Most named NPC opponents will, some monsters in planned encounters will have heroic luck. The baker in the shop downstairs probably doesn't have any heroic luck. Lord Ackeron; leader of the cult of Bazurat, and slayer of the innocent probably does. The Black Dragon boss encounter at the end of 'Shadows of Silence' adventure probably involves some heroic luck on the part of the Black Dragon. That old sea dog 'Cappy' down by the docks? What the players don't know is that he's a retired 9th level Swashbuckler. He may look harmless while he whistles a broken tune and whittles on a piece of whale bone, but he's got plenty of experience and a bucket full of heroic luck! Players on the other hand, always have heroic luck and they always seem to make time to use their heroic luck. The result is a net positive for the heroes in our story.

What about Familiars and Animal Companions? - In game terms, Familiars and Animal companions (and some other cases) are a special cases. They're not fully independent NPCs and they're not 'player characters' in the traditional sense of the game. They're typically under the control of a Player Character or NPC (or some other monster). If a character, monster or NPC controls other creatures, then the creature or creatures under their control do not get their own heroic luck (even if they would

otherwise). [The character, monster or NPC controlling the creature\(s\) may 'share' their heroic luck \(if they have any\) with the controlled character/monster/creature.](#)

What sorts of creatures are we talking about? - In game terms, we're talking about characters, monsters and other creatures that do not operate with fully independent will. They are bonded to and/or under the control of another character, monster or NPC. They may be summoned monsters, charmed monsters or characters, animated undead, constructs, horses (while you're riding/controlling it), animal companions, familiars, etc. They are not followers, who have willingly chosen to follow another character, monster or NPC. They are not hirelings, working for pay. Mercenaries who've joined up with the legions of Garoth in order to rape and pillage. They are not creatures, characters or monsters that operate under their own free will. Keep in mind that the DM may sometimes place an NPC or creature under the control of a player. That's not the same thing as a 'Familiar' (for example); which is under the control of a Player character. An NPC being run by a player (for the sake of convenience) could easily have his/her own heroic luck. At the same time, a group of seven zombies being controlled by Lord Vanosh (an NPC villain) do not have their own will, they're under the control of Lord Vanosh, and they do his bidding. The zombies do not have their own heroic luck.

Under no circumstances will a PC, NPC or monster have a negative score for heroic luck, and you cannot save heroic luck from session to session. It doesn't carry over to the next gaming session.

(*You cannot make a fate roll to counter automatic success or failure. (The roll of a natural 1 or 20). If rolling three d20, 1s and 20s cancel each other. Roll a 1 = failure, Roll a 20 = success, Roll a 1 and a 20, the third die is the result you're stuck with).

Heroic luck points are typically accounted for using colored stones (luck stones). This provides players and DM's with an easy visual method for keeping track of a characters remaining heroic luck points. When a fate roll is made, a luck stone is given to the DM, thus reducing the heroic luck points available to that character.