

Use luck for (only Pulp Cthulhu)



Skill roll

Adjust skill or characteristic roll

1:1 luck points



Weapon malfunction

Avoid weapon fumble or malfunction

10 luck points



Halve sanity costs

Reduce sanity costs by 50%

2× full sanity cost in luck points



Avoid unconsciousness

1 luck point, doubles each round (2, 4, 8, ...)



Regain hit points

Regain 1d6 HP

20 luck points



Avoid certain death

Regain 1d6+1 HP and return next scene after combat

30 luck points

Can't use luck for



Luck rolls



Damage rolls



Pushed rolls



Sanity rolls



Avoid natural 100

You can't use luck to avoid a non-combat natural 100 (for combat, see "Weapon malfunction")



Skill improvement

Skill checks with luck adjustment do not count towards experience checks for skill improvement!



Regaining Luck

At the beginning of each session, players roll 1d100.

- If result is lower than character's luck, add 1d10+5
- If result is higher than character's luck, add 2d10+10

Luck cannot exceed 99