

PULP CTHULHU LUCK CHEAT SHEET

Use Luck To	
Desired Effect	Luck Point Cost
Adjust Skill or Characteristic Roll	1 for 1
Adjust Weapon Fumble or Malfunction Outcome	10 Points
Halving Sanity Cost	Double Full Sanity Cost in Luck points
Avoiding Unconsciousness	1 Point * Doubles each round after (2,4,8,16...)
Regain 1d6 Hit Points	20 Points
Avoid Certain Death *Regains 1d6+1 HP and returns next scene after combat.	All Luck Points *30 Point minimum

LUCK CANNOT BE USED TO

Adjust LUCK rolls

Adjust Damage Rolls.

Alter a Pushed Roll

Adjust Sanity Rolls

Adjust Skill Experience Checks

Avoid a non-combat natural "100"
(see above for cost of avoiding a Combat fumble)

NOTE: Skills checks made with Luck adjustments do not count toward 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

NOTE: Luck cannot exceed 99. Points above 99 Luck are lost.