

LUCKY STIFF

Alignment: Any

HD: d6

Weapons: Staff, Dagger, and any two other weapons which the Lucky Stiff can change with a day's worth of "training".

Attack		Crit Die/Table	Action Die	Ref	Fort	Will
1*	+0	1d10/II	1d20	+0	+0	+0

*The character advances in levels but the only additional bonuses the character gains are based on **Lucky Bastard**.

Better Lucky Than Good: At 1st Level apply the character's current Luck Modifier to Attack Rolls and Saving Throws. This modifier will not change as the character's Luck Score changes.

Lucky Bastard: Each time the character gains a level of Lucky Stuff roll on the Birth Augur/Lucky Roll Table (Table 1-2). The bonus is based on the character's current Luck score. Like the roll at 0 Level, this modifier will not change as the character's Luck score increases or decreases. The modifiers of any duplicate rolls stack.

There are two special cases:

- **Spells:** Each time, the character rolls a Luck Bonus to Spell Checks or Spell Damage then he somehow has learned to cast a Wizard spell. The player may pick the level of the spell. The spell's level must equal to or lower than Max Spell Level of a Wizard of equivalent level. For example, a 3rd Level Lucky Stiff could choose a 1st or 2nd level spell. The exact spell the character learns is determined randomly. The character only applies their Intelligence and Luck modifiers to the spell check. The character may Spell Burn normally.
- **Turn Unholy:** If this result is rolled then character may turn unholy as cleric of the same alignment. The character may only add their Personality and Luck Modifiers. However since the character is not a cleric, he does not gain Disapproval. Instead roll on the Generic Spell Misfire Table.

Hard to Kill: Apply the character's Luck Modifier to the character's level for determining how long it takes the character to Bleed Out.

Easy Come, Easy Go: There is a 1 in 6 chance that each Luck Point spent is a permanent loss. Otherwise, Lucky Stiffs recover 1 Luck point per day up to their current maximum.

Cheat Death: By every rule and common sense, the character should be dead, disintegrated, ground up, chewed up, swallowed, crushed into a bloody pulp whatever. The player comes up with an outlandish story on how the character escapes then rolls 3d6. The character permanently loses that many Luck Points. If this would reduce the character to 0 or less Luck, then nice story but the character is dead anyway. If not then character survives but with a greatly reduced Luck Score and all the problems that go with it because Death does not like to be cheated.