

Feeling Lucky, Punk?

After 10 (!?!!) years of playing this game I've noticed that many a player will never use those floating bonus points provided by their luck stat they have during game play... At least, not until they get shot. Some players will then use them all on their Death Save rolls, while others will allow their characters with Trauma Team accounts to die and then spend all their luck on the resurrection roll. (Except for the character that Trauma Team never showed up for...)

These rules provide for an excellent way to increase a player's willingness to use their luck points, as well as forcing them not to use all of them on death saves. This system introduces a deck of pre-prepared Luck Cards or a Luck Table. Each player draws one card at the beginning of a game session for every luck point their character has (or rolls once on the table if you are not using the cards). These cards can only be used as indicated, as many of these cards produce better effects than normal luck points, but can only be spent on specific types of actions.

Of all the rules and stuff added on these pages, these rules produced the best reaction amongst the play group they were introduced to (The Night City Cru), and have created spin-offs of this deck in other RPGs run by members of the Night City Cru. I printed up the cards two to an index card and then cut the index cards in half, producing a nice deck of 200 cards. If you just shrug at everything else on these pages, I truly recommend you at least give these rules a play-test.

GMs not wishing to use the Campaign or Subplots may substitute them for a +2 on any roll, or make up cards of their own, or allow players to reroll.

- *Hound*

I wished to give a try to those rules since a long time, but I disliked the idea of just rolling on the table... So, finally I overcame my own laziness, and created this deck. It contains all of the Hound's cards, plus some blank ones, so you could make your own cards. Also, there is a page with colored reverses for the card, should you need something just like this. I hope they'll fit exactly to the back of a card page, but I can't guarantee that (I'm doing this in Word, after all, and it's by far not a graphic program).

I suggest you to buy some stiff paper to print those cards on: a few pages of paper used for namecards should be exactly what you need.

- *senior officer Mikael van Atta*

I have been curious about the luck deck for quite a while, so now, with Hound and Mikes permission I am hosting them at Datafortress 2020, my only contribution was fixing the format so that the front and back of the cards line up properly when printing.

- *Wisdom000*

CYBERPUNK 2.0.2.0. <i>Luck Deck</i>	CYBERPUNK 2.0.2.0. <i>Luck Deck</i>	CYBERPUNK 2.0.2.0. <i>Luck Deck</i>	CYBERPUNK 2.0.2.0. <i>Luck Deck</i>
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Use this page as a back for your deck - if you feel you need one.

-1-  <i>Campaign</i> This card makes any SUBPLOT permanent, if the GM agrees.	-2-  <i>Too Much</i> This card makes any botch or failed roll into such a success that the player should wish they had just failed.	-3-  <i>Too Much</i> This card makes any botch or failed roll into such a success that the player should wish they had just failed.	-4-  <i>Too Much</i> This card makes any botch or failed roll into such a success that the player should wish they had just failed.
-5-  <i>Luck</i> +1 to any action	-6-  <i>Luck</i> +1 to any action	-7-  <i>Luck</i> +1 to any action	-8-  <i>Luck</i> +1 to any action
-9-  <i>Luck</i> +1 to any action	-10-  <i>Luck</i> +1 to any action	-11-  <i>Luck</i> +1 to any action	-12-  <i>Luck</i> +1 to any action
-13-  <i>Luck</i> +1 to any action	-14-  <i>Luck</i> +1 to any action	-15-  <i>Luck</i> +1 to any action	-16-  <i>Luck</i> +1 to any action

-17-  <i>Luck</i> +1 to any action	-18-  <i>Luck</i> +1 to any action	-19-  <i>Luck</i> +1 to any action	-20-  <i>Luck</i> +1 to any action
-21-  <i>Luck</i> +1 to any action	-22-  <i>Luck</i> +1 to any action	-23-  <i>Luck</i> +1 to any action	-24-  <i>Luck</i> +1 to any action
-25-  <i>Luck</i> +1 to any action	-26-  <i>Luck</i> +1 to any action	-27-  <i>Luck</i> +1 to any action	-28-  <i>Luck</i> +1 to any action
-29-  <i>Luck</i> +1 to any action	-30-  <i>Luck</i> +1 to any action	-31-  <i>Luck</i> +1 to any action	-32-  <i>Luck</i> +1 to any action

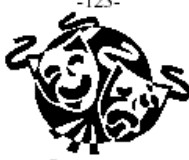
-33-  <i>Luck</i> +1 to any action	-34-  <i>Luck</i> +1 to any action	-35-  <i>Luck</i> +1 to any action	-36-  <i>Luck</i> +1 to any action
-37-  <i>Luck</i> +1 to any action	-38-  <i>Luck</i> +1 to any action	-39-  <i>Luck</i> +1 to any action	-40-  <i>Luck</i> +1 to any action
-41-  <i>Luck</i> +1 to any action	-42-  <i>Luck</i> +1 to any action	-43-  <i>Luck</i> +1 to any action	-44-  <i>Luck</i> +1 to any action
-45-  <i>Luck</i> +1 to any action	-46-  <i>Luck</i> +1 to any action	-47-  <i>Luck</i> +1 to any action	-48-  <i>Luck</i> +1 to any action

-49-  <i>Luck</i> +1 to any action	-50-  <i>Luck</i> +1 to any action	-51-  <i>Luck</i> +1 to any action	-52-  <i>Luck</i> +1 to any action
-53-  <i>Luck</i> +1 to any action	-54-  <i>Luck</i> +1 to any action	-55-  <i>Luck</i> +1 to any action	-56-  <i>Luck</i> +1 to any action
-57-  <i>Luck</i> +1 to any action	-58-  <i>Luck</i> +1 to any action	-59-  <i>Luck</i> +1 to any action	-60-  <i>Luck</i> +1 to any action
-61-  <i>Luck</i> +1 to any action	-62-  <i>Luck</i> +1 to any action	-63-  <i>Luck</i> +1 to any action	-64-  <i>Luck</i> +1 to any action

-65-  <i>Luck</i> +1 to any action	-66-  <i>Luck</i> +1 to any action	-67-  <i>Luck</i> +1 to any action	-68-  <i>Luck</i> +1 to any action
-69-  <i>Luck</i> +1 to any action	-70-  <i>Luck</i> +1 to any action	-71-  <i>Luck</i> +1 to any action	-72-  <i>Luck</i> +1 to any action
-73-  <i>Luck</i> +1 to any action	-74-  <i>Luck</i> +1 to any action	-75-  <i>Luck</i> +1 to any action	-76-  <i>Luck</i> +1 to any action
-77-  <i>Luck</i> +1 to any action	-78-  <i>Luck</i> +1 to any action	-79-  <i>Luck</i> +1 to any action	-80-  <i>Luck</i> +1 to any action

-81-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-82-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-83-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-84-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll
-85-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-86-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-87-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-88-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll
-89-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-90-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-91-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-92-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll
-93-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-94-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-95-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-96-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll

-97-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-98-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-99-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll	-100-  <i>Adrenaline</i> +3 on REF, STR/BOD or MA roll
-101-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-102-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-103-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-104-  <i>Willpower</i> +3 on INT, TECH or COOL roll
-105-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-106-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-107-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-108-  <i>Willpower</i> +3 on INT, TECH or COOL roll
-109-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-110-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-111-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-112-  <i>Willpower</i> +3 on INT, TECH or COOL roll

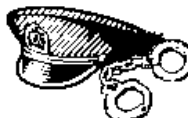
-113-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-114-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-115-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-116-  <i>Willpower</i> +3 on INT, TECH or COOL roll
-117-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-118-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-119-  <i>Willpower</i> +3 on INT, TECH or COOL roll	-120-  <i>Willpower</i> +3 on INT, TECH or COOL roll
-121-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-122-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-123-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-124-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll
-125-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-126-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-127-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-128-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll

-129-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-130-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-131-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-132-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll
-133-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-134-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-135-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-136-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll
-137-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-138-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-139-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll	-140-  <i>Presence</i> +3 on EMP, ATTR, or LUCK roll
-141-  <i>Haste</i> Gain first Initiative this round	-142-  <i>Haste</i> Gain first Initiative this round	-143-  <i>Haste</i> Gain first Initiative this round	-144-  <i>Haste</i> Gain first Initiative this round

-145-  <i>Haste</i> Gain first Initiative this round	-146-  <i>Second Chance</i> Re-roll a failed action	-147-  <i>Second Chance</i> Re-roll a failed action	-148-  <i>Second Chance</i> Re-roll a failed action
-149-  <i>Second Chance</i> Re-roll a failed action	-150-  <i>Second Chance</i> Re-roll a failed action	-151-  <i>Effect</i> Effect of any succeeded roll is increased by 2 (change hit location by 2, +2 damage, ½ normal time to succeed, etc)	-152-  <i>Effect</i> Effect of any succeeded roll is increased by 2 (change hit location by 2, +2 damage, ½ normal time to succeed, etc)
-153-  <i>Effect</i> Effect of any succeeded roll is increased by 2 (change hit location by 2, +2 damage, ½ normal time to succeed, etc)	-154-  <i>Effect</i> Effect of any succeeded roll is increased by 2 (change hit location by 2, +2 damage, ½ normal time to succeed, etc)	-155-  <i>Breakthrough</i> +3 to any roll involving a skill the character does not have	-156-  <i>Breakthrough</i> +3 to any roll involving a skill the character does not have
-157-  <i>Breakthrough</i> +3 to any roll involving a skill the character does not have	-158-  <i>Support</i> +3 to any other character's action by providing roleplayed support and playing this card	-159-  <i>Support</i> +3 to any other character's action by providing roleplayed support and playing this card	-160-  <i>Support</i> +3 to any other character's action by providing roleplayed support and playing this card

-161-  <i>Support</i> +3 to any other character's action by providing roleplayed support and playing this card	-162-  <i>Support</i> +3 to any other character's action by providing roleplayed support and playing this card	-163-  <i>Rally</i> All players may draw one card into their pools in exchange for this card and a rallying call or event.	-164-  <i>Rally</i> All players may draw one card into their pools in exchange for this card and a rallying call or event.
-165-  <i>Rally</i> All players may draw one card into their pools in exchange for this card and a rallying call or event.	-166-  <i>Rally</i> All players may draw one card into their pools in exchange for this card and a rallying call or event.	-167-  <i>Seize Initiative</i> Use to either keep last round's initiative before rolling this round's or use to re-roll this round's initiative.	-168-  <i>Seize Initiative</i> Use to either keep last round's initiative before rolling this round's or use to re-roll this round's initiative.
-169-  <i>Seize Initiative</i> Use to either keep last round's initiative before rolling this round's or use to re-roll this round's initiative.	-170-  <i>Idea</i> The Game Master will give you a hint regarding a specific unsolved problem in the adventure	-171-  <i>Idea</i> The Game Master will give you a hint regarding a specific unsolved problem in the adventure	-172-  <i>Claim</i> Replace this card at any time for the last card discarded or played by any player
-173-  <i>Claim</i> Replace this card at any time for the last card discarded or played by any player	-174-  <i>Claim</i> Replace this card at any time for the last card discarded or played by any player	-175-  <i>Claim</i> Replace this card at any time for the last card discarded or played by any player	-176-  <i>Napoleon Leadership</i> You may give any 2 cards you have to other players and replace them with new cards from the stack

-177-  <i>Napoleon Leadership</i> You may give any 2 cards you have to other players and replace them with new cards from the stack	-178-  <i>Napoleon Leadership</i> You may give any 2 cards you have to other players and replace them with new cards from the stack	-179-  <i>Opponent Fails</i> This card negates an opponent's successful action against you only.	-180-  <i>Opponent Fails</i> This card negates an opponent's successful action against you only.
-181-  <i>Double Cross</i> +6 on any action that directly betrays the rest of the party	-182-  <i>Connection</i> You know someone in the area who can aid you.	-183-  <i>Connection</i> You know someone in the area who can aid you.	-184-  <i>Connection</i> You know someone in the area who can aid you.
-185-  <i>Alertness</i> You notice a previously unseen item, character or clue. <u>Set this card out facing the GM</u>	-186-  <i>Alertness</i> You notice a previously unseen item, character or clue. <u>Set this card out facing the GM</u>	-187-  <i>Alertness</i> You notice a previously unseen item, character or clue. <u>Set this card out facing the GM</u>	-188-  <i>Alertness</i> You notice a previously unseen item, character or clue. <u>Set this card out facing the GM</u>
-189-  <i>Common Ground</i> You establish some common ground with an otherwise alien or unknown being or group. <u>Set this card out facing the GM</u>	-190-  <i>Common Ground</i> You establish some common ground with an otherwise alien or unknown being or group. <u>Set this card out facing the GM</u>	-191-  <i>Common Ground</i> You establish some common ground with an otherwise alien or unknown being or group. <u>Set this card out facing the GM</u>	-192-  <i>Common Ground</i> You establish some common ground with an otherwise alien or unknown being or group. <u>Set this card out facing the GM</u>

-193-  <i>Nemesis</i> SUBPLOT Someone in the area has a grudge against the character (or vice versa if GM approves). If you play this card, gain 2 cards from the stack to replace it.	-194-  <i>Nemesis</i> SUBPLOT Someone in the area has a grudge against the character (or vice versa if GM approves). If you play this card, gain 2 cards from the stack to replace it.	-195-  <i>Nemesis</i> SUBPLOT Someone in the area has a grudge against the character (or vice versa if GM approves). If you play this card, gain 2 cards from the stack to replace it.	-196-  <i>Romance</i> SUBPLOT You attract a romantic interest. If you play this card, gain 2 cards from the stack to replace it.
-197-  <i>Personal Stake</i> SUBPLOT You have some vested interest in this situation. If you play this card, gain 2 cards from the stack to replace it.	-198-  <i>Personal Stake</i> SUBPLOT You have some vested interest in this situation. If you play this card, gain 2 cards from the stack to replace it.	-199-  <i>Mistaken Identity</i> SUBPLOT You bear a marked resemblance to someone else in this area and are mistaken for them. If you play this card, gain 2 cards from the stack to replace it.	-200-  <i>Suspicion</i> SUBPLOT You are suspected of being guilty of an act you may or may not have performed. If you play this card, gain 2 cards from the stack to replace it.

