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

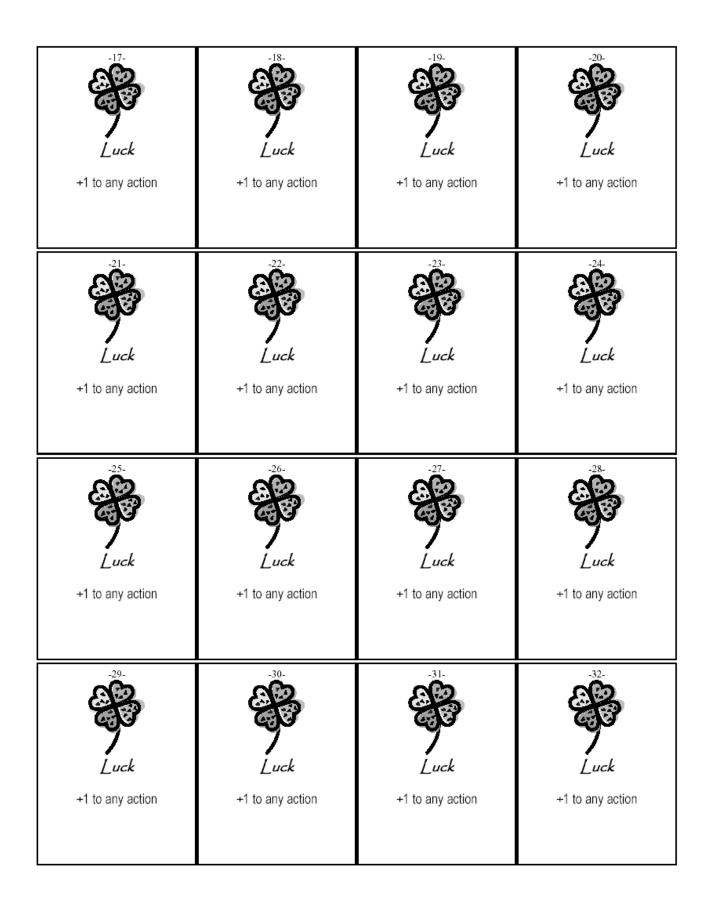
I have been curious about the luck deck for quite a while, so now, with Hound and Mikes permission I am hosting them at Datafortress 2020, my only contribution was fixing the format so that the front and back of the cards line up properly when printing.

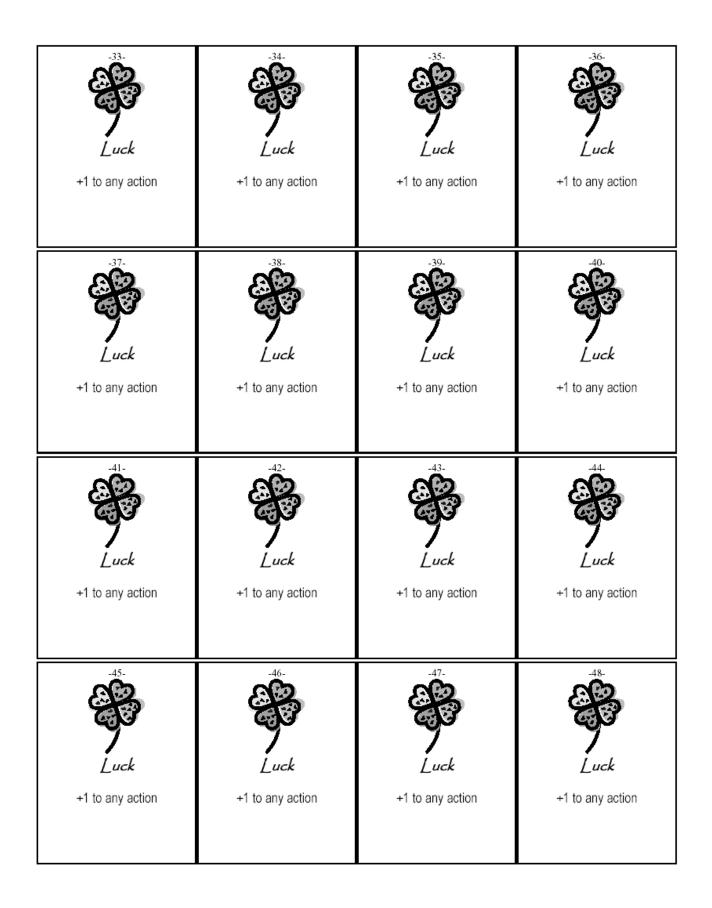
- Wisdom000

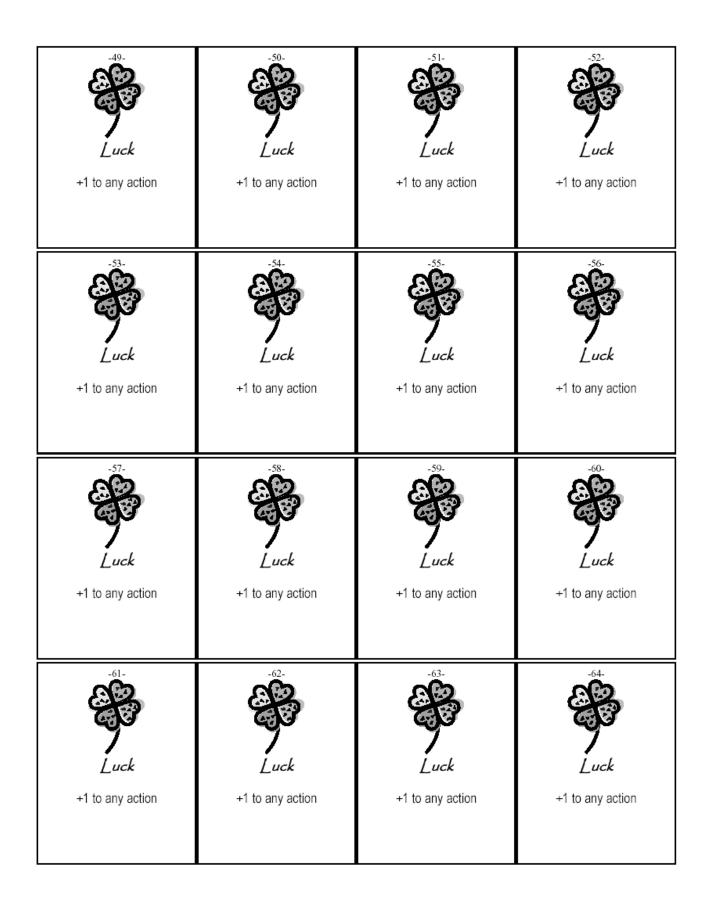
Cybergrunk 2.0.2.0.	2.0.2.0.	Cybergrank 2.0.2.0.	Cybergryk 2.0.2.0.
Luck Deck	Luck Deck	Luck Deck	Luck Deck
Cybergunk 2.0.2.0.	2.0.2.0.	2.0.2.0.	Cybergrunk 2.0.2.0.
Luck Deck	Luck Deck	Luck Deck	Luck Deck
Cybergenk 2.0.2.0.	2.0.2.0.	2.0.2.0.	2.0.2.0.
Luck Deck	Luck Deck	Luck Deck	Luck Deck
Cybergunk 2.0.2.0.	Cyberpunk 2.0.2.0.	Cyberpunk 2.0.2.0.	Cyberpunk 2.0.2.0.
Luck Deck	Luck Deck	Luck Deck	Luck Deck

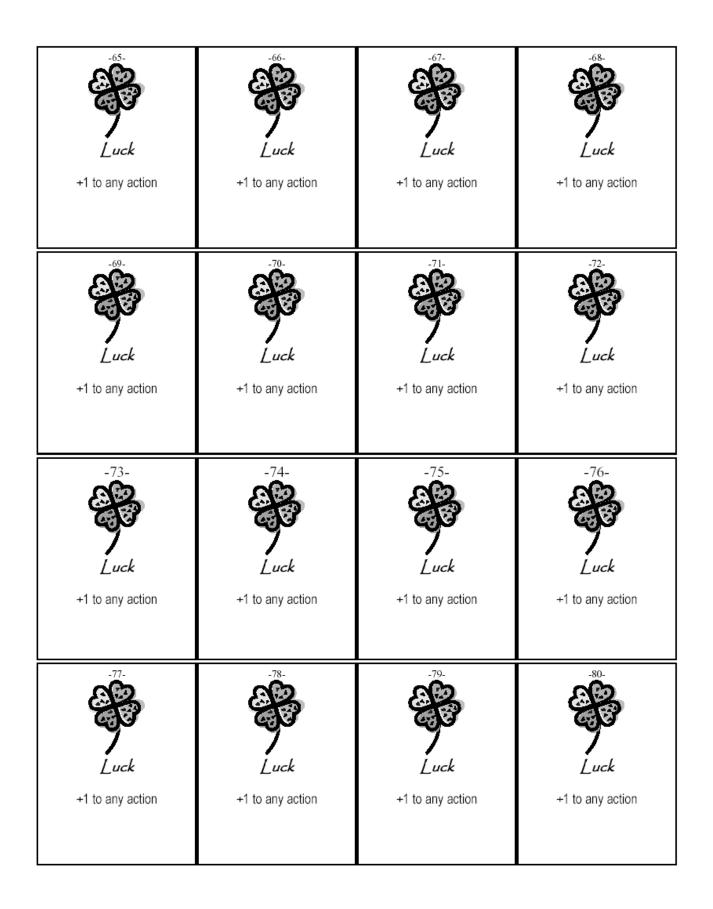
Use this page as a back for your deck - if you feel you need one.

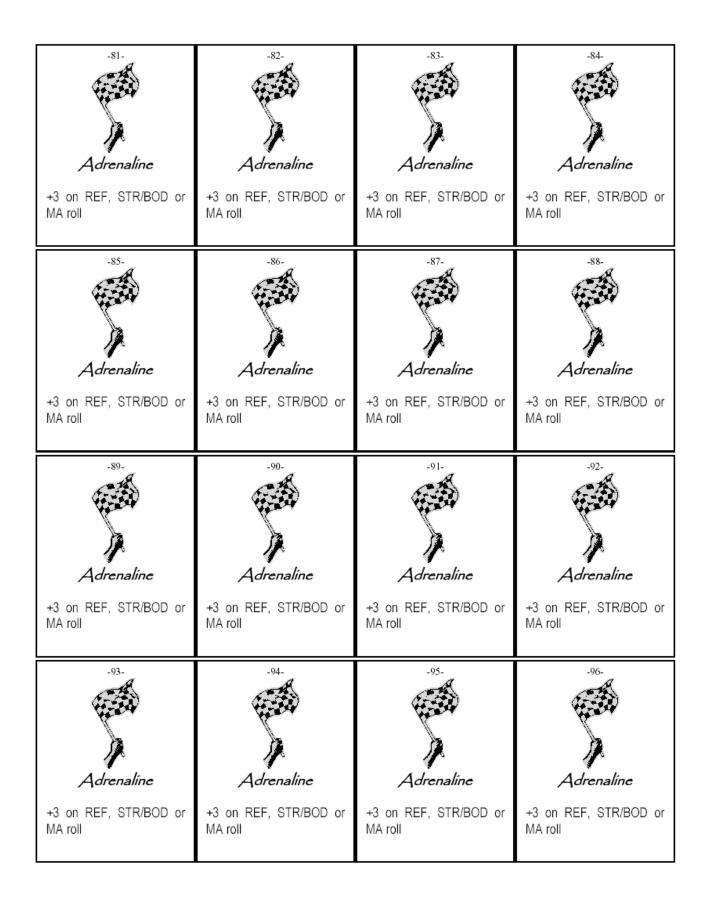
-1- Campaign This card makes any SUBPLOT permanent, if the GM agrees.	-2- Too Much This card makes any botch or failed roll into such a success that the player should wish they had just failed.	-3- <i>Too Much</i> This card makes any botch or failed roll into such a success that the player should wish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







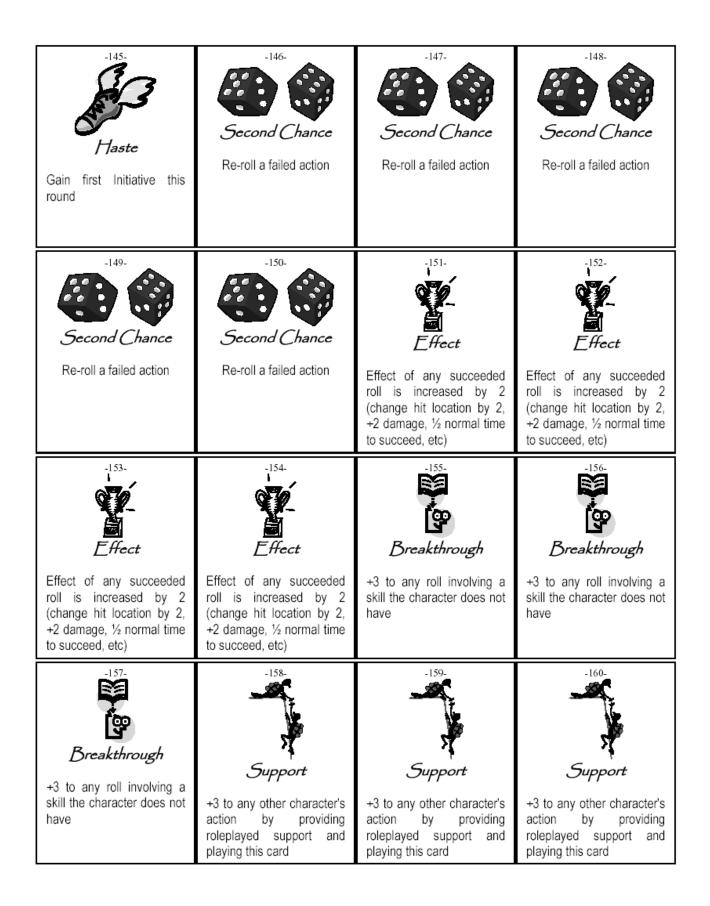




-97-	-98-	-99-	-100-
Adrenaline	Adrenaline	Adrenaline	Adrenaline
+3 on REF, STR/BOD or	+3 on REF, STR/BOD or	+3 on REF, STR/BOD or	+3 on REF, STR/BOD or
MA roll	MA roll	MA roll	MA roll
+3 on INT, TECH or COOL roll	-102- <i>Willpower</i> +3 on INT, TECH or COOL roll	-103- <i>Willpower</i> +3 on INT, TECH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

+3 on INT, TECH or COOL	-114- Willpower +3 on INT, TECH or COOL roll	-115- Willpower +3 on INT, TECH or COOL roll	+3 on INT, TECH or COOL roll
-117- Willpower +3 on INT, TECH or COOL roll	-118- Willpower +3 on INT, TECH or COOL roll	-119- Willpower +3 on INT, TECH or COOL roll	+3 on INT, TECH or COOL roll
-121- Presence +3 on EMP, ATTR, or LUCK roll	+3 on EMP, ATTR, or LUCK roll	+3 on EMP, ATTR, or LUCK roll	+3 on EMP, ATTR, or LUCK roll
-125- Presence +3 on EMP, ATTR, or LUCK roll	+3 on EMP, ATTR, or LUCK roll	-127- Presence +3 on EMP, ATTR, or LUCK roll	-128- Presence +3 on EMP, ATTR, or LUCK roll

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



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

-177- Natoleon Leadership You may give any 2 cards	-178- Naęoteon Leadership You may give any 2 cards	-179- Opponent Fails This card negates an	-180- Opponent Fails This card negates an
you have to other players and replace them with new cards from the stack	you have to other players and replace them with new cards from the stack	opponent's successful action against you only.	opponent's successful action against you only.
-181- Double Cross +6 on any action that directly betrays the rest of the party	-182- Connection You know someone in the area who can aid you.	Connection You know someone in the area who can aid you.	Connection You know someone in the area who can aid you.
-185-	-186-	-187-	-188-
Alertness	Alertness	Alertness	Alertness
You notice a previously unseen item, character or clue. Set this card out facing the GM	Alertness Alertness You notice a previously unseen item, character or clue. Set this card out facing the GM	Alcrtness Alcrtness You notice a previously unseen item, character or clue. Set this card out facing the GM	Alertness Alertness You notice a previously unseen item, character or clue. Set this card out facing the GM
You notice a previously unseen item, character or clue. <u>Set this card out</u>	You notice a previously unseen item, character or clue. <u>Set this card out</u>	You notice a previously unseen item, character or clue. <u>Set this card out</u>	You notice a previously unseen item, character or clue. <u>Set this card out</u>

-193-	-194-	-195-	-196-
Nemesis	Nemesis	Nemesis	Romance
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.	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.	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.	SUBPLOT You attract a romantic interest. If you play this card, gain 2 cards from the stack to replace it.
-197- 	-198- -198- Personal Stake	-199- Mistaken dentity	-200- Suspicion
SUBPLOT You have some vested interest in this situation. If you play this card, gain 2 cards from the stack to replace it.	SUBPLOT You have some vested interest in this situation. If you play this card, gain 2 cards from the stack to replace it.	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.	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.