

Sh*t Happens

Bad things for the unlucky Cyberpunk

The Luck stat... one of the most abused stats in Cyberpunk history. You could run a character for any length of time and never use it. Which is why some players like to bleed it down to 2 points in order to boost their other stats. This annoys me quite a bit... but I've come up with some tips to stop players doing it.

The topics below are what could happen if the characters has a low luck stat.

Cancer

One of most deadly diseases of the 20th Century is still as bad in the new millenium. Simply have your selected player roll his Luck vs. 6 should he win he does not acquire the disease. If he doesn't... then this could end up as a whole campaign. In my games cancer treatment costs 8,000eb and upwards. Most players don't have that kind of cash so high-risk / high-reward jobs'll be the only way to rake in the dough. This should be emphasised to players at all times.

Gang Trouble

If the character lives near / on gang territory then have him roll Luck vs. 6 everyday. Should he pass, the gangs leave him alone. If he fails, then the gangs harrass him. This could be anything from push him around, intimidate him, smash up his car, even shooting at him for no apparent reason other than he's encroaching on their turf.

Bad Neighbours

Next door live two of the most horrible neighbours ever. They leave music on all night (usually some pumpin' Drum & Bass track), leave garbage in the hallway and shout at you whenever YOU do something that would be considered disreputable.

Unlucky

If the player has LUCK:2 then he finds that he messes up with great frequency. Gain +3 Dif to ALL skill rolls. When using firearms their reliability rating are automatically dropped 1 stage (eg. a VR firearm becomes ST). Firearm fumbles get +1 to occur. This means that if a fumble occurs on a 1 on a d10 it would become 2 on a d10.

Merits

When purchasing a merit Luck:2 characters has a 2 on a d10 chance that when he has purchased it, the merit does not take effect. This can be remedied by purchasing the merit at an extra points cost.

Flaws

Any Luck:2 characters have a 2 on a d10 chance of having an automatic flaw put onto them. Whatever that is, is the GM's choice.

More to Come

Courtesy of [Dartboard](#)