DUALINK

Luck & Pluck

Magic Item



JoJo's Bizarre Adventure Edition

Luck & Pluck

Weapon (longsword), legendary (requires attunement)

Once wielded by the knight Bruford, this ancient sword bears the word **LUCK** upon its blade, altered by its former owner into **PLUCK** before being entrusted to a worthy opponent. The weapon carries the memory of that final act of respect and responds particularly well to those willing to stand against overwhelming evil.

You gain a **+2 bonus to attack and damage rolls** made with this magic weapon.

Sword of Pluck

Luck & Pluck seems to strengthen the resolve of its wielder when the situation is at its worst.

While you are below half your hit point maximum, you have **advantage on saving throws against being charmed and frightened**.

Additionally, while you are below one-quarter of your hit point maximum, your weapon attacks with Luck & Pluck deal an additional **1d8 radiant damage** on a hit.

Through Fire and Flame

The sword is exceptionally resilient and can endure punishment that would destroy an ordinary weapon. Luck & Pluck can't be damaged or destroyed by nonmagical means.

Additionally, as a bonus action, you can touch the blade to a nonmagical flame within your reach, causing the blade to carry that flame. Until the

end of your next turn, your weapon attacks with Luck & Pluck deal an additional **1d6 fire damage** on a hit.

Hamon Conductor

Luck & Pluck is an exceptional conductor for Hamon.

If you possess a feature that allows you to channel Hamon through a weapon, Luck & Pluck counts as a valid weapon for that feature regardless of its normal restrictions.

Whenever you deal radiant damage with a Hamon ability through Luck & Pluck, you can reroll one radiant damage die. You must use the new roll.

Metal Silver Overdrive

When you channel Hamon through Luck & Pluck, you can flood the entire blade with Hamon energy and unleash it through your strike.

When you hit a creature with Luck & Pluck and deal radiant damage to it as part of the attack, you can cause the attack to deal an additional **3d8 radiant damage**.

If the target is an undead, the additional damage increases to **5d8 radiant damage**.

Once this property has been used, it can't be used again until the next dawn.

Final Act of Courage

When you are reduced to 0 hit points but not killed outright while holding Luck & Pluck, you can drop to **1 hit point instead**.

Until the end of your next turn, you have advantage on attack rolls made with Luck & Pluck.

Once this property has been used, it can't be used again until the next dawn.

