



Generic Fortune Warrior

Luck. Whether it's simple probability or some greater force in the world, it is ubiquitous as an idea, and the fortune warriors turn that idea into an actual force to aid them, turning luck into a skill they are capable of developing and learning to wield like a blade. Fortune warriors, gambit fighters, gambler knights, all are common names for those who wield the power of luck as their chosen weapon. You now count yourself amongst their number.

Whether you are the gambler that uses high risk strategies for an equally high reward, the doomsday prepper that sees luck as merely a supplement for your own skill and preparations, or anywhere in between, you are intrinsically tied into the power of karmic fortune in this universe, and all future ones.

With luck being such a tangible force, who knows what this world will be like...

Good Luck, Jumper. That's what it's all about.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have fortune warriors in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Luck Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Luck Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Fortune Warrior (Free): You are capable of training your luck just like you would a skill, refining it and honing it in ways others would find impossible. The actual training methods can vary, but are almost universally difficult to perform and provide fairly minor gains, but you can direct it towards specific tasks, given enough time and dedication, as well as enough luck to survive the ordeal.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Soldier of Fortune (50cp): This perk gives you five years worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things than always needing to rely on magic. You are also able to recognize bad ideas or when you're getting caught up in something would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and normalcy. You will never go mad with power or lose sight of your roots.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much more clear to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it without hesitation, able to weigh the pros and cons instantly in the background of your mind without having to consciously go through the effort and potentially miss your chance. Quite useful when luck is so fickle.

Everyday Luck (100cp): You are simply a bit luckier than the average person in some small ways. While not to the level where you can rely on it to pull you through in a fight, it can keep you safe from everyday dangers. You find that random odds will tend to tilt in your favor and you will never be killed by random chance, accidents, or simple bad luck. Your luck is simple, but persistent in this manner.

Creature Comforts (100cp): In life, there can often be a great many stressors, both physically and mentally, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don't happen to you, though more serious ones still will.

That Looks Interesting (100cp): When something catches your interest, you get a bit of information on it as if you had done just a bit of research on it. Watching someone fight in a new way will give you an idea on what their style is based on, seeing a spell will give you an idea what it can do, and seeing a person may give you an idea on their preferences, talents, or abilities.

Good Rapport (100cp): You are able to easily build up good will with others very easily and aren't subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Charming (100cp): You have a natural pull to you, a personal gravity or magnetism of personality that just seems to draw people in and ingratiate you towards others. You have a natural and easy charm to you that just makes people like you more readily and makes social interaction easier. You are also really good at breaking the ice and getting other people to interact and find common ground with each other.

Charmed Life (100cp): As a fortune warrior, you've found that your luck acts as a buffer against certain forms of esoteric attack, granting you protection against effects that would target your soul, subvert your will, curse you, or that would otherwise be classed as a debuff or status condition. Poison, disease, petrification, and any similar conditions will have less of an effect on you. This renders you effectively immune to such conditions unless your luck is somehow nullified completely or you allow them to come through.

A Learning Experience (100cp): Often, a fortune warrior is left with a sense that they never need to worry about failure, and when they do encounter it, they grow frustrated easily as they never learned how to cope with failure. You, however, are not discouraged by failure. Your failures instead act as a motivator to do better and help you to learn a bit faster as they stick in your mind well. Additionally, any failures you make while learning or training will rarely result in significant injury and will never result in permanent injuries.

Perceptive (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the best senses a human is capable of having, which can be further trained up to match the heights of the greatest animals, all without the vulnerabilities such improved senses would normally have.

Evercleansed (100cp): Your body and clothing are constantly cleaning themselves, as if by magic. This means that any dirt or grime that builds up on you will slowly be removed, bad odors will be neutralized and scrubbed, and you will feel like you just got out of the shower. It will generally only take a minute, maybe two, to go from covered in dirt to completely cleaned. This will also keep your possessions just as clean and blemish free, without causing damage to them that attempting to clean them normally would do. You can toggle this on or off at will.

Presentation (100cp): You have learned how to present yourself effectively to project a specific image, if you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This can also be used on anything you make, such as making a message seem far more mundane than it really is in case it is ever intercepted. This is just an impression, and if forced to back it up, you'll need to rely on yourself for it.

Bold as Brass (100cp): You have a high level of self esteem, are not subject to stage fright or social anxiety, and can easily suppress your sense of shame. Taken altogether, this gives you a great deal of confidence and makes you nearly immune to any attempt to break you down. Also comes with skill in quips and one liners.

The Simpler Things (100cp): You can find enjoyment in the simplest of things, appreciate what you have, keep a sense of child-like wonder, and not fall into boredom and ennui. You are able to simply savor a moment or experience, even if you've experienced it many times before.

Gambler (100cp): With how lucky they are, it is little wonder that fortune warriors will often get into the gambling scene and play to their luck. You find that games of chance simply go your way more often than not, and often in ways, even getting past attempts to rig the game against you. If, however, you forgo this benefit for a time, you will be able to use gambling and games of chance as a means to train yourself with the Fortune Warrior perk, though the gains are only a tenth of what it would normally provide. The low stakes, in terms of life and limb, make it a much easier method of training. You can toggle this between the two modes at will.

Skill Over Luck (100cp): Not all fortune warriors rely on luck, some favor actually developing their skills and use their luck for opportunities to learn rather than using it to overcome challenges. You learn five times faster than you did before, which is doubled if you have a mentor. You also find it much easier to gain the tutelage of a mentor for skills you wish to learn, or at least find materials to help you learn a skill on your own.

Intuition (100cp): You are a natural problem solver, able to look at a problem and spot where the issues actually are and understand them, as well as insights into how they can be solved with your current abilities and skills or if you may need to learn something new to fix the issue.

Beginner's Luck (100cp): Fortune warriors have a knack for picking up new skills with such speed it borders on the uncanny. Just by living you tend to pick up little bits and pieces of various skills. The stance of a fencer dueling in the streets, the quick hands of a con man, or the methods a baker uses to make their bread. Every day you pick up a small number of bits and bobs from everything happening around you and gives you just a little bit of skill in everything. This effectively gives you the rough equivalent to a few days of training with most mundane skills.

Improvisation (100cp): You have the rather impressive ability to make things up as you go and have them work out. They may not be your best, but they will definitely show your level of skill. You can apply this to just about anything; prototypes you make will be a bit better for a first attempt, techniques made on the fly will have a higher chance of working even if they don't work as well, lies you make up are more believable, and even a song made up in the moment would still be pretty good.

Risk Management (100cp): A common counter to a fortune warrior, besides another fortune warrior, is to stack the deck so far in your favor that the luck of a fortune warrior can't cover the difference. However, because of how effective this tactic can be, some fortune warriors have adopted it for themselves. You have developed your skills to be able to get any and every advantage you can in any way you can, ranging from setting the field, keeping your equipment in working order, gathering allies, research to gather information on your foes, and otherwise making sure that there is as little chance involved as possible. This is purely mundane skill, but every little bit of it makes it harder for your foes to use luck to their advantage while keeping your own abilities intact.

Luck Detection (100cp): You have the ability to detect the manipulations of fate and luck, feel when something is off with a situation and pick up on when something is simply pure chance. You know when something is purely coincidental and when it is enemy action, rather than having to guess. Given time, you may even be able to detect the baseline luck of creatures around you and how it is influencing the world on a small scale.

Consequences (100cp): Many fortune warriors never think about the effects of their luck on others, the knock on effects that come from their actions and abilities. You, however, are constantly aware, at least subconsciously, of what your actions will do and how to minimize the harm you may cause. Especially in terms of collateral damage, both for lives and property damage. On top of that, even if you and your foes were throwing around particularly destructive abilities, you will find the damage is much less than it otherwise would be, unless the goal of such things was to cause damage in the first place.

Life of the Party (100cp): You know how to throw a good party and bolster the mood of nearly any event to make it that much more enjoyable for the people present, bringing good cheer, wonder, and optimism into the lives of the people that are around you and bolstering their spirits. On its own, this will improve morale and ease burdens on people, though it won't substitute for good mental care.

As a side bonus, this perk also ensures that, even in spite of what you do to yourself, you'll live a far healthier life. Drugs, alcohol, junk food, and all manner of harmful things seem to not affect you negatively in the long term. While they may have some short term effects, no long term damage will emerge from these things. This includes an immunity to addiction in all of its forms.

Good Genes (100cp): You were born lucky, and it shows in just how good your genes were right at the outset. You are highly attractive for your body type, to the point that even those that dislike your body type may still find you attractive, no blemish will mar this beauty and will only accentuate it if they do occur, or fade quickly if you would prefer. This won't help as much with dirt and grime, but it will at least minimize its detriment to your looks.

Additionally, your body and mind never seem to degrade. This means that even as you age, your beauty will remain, but not just that, your memories never fade, your strength of arm will not wither from disuse, your skills will never grow rusty, and similar such phenomena. The exception is if you want to lose something, such as still being able to shed fat if you'd prefer not to have it around.

Lucky Find (200cp): You can always seem to pull something that you could reasonably have obtained and have on hand from your person, such as being able to pull a clove of garlic from your pack when fighting a vampire even if you didn't actually buy it, so long as you could have done so. This won't let you obtain anything rare or expensive through this perk's effects alone, however. Your own possessions are considered reasonably obtainable regardless.

Curse Breaker (200cp): You know a method to break down curses and effectively make them inert. At first, this only keeps the curse from taking hold on the current user and allows them to be free of the curse, but at higher levels of proficiency, you could break the curse at the expense of the item itself. Mastering this, however, could allow you to perfectly remove a curse without impacting the boons of the item.

Scrapes & Bruises (200cp): You have found that the injuries are rarely as bad as they seem, being more akin to simple scrapes and bruises, at least for a time. Your luck will act as a buffer against your health, reducing the impact of damage and attacks made against you until the buffer is worn down. Over time, this buffer will replenish, with sleep, food, and relaxation providing an increase in how quickly it replenishes. The greater your luck, the larger this buffer becomes. You can choose when an attack hits the buffer or not, though lethal attacks will automatically hit it.

Leaning Luck (200cp): A natural extension of the fortune telling some fortune warriors practice, you have learned how to lean your luck in a particular direction to make it more effective in situations where it is leaning, but less effective in others. For example, if you were to lean your luck towards financial success, you may lose out on that luck in combat, your love life, finding collectables, etc. proportional to the increase, spread amongst these other directions your luck can lean. With practice, you may drain from specific directions instead of it being spread out.

Dabbler (200cp): Fortune warriors seem to just be able to pick things up by going through life, and now, so do you. You may slot up to five skills, abilities, or perks into this perk, and in doing so, allow them to progress as if you were actively training them, though at 1/10th the speed you normally would. Each slot must hold a different skill.

All Eyes On Me (200cp): You have an internal slider that allows you to manipulate just how noticeable you are, just how magnetic your presence actually is. At its highest level, you will be the center of attention, drawing every eye to see you and make you a focus they can't easily look away from. At its lowest, you gain an SEP field that makes you borderline unnoticeable to the people around you. This isn't quite invisibility, but it is close.

Universal Aptitude (200cp): Some things require you to have a certain quality, such as holy blades that need someone with a one in a million quality to wield. You now count as having any such quality for any such artifact. Even pieces of equipment or artifacts with a DNA restriction can be used by you as if you had the required DNA markers even when you don't.

Accentuate the Positives (200cp): You find that you have a very positive reaction to just about anything that helps you in some way, minimizing any downsides while making the positives more potent. Anything that empowers you in some manner will have any negative side effects completely negated and have the benefits improved as if they were masterfully made with high quality ingredients, where applicable. This, at minimum, will increase all the positive parameters by half again what it once was.

Without a Hitch (200cp): When your luck is so reliable, it makes sense you'd leverage it to empower yourself. Whenever you are subjected to a procedure that has a chance to improve or beneficially alter you with a chance of injury, death, or even just the procedure failing outright, it will instead have a guaranteed chance of success. Risky operations will always go off without issue, shoving an energy source into your own body will have it combine with you successfully if there was even the smallest chance of you not dying. Do show some caution, however, because there still needs to be a chance of success for such a thing to work on you.

Superstition (200cp): Superstitions exist for a reason, especially in regards to good and bad luck, leading many fortune warriors to adopt these small rituals for their own use. You know a number of small, short rituals that give you, or another person near you, a short lived boost in luck geared towards a specific type of task. While not particularly potent, they are repeatable and easy to use. You also gain a complete awareness of all superstitions in the regions you are in and where they originate from, potentially unlocking new rituals, which may not entirely be focused on luck, such as a way to ward away malicious spirits.

Lucky Charms (200cp): There are those that consider certain items to simply be lucky, and when a fortune warrior is involved, they may just be right. You are able to imbue an object with some degree of luck that it will gift to its wearer or wielder. This luck is focused based on the item it is imbued into. A sword would make you luckier in a fight while a coin would make you luckier in finance, for example.

Push Your Luck (200cp): In times of great need, when a fortune warrior's luck simply isn't enough, they can unlock the ability to burn their luck in order to gain a surge of good fortune as a means to simply survive the occurrence. You are able to burn away at your luck to temporarily gain greater levels of luck. The burned away luck is lost, requiring the fortune warrior to effectively heal and build their luck back up, like an atrophied muscle.

Fortune Teller (200cp): You know a number of methods of fortune telling, that is to say, divining the direction someone's luck is leaning towards or away from in such a way that you can tell what would lead to disaster and what would lead to their prosperity. You can do such divinations for locations as a whole as well, rather than simply a person, giving a sense for when disaster is about to strike.

Inspiration (200cp): You are also possessed of a deep wellspring of inspiration that gives you an improved level of creativity and motivation. However, this isn't entirely metaphorical, you actually have a regenerating pool of inspiration in your mind that you can tap into to further improve the above as well as enter a flow state where your skills and abilities are performed with fewer mistakes or missteps.

Wild Magic (200cp): A rare few fortune warriors have a connection to magic through their luck, however, the fickle nature of luck makes such magic largely uncontrolled. You are able to release a surge of magical power that will shape into a random spell or effect. The strength of this spell is determined by your overall luck and your luck can determine just how beneficial these spells are for you. Given intensive practice and keen observation, you may be able to learn how to cast specific spells through special mediums, such as cards or dice, but you will always be able to fall back on this uncontrolled form of magic. See the Notes section for more details.

Collector (200cp): A little known element of the fortune warriors is that they don't just deal in luck, but in wealth as well. This is the most basic example of that premise. Valuable objects in your possession provide a minor karmic boon based on what they are, such as a book making it easier to find information on something or a valuable sword providing a leg up in combat even if it's just decorative. Liquid wealth offers a boost to your overall luck.

Good As Gold (200cp): Metal is a valuable material, and those fortune warriors that deal in wealth have learned to make use of this fact to access the power of metal. You are able to attune yourself to and develop a bond with metal in order to shape it to your will. Each metal has unique properties when manipulated in this way, such as copper being able to generate and store electrical power while gold would act as a perfect channel for magical power. You will start with an attunement to only a single type of non-precious metal.

All That Glitters (200cp): Like with metal, gemstones are incredibly valuable, and fortune warriors can take advantage of that value to create a power all its own. Gemstones have a natural association or symbolism that can, with the power of a fortune warrior, be brought out to make the gem carry magic all its own. These gemstones can then be embedded into an object to imbue them with magical qualities based on the symbolism of the gemstone in a form of enchanting.

Fateless (300cp): Fate. Some think it is synonymous with luck. Any fortune warrior would tell you that fate is, in fact, the opposite of luck. A fixed point that no amount of luck can change or avoid. To counter this, some fortune warriors have learned to separate themselves from fate. You are untethered by fate, something that allows you to make fixed points in history not so fixed, so long as you are involved. This also makes you a living paradox; a being unaffected by changes to the timeline or fabric of reality, maintaining your existence, knowledge, and personality even as reality is changed around you.

Unpredictable (300cp): Attempts to predict or plan around you just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. Your allies also benefit, loosely, from this protection from prediction so long as they are working with or for you, their actions being considered an extension of your own in such a case. Even death cannot predict you, rendering you effectively ageless as you cannot die of old age.

Lucky Star (300cp): You were born under a favorable sign, maybe a star that only appears for a great hero or an event that people believe means something great will come. Regardless, this has gifted you with a great deal of potential. In fact, it has gifted you with unlimited potential. You have the capacity to constantly achieve greater heights, ever growing greater than you once were without fear of hitting a ceiling you cannot break through. While your growth may stall at times, you will never stop growing if you pursue it. On top of this, the rate at which your luck grows with the Fortune Warrior perk is ten times faster than before.

Fae Fortunes (300cp): You have established a connection to the fae elements of luck, the fickleness of someone's fortunes, allowing you to accomplish what should be impossible by fate. This has effectively given you the ability to count as the most beneficial thing you can be. Need a child of prophecy? You count. Need a specific material to bypass an otherwise absolute defense? You can bypass it as if you were using that material. Anything of the sort works for you. As an added bonus, you are resistant to conceptual abilities, with your resistance growing with your luck, rendering even absolute abilities not so absolute, so long as you have enough luck to resist the conceptual nature of such an ability. This will only give a chance of success, but there is still a chance.

Greed (300cp): The culmination of the fortune warriors related to wealth, you have gained a sort of Vault where you can store your material wealth... at the cost of never being able to pull it out of the vault again. However, anything stored in the vault is considered both on your person and wielded or worn as applicable to the item, and the wealth within contributes to a regenerating pool of energy that you can use to fuel any ability in place of its normal energy or material requirements. Representations of wealth, such as the paper dollar in a modern setting, would not be enough to contribute to this power, but rare goods and materials would. Even simple iron will contribute as it is a viable, valued resource, it just isn't as much as gold, gemstones, or one of a kind masterpieces.

Lady Luck's Favor (300cp): Lady Luck, the metaphysical representation and personification of luck, is the patron of all fortune warriors, making every fortune warrior her priest in some small manner. Some, however, take this more seriously than others. Any divine powers you acquire in the future are able to use Lady Luck as the source instead of relying on the original source, effectively allowing you to retain any divine blessing or power you acquire even in future jumps that lack the deity or divinity that gifted it to you originally.

Shared Fortunes (300cp): Not all fortune warriors are so selfish as to keep their luck to themselves. You have the ability to gift your luck to others, bolstering their luck at the cost of your own, at least until you take your luck back, of course. You can reclaim whatever you have gifted out at will, requiring only a few moments of thought to do so.

Additionally, or as an alternative, you may gift out your perks, in full or in part to others, though an individual is limited to 1000cp worth of perks or abilities. You lose access to the perks you give out in this way. However, there is a small work around for this. You gain a single slot which you can place a perk or ability into. This perk may be gifted out without you losing access to its effects. The full cost of the perk still counts towards the CP limit you can give out with this perk, it only allows you to retain access to it. Once a perk is slotted in, it cannot be changed.

At the start of each new jump (or after a decade has passed, whichever comes first) you gain an additional slot you can place a perk or ability into.

Jinx (300cp): Bad luck is just as much a power for a fortune warrior as good luck is, with the jinx being someone that specializes in the manipulation and application of bad luck. You are able to project your bad luck onto others nearby in order to dull or negate their good luck and leave only misfortune in its place. With practice, you may even be able to take in the good luck of those you affect with this to bolster your own for a time.

When you train with the Fortune Warrior perk, you can choose to train your Fortune (good luck) or Misfortune (bad luck) or both. Your ability with Misfortune may change or augment how some of your abilities manifest. See the Notes section for more details.

Twist of Fate (300cp): As you use your abilities as a luck warrior, and as time passes to a certain extent, you will find that potential for the future builds up within you, doing so faster while you are in dangerous situations or when you experience a great moment of inspiration of some sort. After a certain point, this potential will fold into itself and crystallize into a Twist of Fate. At first, you will only be able to have five such Twists of Fate at any given time.

A Twist of Fate is a mass of raw potential, and that potential can be drawn on to empower yourself or take control over probability on a relatively small scale. The more potent the effect and the less likely a potential result would be, the more Twists of Fate you'd need to draw on, though, with this, even the impossible becomes possible for a short time. This method of using Twists of Fate is short lived, lasting minutes at most to start, however, they will replenish themselves within a day, allowing you to access the power again. At first, it will be all or nothing with a Twist of Fate, either you draw on all of its energy or none, however, given time and practice, you may be able to draw on only part of the potential trapped within, allowing for a much more flexible power.

Additionally, it is possible to unravel a Twist of Fate entirely to permanently acquire a boon as the potential it represents is released, granting a much larger surge of power. This may permanently increase the power of an existing ability, instantly grant you access to a new skill or technique, improve the breadth of an existing ability, grant a new power entirely, or even grant you access to a more material boon such as an object of power or a rare material. You can even use this to improve someone other than yourself if you are so inclined. However, the amount of potential released from unraveling a Twist of Fate is difficult to control, leading to it being largely random at first, but given time and practice, you may be able to learn to control the potential of an unraveling a Twist of Fate. Do note that unraveling a Twist of Fate is permanent, it will not recharge like tapping into the potential would, losing access to the Twist of Fate. This won't stop you from creating new Twists of Fate.

With practice, you increase the number of Twists of Fate you can have at once, reduce the necessary potential to create one, and/or give each Twist of Fate more potential to draw from.

You cannot use a Luck Token to gain this perk.

Cheat Death (300cp): Fortune warriors always seem to be able to survive against the odds, even when death should be certain... because it was certain, they just cheated death out of their demise. Every ten years, or at the start of each jump, you gain an extra life. Should you die, one of these extra lives will be used up and you will find yourself alive, maybe a little battered and bruised, but with no life altering injuries that won't recover quickly, and in a place that, at least for a time, will be safe for you.

You can only have five extra lives from this perk at any given time.

You cannot use a Luck Token to gain this perk.

At the Crossroads (500cp): You have a unique ability even amongst fortune warriors, the ability to walk two paths at once and decide which actually happens to you. You are able to create a split in reality where you are able to take different courses of action in each, retaining awareness of both but living them separately. At any time, you can close down one of these instances, leaving only the one remaining with the actions you took in that reality remaining while all that lasts of the other is your memories.

Opening one of these splits in fate drastically impacts your luck for a time, leaving you less to work with in terms of your fortune warrior abilities, but having two opportunities may well be enough to compensate for such a thing. You can also only keep them open for a day at most, to start. You may improve on this through practice and with greater levels of luck to fuel it.

You cannot use a Luck Token to gain this perk.

Items

You gain two additional Luck Tokens that can only be spent in this section.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Travel Pack (100cp): A simple seeming backpack made of canvas and/or leather. It never seems to weigh more than the materials it's made from, the things stored within never weighing it down in any way. A useful feature given how it can store much more than its size would suggest, having the capacity to hold as much as an eight by eight by eight foot room. When you reach into the pack, whatever you were reaching in for will always be right there and will be in just the right position to be easily pulled from the pack itself.

"Party Favors" (100cp): Also known as social lubricant or alcohol. You have a massive supply of various forms of alcohol in a nearly bottomless, chest-like cooler that keeps them all at the perfect temperature. This alcohol has a unique property where it doesn't cause hangovers or addiction. Additional purchases can be used to gain other recreational drugs of the sort, similarly altered to have reduced negative effects and an inability to cause addiction.

Fortune Foci (100cp): A set of tarot cards, a handful of varied dice, a collection of coins or chips... whatever form this collection of items takes, they are collectively a nearly perfect focus for your abilities in all of their forms.

Additionally, there is another aspect, the individual pieces can be merged into other objects in order to make them more receptive to your abilities and powers, applying the effects of the foci to the object in question, including any enchantments or enhancements made to the foci itself.

Any foci can easily be removed and placed into another object, along with any enchantments on the foci.

Old Reliable (100cp): You have a small weapon, such as a pistol, a knife, or a club, that you always have access to and can call to your hand at will. This weapon will never break, jam, or otherwise become unusable. This weapon will maintain any and all upgrades made to it. You can import a weapon to gain these properties.

Best Friend (100cp): A simple pet. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. Finally, it has the Fortune Warrior perk and is fairly lucky to begin with.

Good Luck Charm (200cp): You have a small keepsake or memento of some sort that provides you with a boost in your overall charisma, increases how quickly your stamina (physical, mental, spiritual, and magical) replenishes, improves your senses by a fair margin, and gives you a minor boost to both your physical and supernatural abilities that aren't related to luck. All of these features scale with your luck and will improve as your luck does.

Trickster Spirit (200cp): A fae spirit of mischief and joy has bonded with you. They take the form of a beautiful human or human-like creature, sometimes with insect features, but at a size where they could fit into the palm of a man's hand, though few can see them as they are naturally invisible to those not bonded to them. Just having the bond allows you to see the supernatural that would otherwise be hidden, improves your situational awareness, and makes you more sensitive to emotions, your own and those of others.

Additionally, spirits bonded to a person produce and store up a power that can be channeled into an individual, their bonded or someone they touch, to provide a temporary boost in creativity and spark new ideas. This power can also be used by the one bonded to the spirit in order to produce a variety of illusions that are almost real in how they apply to the world at large, such as an illusory knife actually causing pain and potentially knocking someone out. This is entirely non-lethal, regardless of how damaging it should be.

Map of Ancient Wonders (200cp): This simple map case will produce maps of any area on the world you are on whenever you need them, showing the current state of the area that will update each time you pull out the map.

However, this case has an additional function, every now and then, it will provide a Treasure Map that leads to a specific location, one that may not have even existed prior to you pulling out the map. If you follow one of these maps, you will find danger and challenge, but also reward. You can choose how much danger you will face when you pull one of these maps, and if you successfully navigate to where the map leads, you will find a suitable reward for the danger you faced. Afterwards, the location you were led to may well vanish, as if it never existed but for the rewards you were able to claim.

Once you pull a Treasure Map, you will not be able to do so again for one year.

Evil Eye (200cp): A very special charm that resembles a glass eye with a black sclera. The evil eye is a potent charm that is used to temporarily invert luck, curses, and blessings if you focus some power or will through it (causing fatigue if you don't have a power pool to draw from). The more power or will focused through the evil eye, the longer the inversion lasts. Optionally, you can replace your eye with the evil eye, either at the start of the jump or should you lose your eye in the future. It is fully functional as an eye.

Additionally, with a second purchase, the evil eye is able to fuse with your eye. If you do this, any curse placed on you will naturally invert into a boon or blessing over time and bind themselves to the evil eye. You can unfuse the evil eye from your eye at any time by simply willing it.

Luck Blade (200cp/300cp): A weapon of your choice that is resonant with the fortunes of its wielder, such that it can act as an easy channel for luck-based abilities, curse magics, blessings, and the like, as well as using the luck of its wielder to augment its offensive and defensive potential, any abilities it has or gains, and the proficiency of its wielder, such that the average fortune warrior wielding one of these weapons can wield it with skill even if they have never held a weapon before in their life.

For an additional 100cp, this weapon will grow with its wielder, or maybe it just has a nigh infinite number of abilities that you can stumble into over time. Regardless, as you use the weapon, you will find it has new abilities fairly regularly, developing into a potent artifact given enough time and use. The abilities that the weapon develops will be based on how you use it and its other abilities.

Collector's Insurance (300cp): Not really an item, but rather a way to keep your equipment from failing as you continue on your chain with little consequence, a way to ensure you don't need to leave anything behind. You can designate any item in your possession to be put under the protection of this item to tie it into the chain.

Items under this item's protection will keep working in future jumps as if you had purchased them with CP even if the local physics, or metaphysics, would not be able to support them normally. They will also be repaired once a month if damaged, destroyed, or lost.

If you have the "Party Favors" item, then any consumable items put under this item's protection will restock weekly.

MacGuffin (300cp): A nebulous item that has a unique property that allows it to substitute for any other item or material necessary for something. Need a rare ingredient to make a potion? This will do. Need a specific sword to act as a key for a vault? This will work in its place. Need a piece of a meteor for a powerful ritual? Use this in its place. Regardless of what you need, this will serve its purpose, but only for a single item or material at a time.

Once used to replace something, this item will return to you after a period of time. The amount of time depends on how it was used and the amount of power or rarity/value of the replaced item. It will never take longer than a decade to return, however.

It would take a truly legendary replacement to take longer than a year to come back.

Deal Breaker (300cp): This simple seeming token is actually an incredibly potent protective charm. If you are under the effects of a supernaturally enforced deal, such as those made with a fae or devil, you can loosen the restrictions by simply holding this charm, allowing you to use your own interpretations of the rules given rather than those of the contract holder. This effect applies even if you were the one to make the deal and are the contract holder yourself, as well as taking over acting as a power source for such a deal rather than needing to use your own power.

This on its own would be useful, however, this item has an additional boon it can give. By breaking the charm, you are able to end any deals you are under the effects of, immediately ending their hold on you. You do not lose anything you gained from the deal in the first place by doing so, however, this may require you to find something else to fuel gifted powers before they will continue to function. This will also prevent any dealmaker from being able to tell others of this ability, or at least make it so they are unlikely to be believed when they do try.

If you break this charm to end a deal, you will gain a new one at the start of the next jump or after ten years, whichever comes first.

You cannot use a Luck Token to gain this item.

Wishing Well (300cp): Anyone that tosses a coin into this simple stone well will develop luck themed abilities similar to those described above. Should you, however, touch the well and will it the well will disgorge the coins within, which will disintegrate into Fortune and Misfortune to spread across the world, spreading luck themed abilities across the entire setting. If you do so, the well will fall inert until the start of the next jump, where you will find it with a new batch of coins already present.

You cannot use a Luck Token to gain this item.

Companions

You may spend your Luck Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Luck Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Fortune Warrior (50cp): This option allows you to create a new companion with 800cp and 5 Luck Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lady Luck (+50cp): Your luck is particularly fickle, hard to control. All of your perks that let you control luck in any way are outside your control and instead controlled by the local embodiment of luck, even if that's just random chance. While it will still be biased towards your benefit, the uncontrolled nature means you may not always be able to capitalize on your good fortunes or predict how it will manifest.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Karma (+100cp): Every bad deed you commit will result in your good luck being suppressed and the effects of your bad luck on you becoming more pronounced for a time, as well as weakening your Fortune-based abilities. Fortunately for you, your good deeds will do the reverse and suppress your bad luck while making your good luck more pronounced, though this would also hinder your Misfortune-based abilities. Taking this a second time would make it so your good deeds have no effect at all. Taken a third time, the effects become permanent for the duration of this jump.

Optionally, you can choose to gain an additional +50cp for each time you have taken the Interesting Times drawback, if you do, then you will find that getting out of the situation will either require you to be directly involved or commit a bad deed, which would make your luck worse.

Lucky Bastard (+100cp): You are what can only be described as a bastard. You are difficult to like, leaving bad impressions wherever you go. Basically, you've got the same level of negative reputation as one John Constantine with all that implies.

Fortunately, this comes with the positives of you getting out of nearly impossible situations, unless you take this drawback a second time, in which case you only have the negative reputation.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Luck Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Fortune Warrior, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and whatever freebies you gain from your Luck Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Fortune Warrior, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Fortune Warrior (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Luck Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Balanced Scales (+300cp): Every good thing that comes from your actions will result in an equally bad event occurring, countering the good you were able to accomplish. Similarly, the bad things you inflict will create an equally good event occurring. This will make it incredibly difficult for you to make any lasting changes on the world. However, with a second purchase, you will always find that your actions simply make things worse, no matter what those actions were (barring purely mundane, everyday actions that are required for living).

Luck Wars (+400cp/+600cp/+800cp): The agents of Fate have grown tired of the fortune warriors and their ability to defy them, leading to a great deal of tension between the two sides. These tensions will build throughout the jump and, without some intervention, will result in a war breaking out roughly five years into the jump. This will cause the jump to become much more dangerous as time goes on.

For an additional +200cp, the war has already begun from the very start of the jump. There is a chance of getting away from the war, but you will face many trials and dangers in the process as you will be targeted for recruitment or elimination, possibly seen as a vital asset or threat depending on your purchases above.

For a final +200cp, you are a part of the war efforts directly. You may be on the side of the fortune warriors or, if you are so inclined, have joined the side of Fate as a traitor. Regardless of your choice, you are tied to the war and cannot escape it. Should your faction fail during your time in the jump, your chain will end as if you had died.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

Credit to [HOnSide](#), their Attunement perk from Generic Psionics inspired and acted as a template for my Twist of Fate perk. They are effectively the same perk with some minor tweaks in both lore and minor details on the individual mechanics of the perk.

On Wild Magic: Wild Magic's random nature makes it difficult to really do anything you want to do with it, so I included a mechanic to tame it, as it were. An example of this is storing components of your spells into cards that you can then use in combination to cast spells. Forming a deck of spell cards that you can then draw on to cast your magic, possibly even needing to keep a limited "hand" size for it. These can be physical cards or mental ones.

The downsides of this is that the more controlled the magic, the less potent it is. The wild nature of the magic means that little of the power is lost in the control element, so the more control you gain, the less power there is. To put it in perspective, the card example is pretty controlled by comparison to, say, one based on tossing knucklebones with runes on them, using the proximity to each other when they "land" to create the resulting spell. This is far less controlled but would thus be more powerful overall.

On Jinx: Jinx has a lot of unique interactions with perks due to the way it functions. It will naturally open up the bad luck variants of existing perks that work off of good luck.

- *Curse Breaker:* You can learn how to recreate curses you grow familiar with, either by dispelling them often enough, studying the item, or breaking a curse down slowly and studying it that way. Being subjected to a curse is also a good way to become familiar.
- *Scrapes & Bruises:* Where you keep your own injuries to a minimum, little more than scrapes and bruises. Well, you're able to turn even glancing blows into something debilitating. While you don't deal any more damage, your hits tend to be much more painful, like hitting pressure points.
- *Superstition:* Superstitions aren't only about inducing good luck, but avoiding bad luck. These superstitions on what cause bad luck can be used to bolster your Misfortunes for a time, making your abilities as a Jinx more potent.
- *Lucky Charms:* You gain the ability to make unlucky charms, a cursed variant of the lucky charms you can already make. These lean the holder's luck towards misfortune rather than good fortune.
- *Push Your Luck:* You can burn your misfortune in the same way you can burn your luck, resulting in a surge of bad luck that will affect you as much as those you push it into, but your good luck will become more pronounced afterwards until your misfortune returns to normal.
- *Shared Fortunes:* You are a luck vampire and can pull the luck, good or bad, from those around you to bolster your own fortunes. This is temporary, but will last for a good period of time regardless.
- *Twist of Fate:* You can use your Twists of Fate to induce bad luck or create curses on others rather than bolstering your own abilities.