Fortune child (Probability control)

Lore:
- Known also as luck manipulators, the Fortune child has the power to alter probability around them, making it seem as though they control luck.
- Fortune children can only manipulate so much and even run out things to alter probability, some have chalked this up to power fatigue from altering such an abstract construct as probability, others believe they just temporarily run out of luck.

Powers :
- "Better luck..." reroll after a Nat 1 (twice a day)
- "Good luck" 1 token that the user can spend to achieve a 20 to any action user attempts (once a day)
- "Lucky action" Grant S-P advantage to any of two stats (auxiliary stats included)
- This power can be activated via S-P, Int, or Willpower.

Weaknesses :
- User takes 3x Animite damage.
- User has to pick 1 situation, 1 object, and 1 type of person/ creature that is considered an "unlucky charm".
- Any time the user is within their move speed distance of one of their "unlucky charms" they must roll 1 increment higher than they normally would for any type or roll requirement.
- Unlucky charm even affects the "Better luck..." and "Good luck" abilities by making them have roll requirements of S-P 15+ whilst within proximity of said Unlucky charm.

Limitations :
- Buffs will be based on each separate factor to the original powers.
- Core improvements don't work on this power.
- Users have to be aware of the events happening in real time to control the luck via seeing it or hearing it.
- User can only make lucky events happen for themselves.
- "Good luck" 20 adds modifications, but is not considered a "Nat 20".

1) +1 S-P

2) +1 S-P

3) Fluke :
   - user creates a fluke by rolling 15+ with S-P, the next time the user gets hit or damaged by an attack one of the items the user has takes durability damage instead of the user.
   - This can only work so long as there is an item or object on the character or at least held by them.
   - The user can have only 1 fluke active at a time and once it works it can no longer work again till it's activated again.

4) [Ability] Lucky action : user can now have 1 more stat that can be rolled with S-P advantage.

   [Buff] user gains either 1 more "Better luck..." or 1 more "Good luck" per day.

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   [Buff] user gains either 1 more "Better luck..." or 1 more "Good luck" per day.

9) [Ability] Double down: the user chooses at the beginning of each day a new Nat 20 number on their d20 rolls and a new Nat 1 number on their d20 rolls, this doubles the amount of Nat 20s and Nat 1 chances when rolling for any stat.

   [Buff] user gains either 1 more "Better luck..." and 1 more "Good luck" per day.

10) [Evolution] Lucky charmer :
   - User can grant other creatures 1 "Good luck", however, can only give each creature once per 24 and cannot stack. (This does not take away from this characters good luck tokens)
   - User can charm objects to become either a "Luck charm", or a "Lucky artefact" permanently after an S-P roll of 20+:
   - Lucky charm grants:
     - The wielder 1 re-roll a day.
     - Advantage on one stat, trade, or proficiency of the charmers chooses, upon making it a lucky charm.
   - Lucky artefact grants:
     - Once a day the object avoids being damaged or destroyed.
     - Once a day, the object grants the user a guaranteed success, unless it's a contesting roll, then the wielder adds their modifier of the stat, trade, or proficiency they were using to 20.

[Mutation] Jinx :

- User can make all abilities they have affect opposite on any creature this character is looking at. These opposite affects include reversing "Good Luck" to make a targets roll as low as possible, as well as rerolls on targets Nat 20s for "better luck".
- User can also make other creatures affected with "Unlucky action" which the user rolls S-P against a stat this character had a Lucky action for. If this character rolls higher than the targets stat roll they fail even if the opposing roll this character is aiming at succeeded.
- User can make an object an "Unlucky charm" that affects everyone else when they're within their move speed of the object. User must roll S-P 20+.
- When making an "Unlucky Charm" the user of this power must make a secondary condition / situation that when met or happens to this object or happens within the move speed range of this object, a random "bad luck" event occurs. This can be based on one of the following situations, based on a d4 ;

1. The next attack happening within the affected characters' move speed somehow hits them instead.
2. Constant effects (i.e; powers, transformations, concentration abilities, etc.) stop working for 1 minute.
3. Random object on affected character, breaks miraculously.
4. Suddenly affect character, goes into fatal moments.

(Any player or narrator can replace or add more these are just some examples or bad luck affects).

[Ascension] Absolute luck :

- Lucky stockpile : 10 (maximum), must roll 10+ sp after any and every Nat within this character's move speed radius.
- Stockpile can be used to make dice rolls have the result of the next increment higher, using lucky tokens.
- Lucky tokens can be used instead of dice rolls. (1 token = 10, 2 = 15, 3 = 20, 4 = 25, 5 = 26 , etc.)
- User can make their "Good luck" become Nat 20s, rather than 20+modifier. .
- Transformation known as "lucky state", whilst active user can reroll whenever they (once each) and opposing must reroll against this character if they succeed (once each), this lasts for the amount of minutes equal to the amount of lucky tokens the user has in their stockpile when they transform.