


Film by Skydance Studios, Jump by Aehriman

Sam Greenfield may just be the unluckiest person on Earth. The week she ages out of foster care and starts her adult life, she finds a lucky penny she hopes to give to her close friend, Hazel, for her first visit with a potential family. For a time it seems nothing can go wrong, but once she rests it on an object, her normal luck kicks in and it gets flushed down a toilet.

She then finds a talking cat looking for his missing penny, and follows him through a portal to the Land of Luck, a world harshly divided into good and bad luck, where all random events are created and sent out into the world. On a quest to get a penny for Hazel, and so the cat Bob doesn't lose his job and get exiled, she will wind up destroying the system and maybe making things better?

Have 1,000 Luck Points (LP) to get you through.

## ORIGIN

**Good Luck** (Lucky) - You're a creature of Good Luck, perhaps a Leprechaun, or a pig, a rabbit, a (non-black) cat, or even a unicorn. If you pay 100 LP, you can be a mighty dragon like the CEO of Good Luck, Babe. Good fortune is your birthright, and everything just seems to work out for you. You work at Good Luck spreading the joys of good luck to everyone you can.

**Bad Luck** (Unlucky) - You live on the flip side of the Land of Luck. Probably a root vegetable or a goblin. You might be unlucky, but it's made you learn to live without everything getting handed to you. You make bad luck, so people can learn from hardship.

**Human** - A hairless ape from Earth, you've probably experienced a great deal of luck, both good and bad. More to the point, you shouldn't be here!

# AGE, SEX, ETC.

*Lots of boys, and girls experience luck, people from all over the world. And the age range of the movie spans from a little girl who looks maybe six to an ancient dragon. Do whatever feels comfortable to you, and let no one make you feel bad for being yourself.*

# BLESSINGS

**Nine Lives** (-400 LP) Like a cat, you literally have nine lives. Not in the sense that you will come back after death, but you will live through nine times the span you otherwise would have, and nine times an event which would have killed you instead becomes a near miss. This is reset each incarnation (new Jump).

**Lucky Me** (-100 LP, free Lucky) Things just work out for the Lucky. The whole place is an elaborate machine where you can step off any platform and know you'll be caught. You sail through life untroubled by stubbed toes, burnt food, traffic, red lights and other inconveniences.

**Corporate** (-100 LP, free Lucky) Good Luck is a corporation, minus the making money part. You can thrive in an office environment, and understand how to make things work in this kind of hierarchy, how to cut through the red tape or stall for time.

**Allergies** (-200 LP, discount Lucky) Like Dragon, you can sniff out the smallest particles of bad luck, alerting you whenever someone has their hands on the levers of fortune. In future Jumps, you can choose something else to be sensitive, like curses or brain worms or something.

**Fortune** (-400 LP discount Lucky) Like the pigs, you can take ideas for good things and let them loose into the world, to find the people who need them. You can also lend a little good luck to people who need it.

**Bartender** (-100 LP, free Unlucky) You have the skills to make fantastic mixed drinks, and even innovate new ones.

**You Know I Always Make Two** (-100 LP, free Unlucky) Just to be sure. Bad luck teaches you to be prepared, so you always have a spare packed or made. Whatever gets lost or breaks, you'll be okay.

**Bad Day?** (-200 LP, discount Unlucky) The other good thing about bad luck is it teaches you empathy for all the poor sods down on their luck. You understand when somebody is having a rough time, and what they need - whether that's a sympathetic ear, some harsh truths or a little bit of luck to turn things around.

**Maledictions** (-400 LP, discount Unlucky) The whole point of Bad Luck after all is to make bad luck to send out into the world. You can inflict particular curses on some individuals.

**I'm From Latvia!** (-100 LP, free Human) Don't you know the tallest Leprechauns all come from Latvia? You are a skilled liar, especially when improvising excuses for why you belong wherever you are.

**Moves** (-100 LP, free Human) You're a very skilled dancer, and your moves are infectious. You can start a dance party with little effort, as people just feel compelled to join in.

**Forever Family** (-200 LP, discount Human) The people who don't leave, they stick. Wherever you go, you seem to make lifelong friends and surrogate families. A day spent with someone and they might be willing to pack up their lives and move in with you.

**Spanner in the Works** (-400 LP, discount Human) You are very good at messing up intricate systems, whether that's machinery or organizations. You can find a way to gum up the works until things melt down or explode, and be well clear of the blast radius before anyone starts asking questions.

## TRINKETS

**Wardrobe** (-100 LP, free Lucky) Everyday and fancy clothes that fit perfectly even if you're a freakishly tall Latvian.

**Bunny Drone** (-200 LP, discount Lucky) A stealthy drone to infiltrate the human realm and retrieve any lost items you program it to seek. It's also adorable.

**Lucky Penny** (-400 LP, discount Lucky) Creatures from the Land of Luck aren't innately lucky in the Human World. That's what the penny is for. Whomever holds it will be incredibly lucky and casually succeed at whatever they do if it's possible.

**Lucky Shot** (-100 LP, free Unlucky) A basketball hoop game enhanced with some luck crystals. It's pretty much impossible to not sink a shot, even if you toss the ball in the other direction it will just bounce off three walls in some incredible trick shot.

**Chute** (-200 LP, discount Unlucky) You can often find a bolthole or a slide of some sort. Great for slipping away and escaping awkward conversations.

**Community** (-400 LP, discount Unlucky) You have, or will quickly find, a circle of friends to share a drink with, neighbors happy to pitch in and lend a hand when you're in need.

**Home** (-100 LP, free Human) A cozy apartment, rent and utilities free, with a bed that folds into the wall!

**Car** (-200 LP, discount Human) A car which never breaks down or runs out of gas.

**Job** (-400 LP, discount Human) A job which is sure to be interesting to you, with flexible enough hours to accommodate your needs.

## FRIENDS

**Buddies** (-100 LP) Import as many companions as you like, the more the merrier, with +700 LP of their own to spend as they please. Companions cannot take curses for more LP.

**New Friends** (-100 LP) Want to take on Sam, or Bob, or Babe or Heimdall or anyone else? Invite anyone, and any number of people, from this Jump to join the party.

## CURSES

**Long Run** (+100 LP) Normally you'd stay for the three days to a week of the film. But if you want the traditional ten-year experience, here you go.

**Terrible Jokes** (+100 LP) Everyone around you develops a terrible sense of humor and will tell the worst jokes ad nauseum.

**Something Off** (+100 LP) There's something weird about you. Other people can tell, and it bothers them. They might never be able to articulate quite why, but they will instinctively distrust and dislike you.

**Not So Lucky For the Rabbit** (+200 LP) They're after you, the hazmat bunnies. Prepared to catch you and banish you to Bad Luck forever, or at least barring you from Good Luck and the human world.

**Randomizer** (+200 LP) Isn't it a little weird to make all this good and bad luck and then just dump it all in a randomizer? Any perks, powers or items granting you good luck don't work for the duration of your stay.

**Sam** (+300 LP) If you were wondering what the opposite of Gladstone Gander is, it's Sam Greenfield, and you're just as unlucky as her now. Don't worry, this isn't going to get you killed or anything. You'd never be so lucky as to escape your fate that easily.

**On Your Own** (+300 LP) You'll face the Land of Luck without the assistance of any powers or equipment from previous Jumps.