

Wheel of (Mis)Fortune!

Roll high and get a bonus; roll low, and get a drawback. The wheel can be rolled only once per Jump, barring the effects of Lucky Seven or Unlucky Thirteen. You do not have to roll the Wheel of (Mis)Fortune every Jump, if you'd rather not take the gamble for a certain Jump. Any bonuses or drawbacks the Wheel provides last only for the Jump you rolled it on. Roll the Wheel at the following link, or simply roll a d20: <https://wheeldecide.com/index.php?id=388469>

1. Bankrupt! Lose all starting CP and Stipends.
2. No Discounted Perks! Lose any discounts and freebies on perks and powers; free perks or powers with no listed price are still free.
3. Forced Drawbacks! You must take +300 CP worth of drawbacks at no benefit. Ignores limits on how many drawbacks you can take.
4. Powerloss! Outside powers, items, non-Body Mod supplements, etc. are sealed. Also affects companions.
5. Halved! Starting CP is reduced by half.
6. No Discounted Items! Lose any discounts and freebies on items; free items with no listed price are still free.
7. Lucky Seven! Roll twice, and gain the effect of your choice from one of your rolled numbers.
8. Companion Block! Companions cannot be imported, made, or recruited, but may still enter the Jump.
9. Halved Drawbacks! Drawbacks give half as much CP as they used to.
10. No Benefit! Nothing happens; proceed normally.
11. Near Miss! Gain 100 CP.
12. Conversion! You can convert CP to other types of points or gift it to companions at a 1 : 2 ratio. Improve the ratio by +0 : +1 if this is already the case.
13. Unlucky Thirteen! Roll twice, and gain the effect of the lowest number rolled.
14. Price is Right! Pay 1/2 price on one item, or get one item already discounted for free.
15. Bonus! Gain 500 CP.
16. Doubled Drawbacks! Drawbacks give twice as much CP; any limits on drawbacks, such as limiting how many you can take or how many points you can gain stay the same.
17. Supplement! Gain 10 points for the Warehouse or 50 points for Body Mod. Points can be banked until you get more, but can only be spent between Jumps.
18. Friends! Free recruitment of canon characters and companions can be imported for free. In Jumps without an import option, imported companions get 300 CP to spend and may choose an origin as normal.
19. Discounted Perk! Pay 1/2 price on one perk/power, or get one perk/power already discounted for free.
20. Jackpot! Starting CP and any Stipends are doubled.