

F O R T U N I

**O Fortuna Velut luna Statu variabilis Semper crescis Aut decrescis;
Vita detestabilis Nunc obdurate Et tunc curat Ludo mentis aciem,**

***O Fortune, like the moon you are changeable, ever waxing, ever waning.
Hateful life first oppresses and then soothes as fancy takes it"***
Fortuna Imperatrix Mundi – From the Carmina Burana

Quote: *Blows on the dice sensually* "These dice aren't the only things getting lucky tonight..."

The siren's call of Vegas has both birthed and shattered the dreams of Americans. Hundreds of thousands flock to this gambling Mecca in a continuous cycle of loss and gain; the mortal dream of rewriting destiny with just a spin of the wheel or the pull of a lever has given rise to a uniquely American Kith in the form of the Fortuni. The kith is an all-female one, and each is a treasure unto herself.

These Lady Lucks, while obviously American, harken back to an archaic history that stretches back Millennia. They claim kinship to Fortuni Bona Dea, the Roman Goddess of luck and happiness, Tyche in Greek. With such a strong bloodline to feed their Glamour, the Fortuni ply their trades in both the biggest of casinos, and the seediest of back-alley craps games. While the Fortuni can join bands of other Changelings, and even leave their big cities for a spell – the bright lights and distant bells always calls them back.

Gifted with the ability to alter probability, they flit from loser to winner and back again, ensuring that the wheels of fortune spin smoothly. However, their gifts come with a cost. Those that abuse their power or risk too much face the 3 ladies of fate themselves.

Appearance: In all Forms, the Fortuni look amazing. In Mortal Mien, they are unusually attractive women – unusually attractive, but still just a face in the crowd in such a jet-set city like Vegas. They wear the newest fashions, drink the trendiest cocktails, and dance the hottest little number that their favorite club plays. They are little different from every other scene girl in the city. Yet when one sees them schmoozing with a big winner and blowing on his dice or carousing with a loser' and putting her head on his sobbing shoulder, then their true beauty can be seen in their large overdid eyes. In Fae-Mien, they appear much the same, but with a more manic expression. They have large eyes (Either a shining gold for Seelie, or glowing green for Unseelie. They have long Elven ears not that different from the Sidhe, and their smiles flash sincerely at everyone. The clothing seems to sparkle no matter what they are wearing, and their skin glitters like stardust under bright Neon-Lights.



Lifestyles: From the moment of their chrysalis, the Fortuni feel wanderlust and develop dreams of stardom that is too big for whatever small town that slink scurry away from. Many run away from home or hitch-hike across America. This is a harrowing experience for them and too many don't make it, growing bitter and scared with the trip., Those with the worst trip may risk becoming Unseelie, slowly succumbing to banality - or even worse, while en route to their dream.

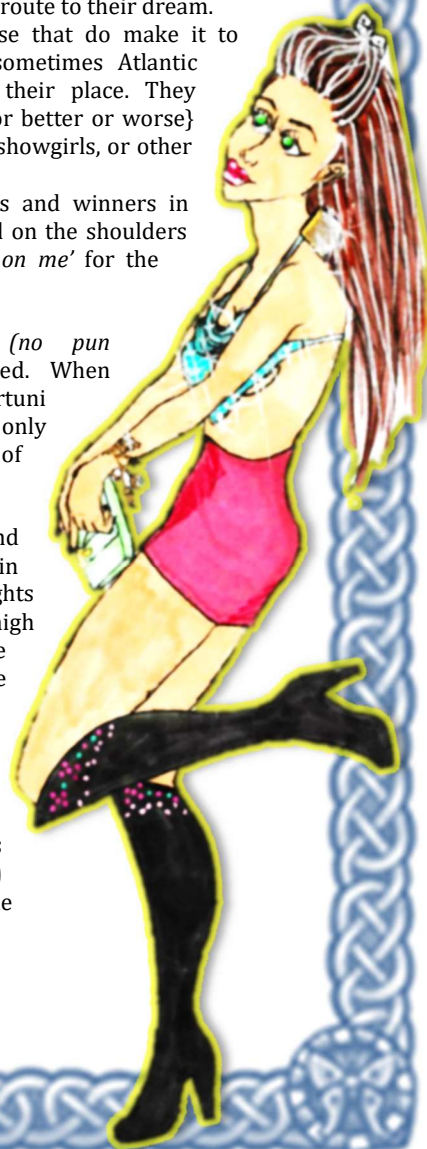
Those that do make it to Vegas or Reno, sometimes Atlantic City, try to find their place. They quickly find a niche, (For better or worse) and develop into barmaids, showgirls, or other positions that work for their needs.

Here they float through losers and winners in equal measure – the perpetual Girl on the shoulders of the winners or the 'this one's on me' for the losers.

Childings Fortuni, fortunately (no pun intended) haven't been witnessed. When pressed for information, other Fortuni claim that a Daughter of Fate may only be introduced to the blood when of age. Perhaps this is for the best.

Wilder Fortuni have hopefully found a mentor. Trying to find a place in the chaotic and Glamour filled nights is hard enough, doing so alone nigh impossible. Those that have no one grow darkly Unseelie. No few have fallen to the Shadow Court.

Grump Fortuni are bitter broken madams or graceful elite matrons, all on the twist and turns of Lady Luck, Kismet, however (as manifested in the three Ladies) dictates whether they end in the **RED** or not. (see Frailty)



Glamour Ways: Fortuni harvest. Glamour in the stream of emotions that comes with 'winning and losing.

Seelie the losers winning.

Unseelie losers winning, the unseelie losing.

Needless to say. Unseelie do better than the Seelie.

Unleashing: Cantrips cast by the Fortuni are accompanied by the bells and chimes of slot machines, with tinkling of coins falling between fingers. There are also gold and green lights that play across the area.

Affinity: Actor

Birthrights:

Luck-Breaking: A Fortuni can give someone luck or strip it from them. In game terms she must spend a point of Glamour (as well as a slight bunk, blowing on dice, a pot on the back, a small kiss, etc.) and pronounce someone's roll a success or a failure. The target rolls anyway at their usual dice pool- Using this birthright provides a powerful rush of emotions for both parties involved.

❖ -If she dubs the roll a success, and the target succeeds, then each success goes up to the next highest number, (i.e., the target rolls a 9 and two 6's, then the target really rolls a 10 and two 7's)

❖ If she dubs the roll a success, and the target fails, then the Fortuni can give up one of her stored 10's to ensure a success for the hapless rube.

❖ If she dubs the roll a failure, and the target succeeds, then the target automatically fails. IF there were any 10's on that roll, then the Fortuni gathers those 10's for herself and adds them to her pool.

❖ If she dubs the roll a failure, and the target fails, then the target botches. IF the target botches, then the worst things imaginable will happen to the target.

ALWAYS BET ON 10'S, THE FORTUNI DICE POOL

As she explores her birthrights in the big-city nights, the Fortuni accrues successes (in the forms of 10's of her dice rolls). There are multiple ways to procure and use her tens. For every 10 that she gets (in a game of chance only, from herself or from her rubes), she can forgo it and hold it to use when it is truly needed (again, for herself or her rubes, to cancel out botches or otherwise). If she runs out of her own 10's, she can opt to pull one from her own future. Though there are a limited number of these 10's available (see frailty below). And she risks putting herself in the **RED**.

Everyone's Type: The Fortuni are unusually attractive and gain a +1 to Appearance and Charisma at character creation. This manifest, however, not in their physical appearance (such as the Unearthly beauty of the Sidhe) but in how they appear to be someone's type. The looks don't change necessarily but shifts and blur to meet expectations. A Platinum blonde Fortuni appear as strawberry blonde while under Neon lights, endearing her to the certain gentleman who prefers red heads. Vegas visitor who hails from Brooklyn, may mistake a Fortuni's nasally laugh for something distinctly Bronxish. (OH! Mr. Sheffield!)

Frailties:

I can quit if I want: The act of luck breaking, both for and against the rube, provides a rush sweeter than honey, dangerously sweet. It is all too easy for many Fortuni to become addicted to pronouncing rolls fails or successes.

Thankfully, they can be controlled - but the spending of 10's takes a bit more willpower.

Fortuni, when giving or taking 10's, even from her own dicepool, must roll willpower difficulty 7. IF they fail, they see reasons to continue pushing the envelope and must roll willpower difficulty 8 next time the chance arises to spend a 10. -This difficulty continues to climb, with each failure causing her to spend their 10's haphazardly for more and more trivial concerns. When their 10 pool reaches zero...

In the RED: If a Fortuni ever reaches a 10 pool of 0, the many 10's the Fortuni can pull from her future. When this it is reached, she is in the Red, and all her rolls after will result in botches for her and those around her. No amount of willpower spent, no lucky treasures, nothing can save her from her own bad luck. To achieve restitution, she must seek the three Oldest Fortuni in the world (Sometimes known as Lotho, Lachesis, and Atropos, sometimes not) -

When face-to-face with the 3, she must challenge them to a game. IF the Fortuni wins, her debt is erased, and she can begin again at scratch with a 10 pool of 0 and can travel back home as if nothing happened. IF she fails... then her past and future will be at the mercy of the 3.

How do I know how many future 10's are in that pool? Storyteller rolls one dice... and there you go.

Faustina, Unseelie Fortuni of Reno, offers her opinion, the only thing in life she'll offer for free...

Eagle-Knights : If I had a dime for every asshat that thought he was owed something due to him being American, I'd have a shit-ton of dimes.

Gunface: Is that a 38. Special on your shoulder, or are you just happy to see me?

Junk-Tooth: She doesn't need Luck, she needs an orthodontist.

Cheabhlér-Sith: How Sweet! Those fat little boys are so cute, I could just eat them up!

Swag-Demons: My drink's not going to buy itself.

Wacky Waving Inflatable Flailing Arm Tube-Man: My dance partners of choice.

Moirae: You mention their name around me again, and I swear to Christ I will end you permanently.

Slender-Men: Hell to the NO!

Star-Children: God they're wacky, I can't understand a thing they try to tell me. And the way they dress!

Huirnviu: You'll be lucky if you never hear of them...