



# EL GUERO



## YOUR NAME

- Allison, Cynthia, Gina, Liz, Madeline, Natalie, Susan, or Valerie
- Austin, Bertrand, Erick, Gregory, Michael, Ryan, Todd, or Zachary

## YOUR LOOK

- Man, woman, ambiguous, transgressing
- Bored eyes, laughing eyes, sharp eyes, tired eyes
- Modern clothes, outrageous clothes, practical clothes, street clothes

## YOUR GEAR

- a luxury lifestyle
- a loft, a disposable car, a 9mm (close loud), a few burner phones, and a *misión* (detail)

## YOUR STATS

Add +1 to one of your stats:

- Face +1, Grit -1, Hustle +0, Savagery +1

## YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

## TUS LLAVES

You get this one and one more:

- ☒ **Clean:** Mark xp when you try to convince someone else to do your dirty work. Clear this key and advance when you cross a line that exposes you to retribution.
- ☐ **Daring:** Mark xp when you willingly enter a perilous situation without precautions or deception. Clear this key and advance when you retreat from a messy situation instead of risking further failure.
- ☐ **Arrogance:** Mark xp when you use your superior knowledge or experience to *verbally shame or abuse* someone you care about. Clear this key and advance when you admit to someone that you're in over your head and urgently need help

## LOS ENLACES

You've convinced \_\_\_\_\_ to help you with one of your objectives, but you know their loyalty is limited and fleeting. *Así es como es.*

\_\_\_\_\_ and you enjoyed a professional *and* personal relationship in the past. Ask them why they cut you off when things were *muy bueno*.

\_\_\_\_\_ thinks you're a trusted ally. The truth is...you're setting them up to take the fall when things inevitably get messy. *¡Listo!*

FACE GRIT HUSTLE SAVAGERY HEAT

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STATS

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STRESS



# EL GUERO

## YOUR MOVES

Choose three moves:

- ☐ **Calculador:** When you've *sized someone up* and you act on the MC's answers, take +2 instead of +1.
- ☐ **Ellos Lloran:** You know a few NPCs with grudges against your enemies, old *sicarios* you've worked with previously. Mark a stress to have one of them join you as your bodyguard for a scene or mark two stress to have one of them suddenly appear within a scene in a superior, hidden, or suprising position.
- ☐ **Adiós, Felipe:** When you tell a low-rank NPC to fuck off or get out of your way, roll with Face. On a hit, they do it, *no hay problema*. On a 10+, they recognize you enough to offer an *apología*: clear a stress. On a miss, they dramatically escalate, much to your *disgusto*.
- ☐ **No Hay Reglas:** When you offer to trade favors instead of cash to get what you want from someone, you can mark stress instead of rolling to *propose a deal* as if you rolled a 12+.
- ☐ **Resbaladizo:** You can mark stress instead of rolling to *interfere* as if you had rolled a 10+. When you *get fucking shot*, you always pick both options on a 7-9.
- ☐ **Estratega:** When you enter a chaotic battle, roll with Savagery. On a hit, you read the field; ask the MC a question, and they will answer honestly. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to:
  - *kill an NPC within easy reach or close range*
  - *protect an NPC in a bad spot or vulnerable position*On a miss, you're in over your head; mark three stress or get captured by your *pinche* enemies, your choice

## TU MISIÓN PARA LA AGENCIA

You're an officer in the CIA Special Activities Division, trained to accomplish American objectives in Mexico. You're bilingual, funded, and immune to prosecution. You've broken a few rules in your time. Choose two:

- ☐ *killed a fellow agent*
- ☐ *assassinated a politico*
- ☐ *trafficked cartel drugs*
- ☐ *covered up a murder*
- ☐ *tortured narcos for info*
- ☐ *abandoned a civilian*

You're working; Mexico is your beat. Choose one *misión*:

- ☐ **Control:** *Replace El Narco with someone friendlier to Agency interests in the region.*
- ☐ **Power:** *Bring down an honest politician who has proven inconvenient and unpredictable.*
- ☐ **Security:** *Build a long-term alliance with the local cartel against foreign terrorists and rogue states.*

Choose three objectives and mark them. When you fulfill a marked objective, strike it out and mark xp. When you strike out all three, mark three more objectives. When you strike out the second set, you've completed your mission; return to the States for a debrief and some R&R.

- ☐ *recruit a new informant*
- ☐ *steal a valuable asset*
- ☐ *kill a dangerous enforcer*
- ☐ *arrest a cartel ally*
- ☐ *uncover a cartel secret*
- ☐ *seize a narco account*
- ☐ *disrupt a political event*
- ☐ *eliminate a deadly rival*

## SIETO VIDAS

When something would otherwise kill you, permanently fill in a stress box to survive instead. Tell the MC how you manage to miraculously dodge death's clutches; they will tell you what costs you pay to secure your escape. If you fill your fifth stress box in this manner, your time in Mexico is done, *cabrón*. You're too old for this shit.

## ADVANCEMENT ☐☐☐

When you fill your xp track, select an advance from this list:

- ☐ *get +1 Face (max+3)*
- ☐ *get +1 Hustle (max+3)*
- ☐ *get +1 Savagery (max+3)*
- ☐ *get 4 weapons y 4 gear (La Sicaria)*
- ☐ *get a new güero move*
- ☐ *get a new güero move*
- ☐ *get a move from another playbook*
- ☐ *get a move from another playbook*

After 5 advances, you can choose from this list instead:

- ☐ *get +1 to any stat (max+3)*
- ☐ *erase a filled-in stress box*
- ☐ *erase a filled-in stress box*
- ☐ *choose a new misión from the Agency, erase all your objectives, and choose three new objectives*
- ☐ *change your character to a new type*