

LUCHAADOR

WAY OF THE MASK



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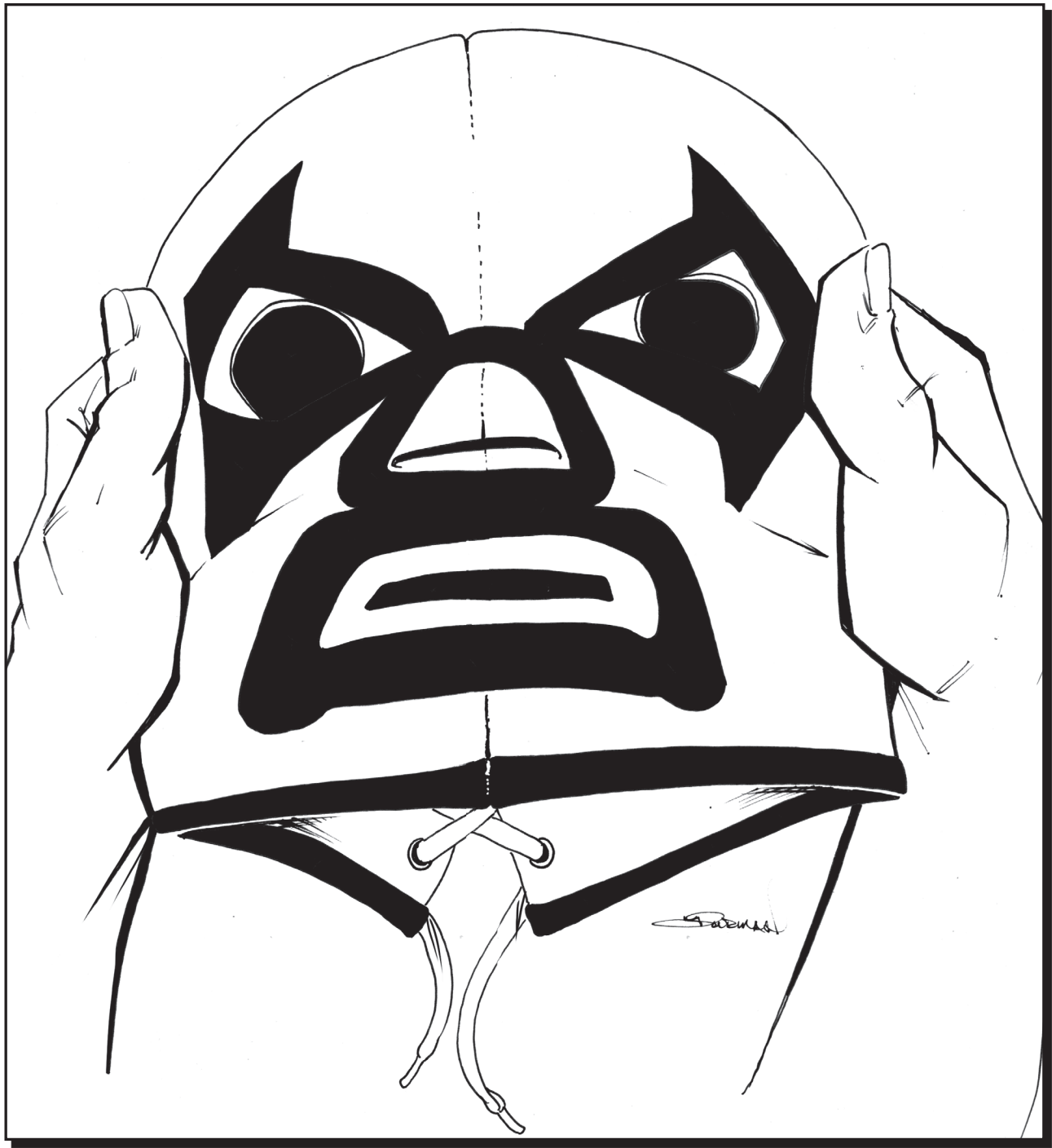
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For Dolores
Her patience and tolerance have always been invaluable

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1 INTRO

Welcome wrestling and gaming fans to this bit of excitement that we call *Luchador: Way of the Mask*! This game combines our love of masked wrestling and pulp adventure into one action packed package. So, what's the premise? Simple. Players take on the roles of luchadors pitting their high-flying talents against international criminals, secret spy enclaves, evil cults, mad scientists, and other luchadors. Sometimes they will even get to wrestle each other (this is a great way to teach players the rules). Throughout it all, the characters should embody the flamboyant excitement and code of honor that all luchadors revere. This is not a game for cautious schemers and meticulous tacticians. This is a game for swashbuck-

ling daredevils who know every adventure should end in a free-for-all battle royale.

1.1 WHAT YOU NEED TO PLAY

All you need to play *Luchador: Way of the Mask* is a copy of this fine gamebook, a d20, and a reasonable familiarity with pro-wrestling. That last item is very important. Players and GMs alike need to be able to describe action appropriate to the genre. Other items that may enhance the game include copies of the character sheet, extra dice, scratch paper, and action figures (to demonstrate your character's moves to the GM).



1.2 WHAT IS ROLE-PLAYING/ GAMING TIPS

As I've told miscellaneous relatives on numerous occasions, role-playing games are like playing pretend when you were a kid, but with less running around and more rules. The lack of running around is why many gamers aren't as svelte as we would like, but the presence of rules gets around the 'you missed me' arguments.

One person, usually the one that bought the rulebook, has the enormous privilege and responsibility of being the game master or GM. The game master decides what the day's game will involve. This can be a lot of fun, but don't let the title go to your head. You have to come up with events the other players enjoy or nobody will want to play. The GM sets the scenes, plays the support roles, and arbitrates rules.

Setting up the adventure is a fun and challenging task for the GM. Make sure the key elements of the plot are clear in your mind. Then break down the story into what you see as the main scenes needed to tell the story. The opening scene is your hook, this is where the player characters enter the story and you need to immediately pique their interest. The sequence from that point on depends on you and your gaming group. In the beginning, you might stick to simple linear plot advancement with one scene leading directly to the next. This can get boring quickly, so you will want to develop plots that are more open allowing the players to decide how they want to respond to events. This requires a little more work, but isn't as hard as it initially seems. Figure out what your main scenes are as normal, and insert leads that can take the characters to other scenes. Ideally, there should be a couple of ways to get from one scene to the next.

You may have to add a few minor scenes for potential investigation that the players decide to pursue, but such scenes are usually simple to write up and easy to improvise.

Don't fret if a scene doesn't go the way you intended, they rarely will. When things stray off your intended course, remain calm and consider your options. First see what the players are thinking of doing. Don't be afraid to abandon your original plan if their idea sounds interesting. If the players get ahead of the plot, let them. Initiative should usually be rewarded. Even if they take down the head bad guy in the opening scene, the evil plot can continue with the henchmen running the show. The henchmen might even hatch a scheme to get the boss back. If the players freeze up, have the bad guys seize the initiative and launch an offensive that has a clear lead to a climactic ending. Always stop between scenes to see if a new possibility for adventure presents itself.

The GM plays the roles of all the non-player characters, which is a fancy way of saying everyone not controlled by a player. NPCs include the bad guys, their thugs, and the innocent bystanders along the way. It's a lot to keep straight. My best advice is to enjoy the multiple roles, this keeps you from getting too attached to any

one character you control. Remember the other players are the heroes of the story while most of the people you play are supporting characters and opponents that should probably lose in the end. Supporting characters should generally be likable but have some vulnerability that keeps them out of the action. The player characters should like these characters enough to want to help them, but not turn to them for aid. Support characters have useful information and might be able to lend a hand, but solving the problem falls to the luchadors. Bad guys run a wide gamut from faceless thugs to charismatic masterminds. The GM should have fun injecting personality into these characters. The players will enjoy thwarting a villain worthy of their loathing more than just stomping the bad guy of the week.

Arbitrating rules is the final duty of the game master. Don't play favorites. Give everyone a fair shot. The GM should be familiar with the rules to keep things moving. You might be looking at all of the pages of strange terms in front of you and wondering how you'll remember everything. As much as it pains me to say it, the rules are just a tool to maintain game balance and help the GM. Check rules between game sessions, rather than letting the game stop to make sure you're doing it right. It's almost always better to move forward with the game.

The other players take on the roles of the main characters. In the case of this game, they play luchadors. The player characters, or PCs, are the stars of the story. The number of players varies, but we recommend 2 to 4, as more than that gets unruly. The PC group confronts the situations that the GM introduces to the story. The collective story telling needs to be a collaboration. If the players don't get involved, the story will wither and die. A good gaming group inspires the GM to create exciting scenarios customized to the characters' interests.

Because most games have multiple player characters the stories involve an ensemble cast rather than a single hero. At times, your character may not be in the spotlight. In these situations, try to be a good supporting character and let the other PC take center stage. If a PC develops a personal feud with a bad guy, let your buddy have the final confrontation while you handle the henchmen. Provide some cool words of encouragement if you can. If your character is absent from a scene, be content to be a spectator for a while. A good GM will make sure you get your time in the spotlight.

All of the action in a role-playing game takes place in the collective imaginations of the participants. Players set around a table and describe their characters' actions. While intense scenes may involve standing and posturing for dramatic effect, players don't actually act out the insane stunts of their characters. Even live action role players (Google it) don't act out the fight scenes. Whatever you do, don't try to power bomb your friends through the gaming table.



2. THE CORE MECHANICS (DEG)

Player characters will engage in a lot of mundane tasks as they navigate their way between action scenes. Most of the time, the GM can just describe the results in cinematic detail, assuming that the characters can overcome the everyday challenges of life. Likewise, employing a skill to perform routine functions with no risk can be taken for granted. Whenever the results of a character's action are in question, it is time to consult the dice. In our case one die will suffice. Each player should have one d20, with extras on hand in case the first starts to get cold.

What follows are the nuts and bolts of the DEG system (named after our first game company). It may seem like a lot of information to learn, but it is really quite simple. We just name a lot of stuff that most gamers already use in their own house rules. By the time you familiarize yourself with the terms, you will pretty much know how to play the game.

2.1 CHECKS

Anytime the player rolls a die for the character is referred to as a check. The die in question is a d20 and the goal is to roll low. The lower the roll, the more successful the action. Read on to learn more. A strength check is a roll against the character's strength rating; an agility check is a roll against agility rating, etc.

2.2 RATING

Rating refers to a character's score in a given statistic or skill. Higher ratings reflect greater ability, while low ones reveal shortcomings. The rating provides the base chance to succeed at a task. In general, ratings in skills are higher than ratings in statistics.

2.3 LEVEL OF DIFFICULTY (LOD)

Obviously, some tasks are harder than others, requiring the GM to assign a level of difficulty to each check. The level of difficulty should usually fall between 0 and 5. Routine (but still important) tasks might have a difficulty of 0 while average actions have a 3. Levels of difficulty higher than 5 are not uncommon, but usually involve extraordinary endeavors and/or adverse conditions. The GM should keep in mind that skills have higher ratings and often endure higher levels of difficulty.

Each section provides guidelines for setting the level of difficulty for the subjects described. When in doubt, look for something with level in the title. For example, most combat situations use the opponent's agility level for difficulty.

2.4 CHANCE OF SUCCESS (COS)

The chance of success is the number the player needs to roll equal to or under for the character to succeed. As you may have guessed, the chance of success is the character's rating minus the level of difficulty. See how easy that was?

2.5 MARGIN OF SUCCESS (MOS)

Sometimes the GM needs to know more than just whether the character succeeds or fails. The margin of success measures how much the character 'made it by'. Rolling exactly equal to the chance of success (COS) yields a margin of success of 0, which still succeeds. Rolling one under the COS means a MOS of 1, and so on. The higher the MOS, the more impressive the results. See degrees

of success below (Section 2.6) to determine how impressive.

If the die is higher than the chance of success, then the character failed the task, and the MOS is a negative number.

The margin of success often has direct impact on the game, increasing damage in combat or extending influence over NPCs during social interactions.

RECAP

In summary so far, roll beneath your rating in the skill or stat modified by difficulty. The more you make the roll by the better. Conversely, the more you miss the roll by, the worse your character fails.

Now we add a few extra complications.

2.6 DEGREES OF SUCCESS

The margin of success serves as an abstract evaluation of success or failure. Extremely high or low MOS are worthy of special designation. A MOS of 5 or greater is an exceptional success demanding extra flavor text from the GM describing the action and may grant the character an advantage. Where an agility check to catch the vial containing the doomsday virus with a simple success is a desperate dive, an exceptional success lets the character roll to his feet with the vial in one hand and a free fist for the bad guys. Later sections of the book detail specific advantages to exceptional success situations. A success with a MOS of 4 or less is still a success, and often an exciting one, but the situation seems more at risk. The exceptional success allows the character to make it look easy.

The other extreme of the spectrum is the disastrous failure. A simple failure is bad enough, but a disastrous failure means things have actually gotten worse. A failed check to climb over a fence to escape a pack of rabid attack dogs leaves the character at the dogs' mercy. A disastrous failure means the character fell with one leg caught in the fence, leaving him dangling in the tree of woe as the hounds attack. The GM should be creative, but not crazy, when describing disastrous failures.

The terms success and failure appear throughout the rule book. For clarity's sake, any positive MOS constitutes success. A MOS of 4 or less is a simple success, while a MOS of 5 or greater is an exceptional success. Both fall under the umbrella of success. Any negative MOS is a failure. A simple failure falls between -1 and -4. Disastrous failures begin at -5. Hopefully this summary appeases any rules-lawyers out there. Astute readers may note that the range for a simple success is five (MOS 0-4) while the range for simple failure is only four. It's always easier to fail big than it is to win big.

Disastrous Failure MOS -5 or worse.

The character failed in a spectacular fashion.

Simple Failure MOS -1 to -4.

The character failed at the task.

Simple Success MOS 0 to 4.

The character succeeded at the task.

Exceptional Success MOS 5 or better.

The character accomplished the task with style.



2.7 TYPES OF CHECKS

In addition to knowing which statistic or skill rating to check against, the GM needs to know what type of check to make. There are three types of checks: active, hasty, and free.

2.7.1 ACTIVE CHECK

An active check takes the character's action for the turn, and represents a deliberate action. Active checks use the full MOS for determining results. If a rule does not specify otherwise, all checks called for default to active checks.

2.7.2 HASTY CHECK

A hasty check represents a quick or unprepared action. A character would make a hasty check to notice an acquaintance in the crowd while walking down a busy street, but would make an active check if deliberately looking through a crowd for an escaping foe.

Add 1 to the normal level of difficulty. Hasty checks halve the MOS if successful, and double the MOS if unsuccessful. Any factors determined by the MOS use the modified number.

2.7.3 FREE CHECK

A free check uses the full MOS of the roll and does not take up the character's action. Free checks are used primarily for initiative and resisting unpleasant effects such as stunning.

2.7.4 OPPOSED CHECKS

A single die roll resolves most actions in *Luchador: Way of the Mask*. When characters interact, particularly in combat, the resistance of a defending character adds to the level of difficulty for the active character. Sometimes the intensity of the situation demands that both players actively strive for victory. This is called an opposed check.

When two characters are actively working against each other, both make checks and the margins of success are compared. The higher MOS controls the situation. Unfortunately the efforts of

the other character reduce the victor's MOS, subtracting the lower MOS. Use the net margin of success to determine results.

If one of the characters in an opposed check fails, the negative MOS does not increase the MOS of the opposing character. The failed check cannot make the situation worse than if the character did nothing. If both characters fail their checks, then neither makes any progress towards success and the two remain locked in fruitless struggle.

An opposed check can involve active or hasty checks. In fact, one character can be making an active check while the other resists with a hasty check.

Eviscerator II and the Red Scorpion lock up for a classic test of strength as a preamble to their match. Each makes a strength check using the strength level of the other as difficulty. Red Scorpion rolls a 7 on his check with a COS of 8. He succeeds with a MOS of only 1. The mighty Eviscerator II rolls an 8 but his COS is 11 so he succeeds by 3. He only nets a MOS of 2 due the Scorpion's check. Red Scorpion gets shoved back 2 feet (for the 2 points) and Eviscerator II flexes for the angry crowd.

2.8 RE-ROLLS

The rules occasionally allow the players a re-roll. Anytime this happens, the player may choose to ignore the die roll of a check and roll again. The second roll has the exact same COS as the original. The second roll stands as the official result of the check even if it is worse than the original. A single check may only be re-rolled once despite the number of special rules allowing the character to re-roll.

The one exception to the re-roll restrictions is during character generation, where a player may keep the original roll if it was better than the second roll.

2.9 OVERCOMING

The term 'overcome' appears throughout the rulebook. It basically replaces the phrase 'equal or exceed', which I was tired of typing. For example, damage must overcome resilience to inflict injury points to a character.



3. CHARACTER GENERATION

Now that you've trudged through the basic mechanics, let's get to character creation. Complete the following steps and you will have a luchador character of your very own.

- 1) Choose a class
- 2) Generate primary statistics, then calculate secondary statistics
- 3) Spend skillpoints
- 4) Paint and finish

3.1 CHARACTER CLASSES

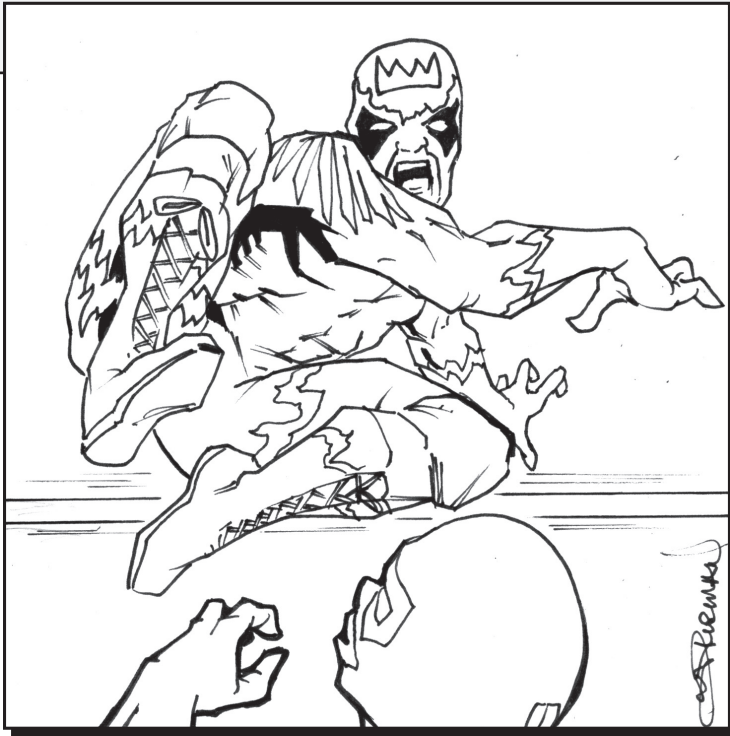
The first step is choosing what type of luchador you want to play. You have four options, at least until we get a supplement written. Each class dictates the starting statistics for your character. The letters in the abbreviated lines stand for Strength, Agility, Conditioning, Presence, Wits, and Determination

AERIALIST

These luchadors takes high risk to new limits, spending more time above the mat than on it. Speed, agility, and daredevil antics punctuate their performances. This is the class to choose for players who want to pull extreme stunts and dazzle their opponents.

An Aerialist may re-roll any agility checks.

Aerialist Stat-line S8 A14 C11 P11 W11 D11

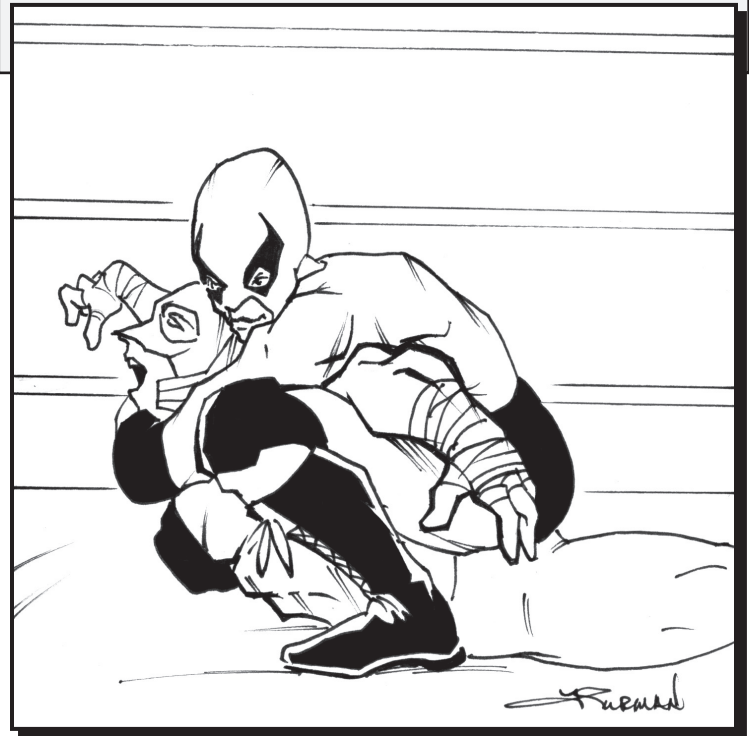


TECHNICO

The Technico is a master of mat wrestling and submission holds. Grappling, tactical maneuvering, and steely determination characterize the Technico's battles. This is the class to choose for players who want to control their opponents from start to finish.

The Technico may re-roll any wrestling skill checks.

Technico Stat-line S11 A11 C12 P11 W11 D12



GIMMICO

Among a calling of masked daredevils in colorful costumes, the Gimmico still stands out as flamboyant. These luchadors tie their alter egos to a central theme or image, then run with it. Elaborate masks, flashy posturing, and specialized signature moves herald the Gimmico's presence. This is the class for players who want to showboat.

Gimmicos may re-roll any Presence checks.

Gimmico Stat-line S11 A11 C11 P12 W12 D11



BRUISER

The Bruiser is the rough and tumble brawler of the luchador scene. Strength, fisticuffs, and a healthy dose of violence serve as the Bruiser's calling cards. This is the class for players who want to just mix it up.

Bruisers may re-roll any Strength checks.

Bruiser Stat-line S14 A8 C12 P11 W8 D10



3.2 GENERATING PRIMARY STATISTICS

The six attributes constitute the primary statistics in *Luchador: Way of the Mask*. They are also explained in greater detail in *Section 4 Statistics*. We could have put them right here, but then you would have character creation and strength check rules all mixed together. Trust me, it's better this way.

'How do I get statistics for my very own character', you may be wondering. Well, wait no more because here we go.

A character has a basic stat-line determined by class (*see Section 3.1*). This assures that the character has at least decent ratings in the areas the class specializes in, as well as some liabilities common to the type of luchador. Don't record these numbers on your character sheet just yet.

Each character gets to adjust the given statistics with a series of checks against a rating of 11. Roll one check for each primary statistic. If the check is successful, add the margin of success to the rating of that statistic! However, if the check fails, that statistic is going down. Reduce the rating by 1 for a simple failure, and by 2 for a disastrous failure. After making a check for each of the 6 primary statistics, the player may choose to re-roll 1 check. Use the higher MOS between the two attempts.

You have one last safety net in place. If a check for generating statistics fails, but does not roll higher than the base stat-line for the class, then the rating does not drop! This means that a class's best statistic is less likely to lower. Rare is the bruiser that won't enjoy a strength of at least 14.

When all is said and done, your new character should have statistics no more than 2 below the baseline for the class, and as much as 10 points above. Now write down the final ratings for your character, and begin working out the levels and figured statistics.

Rita wants to roll up an aerialist. She rolls a 10 for S, 13 for A, 8 for C, 6 for P, 11 for W, and a 19 for D on her statistic generation checks. She can re-roll one statistic. The 13 is in agility which fails the check, but falls under the 14 of the aerialist's base stat-line. She decides to take the base 14 agility, and tries to save her determination instead. She rolls a 9, which is a vast improvement.

Rita's final margins of success are 1 for strength, 0 for agility, 3 for conditioning, 5 for presence, 0 for wits, and 2 for determination. Adding these bonuses to the base stat-line yields the following statistics: S 9 A14 C14 P16 W11 D13. She was hoping for more agility, but is pleasantly surprised with the high presence. She decides that King Phoenix is a fitting name for her flashy high-flyer.



3.2.1 FIGURED STATISTICS

The second half of the generating statistics step involves calculating your character's statistic levels and figured statistics. Don't worry, it's easy.

Each statistic has a rating (which you've already generated) and a level. The level is the rating divided by 3, dropping any remainder. Statistic levels serve a number of purposes as described in *Section 4*. You really should have read the whole book before generating characters.

The character still has four more statistics to fill in before you can move on to step 3. The last four statistics are Initiative, Fatigue, Resilience, and Vitality. As you may have guessed, *Section 4* provides greater detail on these statistics. For now, all you need is the formulae for generating your character.

Initiative is 10 plus Agility level and Wits level.

Fatigue is the sum of Conditioning level and Determination level.

Resilience is the sum of Strength level and Conditioning level.

Vitality is 5 times the character's Resilience.

You may be looking at your character sheet wondering about the Heat and Fame Section. Sadly, your character starts out as an unknown with neither heat nor fame to speak of. Cheer up! Your career of action and adventure is just starting, and a single session of *Luchador: Way of the Mask* can send both scores soaring.

Rita plugs in King Phoenix's statistics to calculate figured statistics. His initiative is 10 + 4 (for A-level) and 3 (for W-level), giving him a 17. His fatigue is 4 (for C-level) plus 4 (for D-level) for a total of 8. He adds 3 (for S-level) and 4 (for C-level) to get a 7 resilience. His vitality is 5 times the resilience of 7 for a total of 35. The King isn't particularly fast by aerialist standards, but is pretty tough. She figures that King Phoenix is a little beefier than most of the high-flyers out there and was lured into the class out of a desire to execute the pulse-pounding high-risk moves.

3.3 SKILLS AND SKILLPOINTS

The next step is picking skills for your character. Perusing the skills in *Section 5* will give you a better idea of what options best fit your character.

Each starting character has 15 skillpoints to purchase skills. Those characters that did not score well in statistic generation can earn extra skillpoints. They had to train harder since they were not as naturally gifted as the guys with hot dice. Add together the MOS for all the statistic generation checks for the character. If the total is 5 or less, then the character gets 10 extra skillpoints. Every point above 5 subtracts one from the bonus skillpoints. If your total is 15 then you get no extra skillpoints. Quit your whining, your statistics rock!

A mere three points buy the character proficiency in a new skill. All luchadors start with proficiency in all combat, and wrestling skills. New guys, like starting PCs, may not have mastered mike skills yet. Skillpoints can also raise a character's rating in a skill through expertise, as detailed in *Section 5*. Note that the highest level of expertise attainable in any skill is equal to the determination level of the character.

King Phoenix is looking for some skills. The total MOS for statistic generation is 11, exceeding the 5 point limit by 6. King Phoenix only gets to add 4 bonus skillpoints to the guaranteed 15. Rita carries those 19 points over to Section 5 to buy some skills. See you there!

3.4 PAINT AND FINISH

OK, you don't actually get to paint anything. You can if you want, but it's not really required. Although, if anyone out there knows where we can get our hands on some luchador minis, drop us an e-mail.

The final and most important step in character generation has nothing to do with numbers and dice. Bring your character to life. Your character needs a name and a look that lets everyone at the gaming table visualize your larger-than-life persona in glowing detail. 'Louie the luchador' just isn't going to cut it. If you can't pump some adrenaline into the character at this point, then you are playing the wrong game!

What does the character's mask look like, and what meaning does it hold? Even if you are not artistically inclined enough to draw the character, take a shot at designing the mask. A luchador's mask is central to the character and acts as the face that others have to deal with during action scenes.

In addition to the mask, how does the character dress both in and out of the ring? Do you embrace the classic style of the suit and mask, or adopt the apparel of a sub-culture more attuned to your persona? Does the character wear the full tights and ring robe ensemble at all times?

Think about how the character talks and acts. What is the character's ring entrance like? Do you have a catch phrase in mind? All of these questions can help you flesh out your character. Just remember that if you don't care about your character then nobody else is likely to either.

Rita looks back over the statistics of King Phoenix and decides that he was torn between aerialist and gimico classes when he became a luchador. After a futile attempt to convince the GM to let her dual class (No Chance), she starts working on his mask and costume. King Phoenix has a firebird motif and wears fringe under his arms to simulate wings. She draws him posing atop the top turnbuckle with a flourish of his arms before taking flight for the phoenix dive. His high conditioning and resilience (for an aerialist) will hopefully help him rise from the ashes when he misses.



A character in *Luchador: Way of the Mask* has 6 primary statistics (Strength, Agility, Conditioning, Presence, Wits, and Determination), and 4 figured statistics (Initiative, Resilience, Fatigue, and Vitality).

4.1 PRIMARY STATISTICS

The primary statistics define the raw abilities of a character. The rulebook often refers to primary statistic checks simply by an initial. For example, a D-check is a determination check. See *Section 3.2* for generating statistics.

4.1.1 STRENGTH (S)

This statistic represents the explosive physical power of the character. Make strength checks to lift, move, and overpower obstacles. The difficulty is the S-level of your opponent when acting against another character. Inanimate objects add difficulty by mass and stability. Roughly human sized objects present a difficulty of 2 to 3. The GM can use a rough 100 pounds per point of difficulty as a guideline. Increase difficulty for poor leverage or handholds. Strength also keeps the character from getting knocked down (see *Section 6.2.3*) or thrown about by opponents.

A character's strength level adds to the base damage of melee attacks. Characters with high strength can inflict a lot of damage quickly.

4.1.2 AGILITY (A)

This statistic represents the grace and coordination of the character. Make agility checks to catch thrown objects, avoid attacks, and move quickly. Characters with high agility have an advantage in setting up high risk moves as described in *Section 6.4*. Additionally agility governs many skills including combat skills. Agility checks allow characters to dodge attacks as described in *Section 6.3.1*.

A character's agility level acts as difficulty for opponents in combat.

4.1.3 CONDITIONING (C)

This statistic represents the stamina and endurance of the character. Make conditioning checks to exert for strength as detailed in *Section 7.5*, or any other exertion the GM deigns appropriate. Conditioning factors into fatigue and resilience, making the character tough to deal with. Characters with high conditioning can shake off and endure more injury than others. Conditioning affects healing rates as detailed in *Section 7.1*.

A character's conditioning level reduces the damage taken from attacks.

4.1.4 PRESENCE (P)

This statistic represents the charisma and raw chutzpa of the character. Make presence checks to make an impression and generally draw attention. Characters with high presence ratings have an advantage in using signature moves and generating heat (see *Section 8*). Presence governs most of the mike skill, allowing the character to influence others in a number of ways.

A character's presence level modifies most social interactions.

4.1.5 WITS (W)

This statistic represents the awareness and cunning of the character. Make wits checks to resist being tricked or to get your bearings in a situation. Hasty wits checks allow characters to notice action in their periphery, while active wits checks serve to scrutinize areas. Difficulty depends on how well the subject in question blends into the surrounding. Spotting another luchador in a crowd is very easy, usually LOD of 0. Noticing a skilled pickpocket in a crowd could have a difficulty of 5 or more depending on the gathering.

A character's wits level modifies opponents' attempts to deceive.

4.1.6 DETERMINATION (D)

This statistic represents the willpower and sense of purpose of the character. Make determination checks to resist pain, stunning, and influence. Focusing through the effects of stunning is the most common use of determination checks (see *Section 6.2.4*). Fighting through the pain of a hold or other suffering also requires a determination check (see *Section 5.2.2*). Most rolls against determination are free checks.

A character's determination level limits the level of expertise available in any skill.

4.2 STATISTIC LEVELS

Each primary statistic has a rating and a level. As discussed in *Section 2*, rating in a statistic acts as the base chance of success for checks and is the general measure of the statistic. The level acts as the LOD for opponents attempting checks against the character. Occasionally, statistic levels have other uses. A character's strength level adds to damage in combat, while conditioning level reduces the amount of damage taken from every blow. Divide the rating by 3 (dropping any remainder) to generate the statistic level. The rules often abbreviate statistic levels to an initial and level, such as S-level for strength level.

4.3 FIGURED STATISTICS

Some situations call upon more than one of the primary statistics to determine the outcome. The 4 figured statistics represent the most common pairings of primary statistics. Each entry describes when and how to use them. A character's vitality is broken into wound levels, which are also covered in this section. Many of the figured statistics play vital roles in combat, and are thus described further in *Section 6*.

4.3.1 INITIATIVE

Characters make initiative checks every turn to determine order of action, as described in *Section 6.1*. The level of difficulty for initiative checks starts at 0 modified by the wound level of the character. Generally speaking, a high rating in initiative will help the character get the drop on opponents.

Add the character's Agility Level and Wits Level to 10 to get the Initiative Rating.

4.3.2 FATIGUE

Fatigue determines how long a character can remain active before succumbing to exhaustion. Fatigue acts as a reservoir rather than a rating. Specified actions cost fatigue from the reservoir, as



detailed below. When the reservoir is empty, the character is fatigued. A fatigued character adds +1 to the level of difficulty of any checks and further expenditures of fatigue cost 2 vitality instead. A turn of inactivity allows the character to replenish the fatigue reservoir back to full. A character cannot recover fatigue while in a grab.

Every turn of action costs 1 fatigue. For this purpose action involves making a check against any of the physical statistics (strength, agility, or conditioning) or a skill governed by a physical statistic. Taking a reaction costs 1 fatigue (*see Section 6.1.4*), as does exerting for strength.

Add the character's Conditioning Level and Determination Level to find Fatigue.

4.3.3 RESILIENCE

Resilience measures how much of a beating the character can take before dropping to the next wound level. Resilience also determines how much abuse the luchador can take before suffering injury or getting stunned. This statistic serves as a reservoir rather than a rating, and players do not make checks against resilience.

A character's Resilience is equal to the sum of the Strength Level and Conditioning Level.

4.3.4 VITALITY

Whenever characters take damage, and they will, that damage depletes their vitality. This statistic serves as a reservoir rather than a rating, and players do not make checks against vitality. A character with no vitality left cannot take any action other than try to recover. *Refer to the Combat Section (6) for more details.*

Vitality is 5 times the character's Resilience.

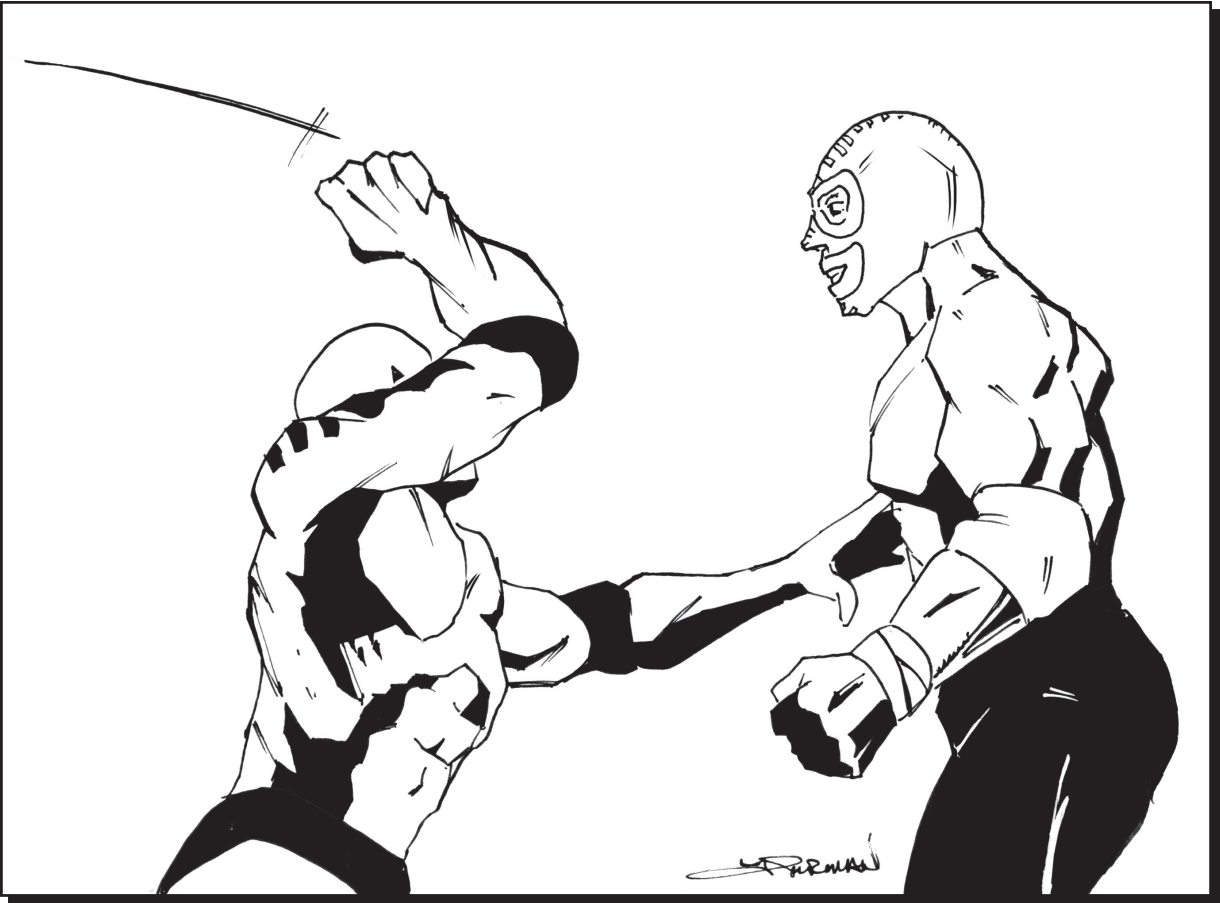
4.3.5 WOUND LEVELS

Wound levels mark the detrimental effects of vitality loss on a luchador. Characters have 5 wound levels corresponding to the 5 multiples of resilience that constitute vitality. The first level represents inconsequential injury that does not impede the luchador. This level is called unharmed and applies no modifier (or 0) to the level of difficulty for checks. As soon as a character takes even 1 point of vitality loss into the bruised level 1, a +1 modifier applies to all checks. This pattern continues throughout the remaining wound levels.

Wound levels also dictate what sort of reaction the character can take (*as described in Section 6.2.3*) and how hard it is to rise from a prone state (*6.1.4*).

King Phoenix has a resilience of 7 and 35 vitality. If he loses 5 vitality to a sneak attack, he does not face a penalty to checks because he is still on the unharmed wound level. On the next turn he loses 4 more vitality for a total of 9 lost. This puts him on the bruised wound level 1 with a +1 LOD to all checks.

WOUND LEVEL	LOD	REACTION	RISE
Unharmed	0	Counterattack	No Check
Bruised	1	Counterattack	A-check
Battered	2	Defensive Action	A-check
Broken	3	Defensive Action	Full Action
Beaten	4	None	Full Action



Skills fall into one of four categories. Combat skills govern fighting moves that are not strictly speaking wrestling, but come up frequently in matches. Wrestling skills govern the actual grappling and holds that put the wrestling in pro-wrestling. Mike skills (named for microphone use between matches) govern the ability to manipulate the crowd and your opponents. They would probably be called social skills outside of a wrestling context. The last category is for anything that does not have direct application in a wrestling match, and therefore holds little importance. The character must specify each skill in the extracurricular category at the time of purchase.

PROFICIENCY

All Luchadors possess basic proficiency with skills in the first two categories (Combat and Wrestling). A character must purchase proficiency in any mike or extracurricular skills desired at the cost of 3 skillpoints (or XP). Proficiency grants the character a rating of 10 plus half (round down) the rating of the governing statistic.

EXPERTISE

Characters may increase their rating in any skill by spending more skillpoints (or XP) on levels of expertise. Adding 1 to the rating cost 1 point. Adding 2 costs 2 more points, for a total of 3. Adding 3 costs 3 more for a total of 6, and so on. Keeping track of your character's expertise in a skill simplifies character advancement through experience points. If you adjust the statistic that governs the skill, you won't have to recalculate the rating. The level of expertise also comes up in some combat situations. Characters cannot raise the level of expertise in any skill higher than their determination level. It takes a lot of discipline to truly master a skill.

EXPERTISE	TOTAL COST
+1	1
+2	3
+3	6
+4	10
+5	15

UNTRAINED SKILL USE

At times, characters will attempt to use skills without the necessary proficiency. Despite having absolutely no training or experience that would make them think they should be successful, they will declare their intent with die in hand and await your declaration for their chance of success. The GM is always free to simply rule that the character cannot attempt the action, but where is the fun in that?

If the GM feels that the character should have a chance, then allow the character to make a hasty check (see *Section 2.7*) against the statistic that governs the skill in question. The action still takes the character's full attention and precludes any active check for the turn. If a situation occurs that would require a proficient character to make a hasty check, then the untrained character receives no chance and simply fails (or disastrously fails at the discretion of the GM). This rule may seem harsh, but the character really should feel fortunate to have a chance in the first place. Perhaps its time to

consider investing in a new skill?

Now it's time for the exciting conclusion of the birth of King Phoenix. As you may recall from last episode, Rita has 19 skillpoints to fill out the King's skills. The character has a D-level of 4, setting the maximum level of expertise. Rita reads through the skills to see what her character needs to fulfill his glorious destiny. The first skill to jump out to her is tackle, so she goes for 3 levels of expertise for 6 skillpoints. Agility governs tackle, so King Phoenix starts with a rating of 17 and ends up at 20 after adding 3 levels. King Phoenix is a wannabe gimico, so mike skills are important. Trick and beg seem beneath him, but promo and intimidate are right up his alley. She spends 3 skillpoints in each to gain proficiency. She spends 3 additional skillpoints in each for 2 levels of expertise apiece. Based off his 16 presence, he gains ratings of 20 in each. Rita has 1 skillpoint left. She buys 1 level of expertise in strike since it plays into lots of situations.

Rita planned for her character to have a dream of traveling to Japan to prove himself in their arenas. King Phoenix studies Japanese in preparation for his eventual trip (possibly in our first supplement: Painted Honor). She decides to shave 3 points off of her expenditures to buy the language skill, Japanese. She drops the third level of expertise off tackle, leaving King Phoenix a final rating of 19. She then applies the 3 points she got back to purchasing the extracurricular language skill: Japanese. Language skills are governed by wits, so King Phoenix has a rating of 15 in the new skill.

Now that you have King Phoenix's entire character, watch for him to appear in examples throughout the book.

5.1 COMBAT SKILLS

The combat skill group contains all of the non-wrestling fighting techniques your character needs to pound an opponent into paste. It should go without saying at this point that more information about combat can be found in *Section 6*. Each skill represents a type of attack. The starting level of difficulty for combat skills is the agility level of the target.

5.1.1 STRIKE

Strikes include punches, kicks, headbutts, and any other swift blows to an enemy's anatomy. While these are the simplest of combat options, they remain very effective. The strike skill also allows a character to block attacks as detailed in *Section 6.3.2*.

The base damage for a strike is 2 plus the strength level of the attacker. A successful strike check adds the margin of success to the damage dealt, up to double the base damage. An exceptional success threatens to stun the opponent.

Agility governs strike.

Eviscerator II is in a brawl with the Red Scorpion. E II wins initiative and goes for a quick boot to the gut of his crimson foe. The GM rules this a strike. Eviscerator II has a strike skill of 16 with a difficulty of 4 due to the Red Scorpion's A-level. The COS is 12. E II rolls a 2 for a MOS of 10. The base damage for the strike is 2 plus 5 for the S-level of Eviscerator II for 7. The lucky roll can only add a maximum of 7 to the damage, which still hits Red Scorpion for 14! The check is also an exceptional success, so the Scorpion is in danger of being stunned.



5.1.2 THROW

The throw skill allows a character to trip, legsweep, or toss an opponent. All attacks that redirect an enemy's velocity into a brutal faceplant are throws. While slightly less direct than a strike, throws disorient opponents and leave them prone as a set up for further violence.

The target of a throw gets a free strength check to oppose the throw check, with the strength and risk levels of the attacker as difficulty. If the target prevails in the opposed check, then the attacker's activation ends. If the target nets an exceptional success, then the thrower loses agility level against attacks from the target character until the next activation.

The base damage for a throw is the strength level of the attacker. A successful check adds half the MOS to the damage dealt, up to double the base damage. An exceptional success threatens to stun the opponent. The target of a successful throw is knocked prone and faces a penalty to initiative equal the MOS of the throw. See *Section 6.1.2* for the impact of a throw on initiative.

Agility governs throw.

Red Scorpion needs to get the big man off his feet. He drops down for a quick legsweep. The GM calls for a check against Scorpion's throw skill of 18. He faces a LOD of 4, 3 from Eviscerator II's A-level and 1 from wound level. He rolls an 8, earning a MOS 6. Eviscerator II gets a free strength check to oppose. His strength is 15 with a difficulty of 4 for the Scorpion's s-level. He only gets a MOS of 1, so Red Scorpion ends up with a net MOS 5. The throw deals 4 damage for Red Scorpion's S-level and 2 from half the net MOS, for a total of 6. The damage isn't enough to make a big dent in Eviscerator II, but he is prone and faces a LOD of 5 for his initiative check.

5.1.3 TACKLE

Employing the tackle skill involves hurling your own body into an opponent for devastating impact. Running shoulder blocks, frog splashes, and missile drop kicks all fall into this category. Tackles deliver more force than strikes, but at greater risk.

A tackle must attach at least one level of risk (see *Section 6.4*). The base damage for a tackle is 3 plus the strength level of the attacker. A successful tackle check adds the MOS to the damage dealt, up to double the base damage. An exceptional success threatens to stun the opponent. A tackle only needs to overcome half the target's strength rating to achieve knockdown. See *Section 6.2.3* for more information on knockdown.

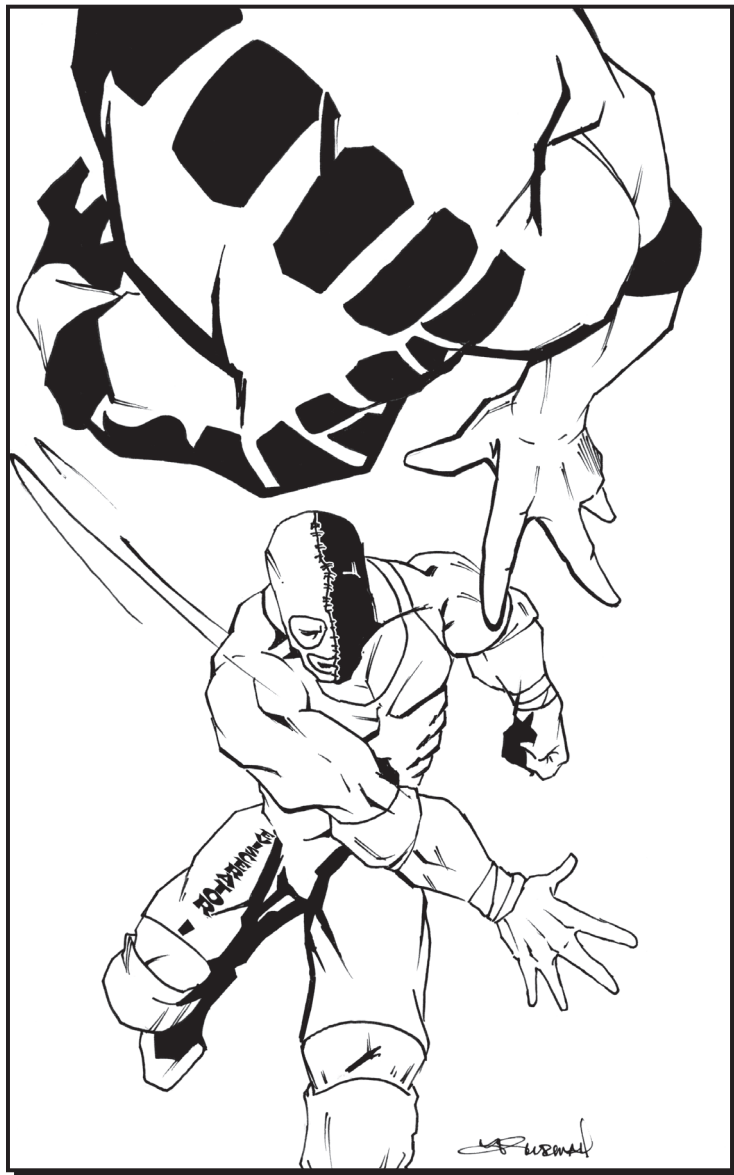
Agility governs tackle.

5.1.4 ARMED

Armed combat includes hitting opponents with everything from steel chairs to trashcans. In some cases, exotic weapons like fencing swords and chainsaws (for zombie disposal) come into play. All of these weapons, and any other that the GM may throw at you, fall into the armed skill. The same skill allows a character to block incoming weapon attacks.

Some weapons, particularly those not originally intended to be weapons, add to the level of difficulty for an armed attack. See the weapon list in *Section 6.6.5* for more details.

The base damage for an armed attack is the strength level of the attacker plus the damage of the weapon. A successful armed check adds the MOS to the damage dealt, up to double the base damage. An exceptional success threatens to stun the opponent.



A luchador cannot gain heat from an attack made with a weapon unless the opponent used a weapon first. A luchador is supposed to be able to handle a fight without the need for toys.

Agility governs armed.

5.2 WRESTLING SKILLS

The wrestling skill group allows a character to grapple opponents, control their movements, and twist them into knots. Aside from the grab skill, all of the skills in this group require some set up. Usually that set up comes from the grab skill, or a combination of grab and other checks. All of the fine points of combining multiple checks into a successful wrestling action appear in *Section 6.5*.



5.2.1 GRAB

As stated above, grab is the basic skill of the wrestling group. This skill lets a luchador get a grip on an opponent, allowing the grabber to restrain or set up for another wrestling move. The same skill allows a character to escape from a grab, as detailed in *Section 6.3.3*.

The level of difficulty for a grab check is the agility level of the target. The player should keep track of the MOS of the grab check as it remains in effect until the targeted character escapes, or the attacking character releases the grab. The attacker may adjust the grab by making a new grab check on the next turn to try and get a better MOS, but runs the danger of failing or rolling worse. The target cannot apply A-level for resisting the new grab attempt.

A successful grab prevents the target from moving away from the grabber. The target may still attempt strikes at the grabber, or any other characters that the GM determines are within reach, but adds half the MOS of the grab to the LOD. Attempts to escape from the grab do not face this penalty. The grabbed character cannot move to generate risk, but may take advantage of risk other characters generate.

Neither the grabbed character nor the grabber can apply agility levels against incoming attacks from other characters. The grabber applies A-level against attacks from the grabbed character. The grabber cannot attempt any defensive action while maintaining the grab. The grabbed character cannot attempt any defensive action other than escape. Both characters are setting ducks for opportunistic third parties.

Grabs inflict no damage. The grabber can progress into other wrestling skill moves on the next turn as long as the target does not escape. An exceptional success allows the grabber to immediately advance into other moves as detailed in the complex action rules in *Section 6.5*. The grabber can execute a takedown, forcing the target prone with a strength check using the target's S-level as difficulty.

Agility governs grab.

5.2.2 HOLD

The hold skill allows a luchador to wrench an opponent's body in a manner so painful that it destroys the will to fight. The arm bar, full nelson, and figure-four leg-lock are just a few examples of the excruciating submission holds available to a luchador.

A character must first grab an enemy before executing a hold. All rules for grab remain in effect against the target during a hold. The MOS from the grab check stands unless the attacker abandons the hold. If the target escapes from the grab, then the hold ends as well.

The difficulty for a hold is the strength level of the target. The base damage for a hold starts at the strength level of the attacker and increases by 1 for every turn maintained up to double its original value. A successful check adds half the MOS to the damage dealt, up to double the current base damage. A new hold check must be made every turn that the hold is maintained. Damage from a hold only needs to overcome half the target's resilience to inflict injury points. Holds cannot attach risk.

A few turns in a hold can leave even a luchador crying 'uncle'. On any turn that a hold inflicts injury, the target must make a free determination check using the attacker's expertise level as difficulty. A failed check causes the character to surrender. This can cost a character the match. A character that surrenders outside of the ring will not resume hostilities as long as the conquering luchador remains vigilant. A disastrous failure destroys the character's will to fight, removing the need for vigilance. An exceptional success steels the character's will, removing the need for further determination checks. A hold executed from a new grab check ends the exceptional success protection.

Strength governs hold.

5.2.3 SLAM

The slam skill contains the most devastating moves in the wrestling skill group. The power bomb, gorilla slam, and all variants of the suplex fall under the auspices of the slam skill. Slams involve lifting opponents and driving them down into the ground.

The luchador must first grab, and lift an enemy before completing a slam. After executing a grab (*see Section 5.2.1*) the luchador needs to lift the target by making a strength check with the opponent's S-level as difficulty. A successful check elevates the target for the next step. All rules for grab remain in effect against the target during the lift. If the target escapes from the grab, then the lift ends as well.

The difficulty for a slam is the strength level of the target. The base damage of a slam is 4 plus the strength level. A successful check adds the MOS to the damage dealt, up to double the base damage. An exceptional success threatens to stun the opponent. The target of a successful slam is prone.

The slammer can add risk to the slam by falling prone with the target. This requires an agility check to maintain control while executing the slam and adds an additional step. See risk in *Section 6.4* and complex actions in *6.5* for more details.

Strength governs slam.

5.2.4 DROP

A drop involves grabbing an opponent, and dropping down so your body weight jerks your enemy violently down into a shoulder, knee, or other appendage. The result is a quick fall and jarring stop. The ddt, bulldog, and stunner are all examples of a drop. These moves differ from throws in that the attacker's falling body provides most of the damage. They differ from slams in that the attacker does not lift the target, making the drop a faster move.

The character must grab the target before executing a drop. The difficulty for a drop is the strength level of the target. The base damage for a drop is 3 plus the strength level of the attacker. A successful check adds the MOS to the damage dealt, up to double the base damage. An exceptional success threatens to stun the opponent. The attacker ends the move prone. A drop only needs to overcome half the target's strength rating to achieve knockdown. See *Section 6.2.3* for more information on knockdown.

Agility governs drop.



5.3 MIKE SKILLS

Mike skills govern attempts to influence other characters, mostly NPCs. The ability to interact with characters is the cornerstone of roleplaying games, and one of the traits that elevate them over even the most exciting of video games. Unfortunately, mediating social interaction is also one of the most challenging tasks of the GM. Review the following 4 skills and determine which is most appropriate for what the character is attempting. Each of the mike skills has a social and a combat use.

The social use is admittedly very subjective. The GM should be firm but fair when applying the results of the skills. Consider what the character is trying to accomplish, and the attitude of the NPCs involved. Set the difficulty based on how reasonable the situation seems, particularly to any named NPCs being influenced. The level of difficulty in social interactions should fall between 0 and 5 for most reasonable situations. Remember that lackluster descriptions by the player merit an additional 1 to 2 points of difficulty, or no check at all if the player can't come up with anything appropriate.

LOD	SUGGESTION
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback

+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

The combat applications of mike skills reflect the mental aspect of luchador conflict management. The final outcome of many a match lies in the psychological advantages of getting into the opponent's head. The quick and dirty use of mike skills follows clearer guidelines, but remains subject to the GM's final discretion. The combat applications of mike skills are most effective when they catch the opponent off guard. For each subsequent attempt to use the same skill within a single fight add 2 to the level of difficulty. For these purposes a fight consists of a conflict with the same opponents at the same locale. The arrival of new enemies, or a rematch with a foe that got away, constitutes a new fight.

5.3.1 PROMO

The promo skill allows a luchador to hype a match, rally others to a cause, or generally draw attention. Promo also serves to dispel doubt in others when a character's integrity is questioned. Use this skill to address crowds, make a good first impression, or anytime you want to direct a conversation. Unlike trick, the promo skill makes a lasting impression by playing off of the emotions of those



involved. A successful check draws attention and causes those affected to consider the luchador's words. An exceptional success can spark a crowd to action. Use the general difficulty guide above to set the level of difficulty, weighing the intent of the speaker against the intent of the crowd as the determining factor. The skill generally assumes that the character wants to seem amiable, but can also serve to make implied challenges and veiled threats.

In combat situations, the promo skill allows the character to get spectators emotionally involved in the fight. Outside of an arena, spectators include anyone viewing the fight but not directly involved. Consequently, allies not engaged in combat, or even unengaged enemies act as spectators. The luchador takes a turn to showboat (or taunt, depending on your outlook), and makes a promo check. The difficulty depends on flamboyance (as determined by GM) and the crowd's attitude. A success allows the character to draw upon the crowd, adding half the MOS to the character's fatigue! This bonus lasts until the now larger reservoir empties, or the character stops to recover fatigue.

Presence governs promo.

5.3.2 INTIMIDATE

Outside of combat, the intimidate skill allows the user to test the resolve of other characters. This can range from silencing someone behaving inappropriately at a party, to staring down a gang of thugs in a back alley. The approach of the user and intent of the target are the major factors for determining difficulty. Your average citizen only offers a LOD of 0 to get out of the way of an angry luchador wielding a folding chair, but a pair of street toughs on their own turf would put up an LOD of 3 or more. A success causes the target to cease aggressive behavior, while an exceptional success causes the character to back down or retreat. The target of the skill can take a turn to make an opposed determination check to resist, using the intimidator's presence level for difficulty.

In combat, a character can take a turn to shake an opponent's confidence. The level of difficulty begins with the target's determination level, adding difficulty if the situation is unfavorable. If attempting to intimidate multiple targets, use the highest determination level and add 1 difficulty for each extra target. A successful check adds the intimidator's presence level to the difficulty of the target's initiative checks for a number of turns equal to the MOS.

Presence governs intimidate.

5.3.3 TRICK

The trick skill distracts and deceives other characters. Where the promo skill instills trust towards the character, the trick skill creates doubt in a situation. Use this skill to convince a cashier that you received the wrong change, or to make a security guard believe he'll lose his job if you don't get in to see his boss. The player always needs to come up with an angle that seems plausible to the situation, and the GM is the final arbitrator on what has a chance of working. Consult the general mike skill difficulty chart above and add the wits level of the target or the trick. A success should give the trickster a window of opportunity to act while the target rechecks the facts. An exceptional success goes unnoticed, at least until someone else reviews the target's actions. The trick skill relies

on the uncertainty of the moment and rarely holds up to careful scrutiny.

Since combat situations can benefit the most from a few seconds of distraction, the trick skill has many combat applications. Fortunately, they fall into two basic formulae: distractions and playing possum.

A distraction is a misdirection used to take an opponent's mind off the trickster. A quick glance over the enemy's shoulder to an implied ally, or a feigned attack can be enough to create an opening. The trickster makes a check using the target's wits level as the base difficulty. Increase the difficulty if the move is particularly transparent. If successful, the target loses the agility level as difficulty against the trickster until the end of the following turn.

Playing possum covers any attempt to feign a disadvantage in a fight. Pretending to be stunned, slow, or wounded all falls under the umbrella of the trick skill. The trickster makes a check using the target's wits level for difficulty. A success yields a convincing performance. An observing character can take an action to assess the veracity of the situation, making an opposed wits check with a difficulty of the trickster's presence level.

Wits govern trick.

5.3.4 BEG

The beg skill is the most distasteful of the mike skills, and many luchadors consider employing the talent disgraceful. However, there are times when humility can be a virtue. A character begs to seek mercy and placate the ego of another character. In social situations, the skill serves to smooth over a breach of etiquette or seek leniency from authority figures. Sleazy sycophants use the skill to suck up to their superiors, particularly to avoid potential blame. A simple success allows the character to avoid/reduce reprisals. An exceptional success can even earn a second chance at redemption.

In combat, a character can beg off from a fight to break an enemy's momentum. The character must drop prone and beg to invoke the ability. The enemy's determination level provides the difficulty for the check. Use the higher determination for multiple attackers. A successful check stops the attack for a number of turns equal to the character's presence level, providing that the character remains prone and pleading for the entire time. The would-be attacker can take no direct action against the pleading character, but may otherwise act freely. A character may choose to take a turn to make an opposed determination check, using the beggar's presence level for difficulty. Due to the humiliation involved, after begging a luchador cannot gain heat for a number of turns equal to the turns spent begging.

Presence governs beg.

5.4 EXTRACURRICULAR SKILLS

As noted above, the extracurricular skills encompass all talents outside of the scope of professional wrestling. Devoting space for a comprehensive list of these skills would be absurd, particularly since they have limited impact on a luchador's life. Instead we present 4 types of extracurricular skills and a general guide on how each type



works. A character may purchase multiple versions of the same type of skill to represent different interests in the same category. For example, a well-traveled luchador might take several language skills to talk to fans from all over the world. Record each individual skill, complete with rating and any level of expertise, independently of other skills of the same type.

5.4.1 LANGUAGES

All characters in *Luchador: Way of the Mask* are fluent and literate in their native tongue, usually Spanish. A character may choose to know additional languages. Each language skill taken allows the character to read and speak another language specified at time of purchase.

Checks against language skills can bog down roleplaying, so minimize them whenever possible. If a character has a rating of at least 15 in the appropriate language then basic communication is a given. Only require checks under stressful situations where an odd dialect, slang, or interference confuses conversation. A rating of 18 or higher allows the character to sound like a native speaker.

Wits govern language skills.

5.4.2 CRAFTS

Craft skills include all art, repair, and production talents. Given the possible range of skills in this category, the GM needs to employ personal discretion when making rulings on craft skills. A check against carpentry could require hours or even days of work by a character to complete while a check against origami could be completed in just turns.

The level of difficulty for a craft check depends on the complexity of the project and the work conditions. For simplicity's sake, the following difficulty guide employs examples for the carpentry craft. Basic repairs and maintenance have a difficulty from 0 to 1. Building a simple chair or table could have a difficulty of 3, while a bookshelf or dresser could go as high as 5.

Poor work conditions can include anything from shoddy tools (adding 1 to 3 levels of difficulty) to building in inclement weather (adding 1 for light rain and as much as 5 for a storm). All adverse condition modifiers are cumulative. The GM can always rule that conditions make a craft check impossible.

A successful check produces a workable product of decent quality, becoming increasingly finer with higher MOS until reaching exceptional quality with an exceptional success. Exceptional success equates to professional quality work that could draw professional prices if one worked in that trade rather than wrestling for a living. Failure produces a shoddy item such as a crude, wobbly table. The product is completely useless on a disastrous failure.

Agility governs craft skills.

5.4.3 KNOWLEDGE

Knowledge skills grant a character extensive information and understanding of a given subject. These skills can represent formal study in a field, or the obsessive fascination of a hobbyist. Knowl-

edge skills differ from crafts in that they do not produce anything. Characters use knowledge skills to recall facts and recognize elements from their field. For example, a successful knowledge of cars could reveal the model, make, and special features of a passing vehicle. Knowledge skills can also deduce how things function in their field. A character with the knowledge of law could foresee the most likely consequences of a given infraction.

The level of difficulty for knowledge skills comes from the obscurity of the fact sought complicated by any distractions present. The difficulty on knowledge skills is highly subjective. The GM should keep difficulty low, as having the appropriate knowledge skill for a situation only to face a very hard check can make the skills seem pointless. A difficulty below 3 represents major facts relating to the field of study, while difficulty above 5 would be obscure information. Tangential facts to an area of knowledge, such as recalling biographical information about poets with a knowledge of poetry check, add 1-3 levels of difficulty.

The higher the MOS on a knowledge check, the more details the character can recall. A failed check leaves the character unable to make the necessary connection, while a disastrous failure causes the character to make an error. An exceptional check indicates the current line of inquiry is well known to the character, requiring no further checks for the scene.

Wits govern knowledge skills.

5.4.4 PILOT

Pilot skills allow a character to drive a type of vehicle. Just having a rating in the appropriate skill allows routine operation of the vehicle without the need for a skill check. Driving a car to the next match does not challenge the character, but chasing an undead motorcyclist through a graveyard is another matter. Checks fall into chase scenes, stunts, or both. Chases involve opposed pilot checks with the chaser closing on net success, and falling behind on net failure. Stunts circumvent obstacles and generally show off.

When the check is made to chase someone, a failure is a setback, while a disastrous failure loses the quarry altogether. Pilot checks, particularly for stunts, are often pass/fail affairs. Even simple failures can result in a crash on a stunt. Disastrous failures are horrible flaming wrecks. An exceptional success minimizes wear on the vehicle and adds style.

The difficulty of pilot skill checks comes from several factors. Obstacles, such as the gravestones from the previous example, add 3 to the difficulty. Poor visibility adds 2 to 3 levels of difficulty. Most stunts with a vehicle start at 5 and go up. In checks to resolve chase scenes, add 1 to 3 levels of difficulty to the slower or less appropriate vehicle.

Agility governs pilot skills.



On to the fun part, combat! The action in *Luchador: Way of the Mask* should be as jaw-dropping and fast-paced as the matches that inspired the game. It is important for the GM to be very familiar with the rules of combat to help move things along.

ROLEPLAYING A FIGHT

Running a combat scene is one of the most complex and challenging duties of a GM. These are the scenes that your players will recount to their friends not fortunate enough to be in your game. It is up to you to make these battles worthy of the retelling. This will not be easy, as you must keep track of all the action in the scene, both from the player characters as well as the NPCs.

We have endeavored to give you an inclusive yet intuitive system to help keep the game mechanics out of the way while still providing meaningful results. The rules are supposed to maintain game balance so everyone can have fun, and still engage in over the top action. The GM should listen to what the players want their characters to do, then decide how much of that can be done in a turn, and what sort of checks are required.

Obviously, the player should always determine the actions of the character, but it is up to the GM to translate the player's description into game terms. Some players will rarely stray from the tried and true mantra of 'I hit him'. These players' actions are easy to resolve, but really boring. Hopefully turn after turn of throwing strikes into enemies while other players mix it up will encourage a little diversity. Remembering to adjust the LOD for lackluster descriptions can also help prod them into more spirited action.

Other players get carried away with their descriptions and end up trying to fight the entire battle in one turn, often at the expense of their fellow players. Cries of, 'I leap over the barricade, rip the rifle from the first Umbral agent, break his jaw with it, then shoot the other two Umbral agents that are loading the helicopter' are indicative of this type of player. Such enthusiasm is more in touch with *Luchador: Way of the Mask*, but still needs to be focused into turns if nothing else. Besides, luchadors don't use guns.

The GM also needs to decide what each of the featured NPCs is doing. You don't have to keep track of every single character in a crowd of hostages, but all of the named characters and every bad guy should be accounted for in the GM's mind. It helps to keep a list of every featured character in the scene, then make a check by the character's name as you declare their action for the turn. Believe me, veteran players are making mental notes on how many bad guys are on the scene and will be quick to spot one appearing or disappearing without due descriptors. When describing the NPC's actions, take into account their relative abilities. If the gang enforcer terrorizing the box office at the arena scores an exceptional success on her intimidate check, play up the confidence of her stance and the panic of her victims. On the other hand, the gang recruits backing her up should look a little shaky. Little details in a description give sharp players clues to what's really going on in the scene, and encourage more attentive play.

In combat scenes, the GM should avoid having an NPC accomplish a task without making an appropriate check. Suppose you want to have the main villain enter a scene by assassinating a traitorous underling that was spilling his guts to the heroes. Sure,

it's more dramatic to just have the villain succeed, but that makes the PCs feel like they have no control of their situation. Such predetermined events are like enduring bad cut scenes in a video game, wherein all of your actions to that point are invalidated by an ill-conceived script. On the other hand, if the GM gives the characters a wits check to see the villain sneaking onto the scene and rewards the successful characters with a chance to win initiative before the killing blow falls, then the scene remains dynamic. The player characters are elevated from powerless spectators to active participants whose actions impact the story line. Whether they win or lose, your players will be more involved, making a better game for everyone.

6.1 COMBAT SEQUENCE

Enough ranting, its nuts-and-bolts time! Once your session builds to a combat scene things change from a loose narrative style to turn based action.

- 1) Set the scene
- 2) Determine initiative
- 3) Determine active character's action
- 4) Declare reactions to active character
- 5) Resolve active character's action, and reactions to active character
- 6) Repeat steps 3 through 5 for each character
- 7) End the turn

6.1.1 SET THE SCENE

The GM should describe the location as soon as a fight breaks out, complete with who is present and what they are doing. A good setting makes all the difference when determining the action of the conflict. Whenever possible give the characters interesting terrain full of potential improvised weapons. This step will obviously be more detailed on the first turn of combat, but should be repeated on following turns to help keep the scene fresh in the minds of the players. Later scene descriptions should focus on what has changed. If a luchador power slams a cyborg nazi through the ice sculpture at a wedding, be sure to describe the ice shards under foot and the reaction of the happy couple. Maintaining a vivid setting helps the players keep track of the action and focuses them on the conflict at hand.

6.1.2 INITIATIVE

The next step to running a combat scene is determining who acts when. Characters make initiative checks every turn to determine order of action. The initiative check is always a free check, as described in *Section 2.73*. The margin of success determines when each character acts in the turn. The character with the highest score goes first, with the others acting in descending sequence. Failed checks act last on the turn. Disastrous failures take no action, as the character stumbles in an indecisive stupor. Any ties are settled by initiative rating.

The level of difficulty for an initiative check starts at 0. Difficulty increases from wound level and throws. Wound level modifiers apply to all checks, including initiative. Throws add their MOS to the difficulty of an initiative check as the victim tries to regain



composure. The intimidate skill can add an opponent's P-level to the LOD for initiative. A throw or intimidate check hitting a character before he gets to act for the turn lowers that character's MOS for the turn. If the MOS of the initiative check falls to -5, then the check is treated as a disastrous failure (No action for the turn)!

Mother Mercy and Red Scorpion are fighting a trio of Aztec warriors. Mother has a MOS 8 for initiative. The warriors have a 12, 7 and 1. Red Scorpion has a 4. After the fastest warrior stabs her, Mother Mercy successfully threatens the entire group of warriors with her intimidate rating of 21. The second warrior loses 6 (for Mother's P-level), dropping him to a 1, which goes after the Red Scorpion's 4. The slowest warrior's MOS drops by 6 to a -5, depriving him of any action for the turn. All the warriors face a LOD of 6 for the following turns.

If a fight breaks out and nobody had the courtesy to ring a bell or engage in any pre-fight smack talk, then some of the participants may not be aware that the combat turn has begun. A surprise situation can be as complex as a commando assault or as simple as throwing a sucker punch in the middle of a casual conversation. If the GM decides that the situation is right for a surprise attack, then the target of the attack gets a free check against wits. A failed check means the character is caught completely off guard, and cannot react or apply an agility level modifier to incoming attacks. A simple success restores agility level, and an exceptional success allows for a reaction. Regardless of any wits checks, only the craven sneak attacker gets to make an initiative check on the first turn of the combat. After that, all bets are off.

6.1.3 DETERMINE ACTIVE CHARACTER'S ACTION

The character with the highest initiative MOS goes first in the turn, becoming the active player. The rules refer to this as activating. The GM should listen to what the active player wants to do, then decide which move best represents the intent. This interaction between player and GM helps keep everyone in a narrative mindset rather than just calling out generic skill checks.

Trying to catalogue all of the moves in a given wrestler's arsenal would be daunting, let alone all the moves available to a luchador. For simplicity, all attacks are broken down into eight moves corresponding to the 8 combat and wrestling skills. That may not sound like many options, but there is a lot of wiggle room. Each skill describes what sort of actions fall under its province, and with a little practice the GM should have no problem assigning a skill to meet a player's desire. After choosing which skill to check against, the GM still has to decide if the move involves risk, and what level of difficulty to use. The effects of risk are detailed in Section 6.4.

The skill used determines the starting level of difficulty. Combat skills take their difficulty from the agility level of the opponent, representing the target's efforts to avoid getting bashed. Likewise, the basic wrestling skill of grab attempts to catch an evasive opponent and uses the agility level for difficulty. The other wrestling skills require that the target already be in a grab move, removing the need to catch anyone. Instead, they must overcome an opponent's attempts to resist being thrown about, represented by the target's strength level. If the player gives dull descriptions or phrases actions solely in game mechanics, add 1 to the LOD. If the player keeps things moving with vivid detail, drop the LOD 1.

6.1.4 DECLARE REACTIONS

The rules assume that any character aware of an attack tries to avoid it, represented by applying the character's agility level to difficulty of incoming attacks. However, characters can take a more direct response to their defense through reactions.

A reaction is the only way characters can act before their initiative MOS in the turn. A character can only react if targeted by an action, and not caught off guard. If the above conditions are met, the luchador may respond to the incoming attack with a reaction. Taking a reaction costs 1 point of fatigue to the character. The reaction is always a hasty check, as it is more instinct than planned action.

Abuse dulls the character's ability to respond, restricting the type of reactions available. Early in the fight, the character is allowed a counterattack. This reaction is hasty attack made immediately after the active character attacks. As the character suffers more vitality loss, only defensive reactions remain. A defensive action is an attempt to prevent the incoming attack. Defensive actions include block, dodge, escape, brace, and evade. Defensive actions are covered in Section 6.3. A character with the counterattack option may choose a defensive action instead. Once the character is beaten down to the final wound level, no reactions are possible.

WOUND LEVEL	REACTION
0	Counterattack
1	Counterattack
2	Defensive action
3	Defensive action
4	None

High-risk moves are particularly vulnerable to reactions. If the target can respond in time, all the speed of the attack can be turned against you. Fortunately, these moves have a chance of defeating reactions through the shock they cause. Any attack with risk requires the target to pass a free wits check with a level of difficulty of the attacker's P-level or level of risk (whichever is higher) before declaring a reaction. A failed check leaves the target too confused to react.

Reactions can add a lot of action to your game, or they can complicate things. We encourage GMs to give reactions a chance, but if the extra step is slowing down the action then get rid of reactions or limit them to one-on-one conflicts.

6.1.5 RESOLVE ACTIONS

Once other characters declare reactions, the GM can resolve the active character's action. Some defensive actions effect the chance of success for the active character, so the player should not roll a check prior to declaration of reactions. The active player now makes any checks needed for the character's action. If the target declared a defensive action that opposes the attack, make such checks immediately after the active character's check.

Apply damage and other effects of the active character's attack. This includes checking to see if the target is stunned, knocked prone, or grabbed. Only after the full effects of the active character's attack are applied should the GM resolve counterattack reactions.



6.1.6 NEXT ACTIVE CHARACTER

After the first character is done, and any reactions are taken care of, the GM moves on to the next highest initiative MOS. This player takes on the active title for a repeat of steps 3 through 5. Continue in this manner until all characters involved have been active for the turn.

6.1.7 END TURN

After every character involved in the scene has tasted a moment in the spotlight, the turn ends. The GM clears the combat sheet and prepares to start the next turn.

6.2 THE MECHANICS OF A BEATDOWN

You may be saying, ‘hey, step 5 didn’t explain diddly!’ Worry not, the fine points of whipping fictional butt lie just ahead.

6.2.1 THE ATTACK CHECK

Once the skill is chosen, the LOD is set, and any reactions are declared; it’s time to roll the die. The margin of success of this check determines everything that follows, so don’t lose track of it. If the check fails, the attack misses. On a disastrous failure, the GM can opt to have assorted mishaps occur as appropriate to the scene. A disastrous punch could catch a tag team partner that was holding the intended target, or smash into the unyielding ring post behind the nimble enemy. In such cases of a misdirected attack, treat the negative MOS as positive to the new target. When the situation does not allow for creative misfires, the attacker simply overextends on the missed attack and loses agility level against any counterattacks declared.

A successful check connects, and adds the MOS to the damage inflicted. Throws and holds only add half the MOS. Grabs do not inflict damage, so the MOS has nothing to increase. In all cases, the damage can only be increased to double the base damage of the move. Remember that strength level and risk add to the base damage.

6.2.2 TAKING DAMAGE

After you generate the total damage of the attack, it’s time to apply it all over the enemy.

Characters don’t take all of the damage directly to vitality. Reduce the amount of damage taken from each attack by the character’s conditioning level. If this drops the damage to 0 or less, then the character loses no vitality. Even when C-level reduces damage to a negative number, characters never gain vitality from being hit. Let the players argue otherwise as much as they like.

While vitality loss measures pain and abuse taken in combat, characters can also suffer injury from an attack. There is no injury statistic. Damage exceeding the character’s resilience inflicts points of injury in addition to vitality loss. Record injury points in the provided box on the character sheet.

Injury points represent serious damage that even a luchador cannot simply walk off. A character’s current injury point total limits the amount of vitality that the character can recover. Thus, a luchador with 4 injury points has a corresponding amount of vitality lost until the injury is dealt with. Injury points heal at the rate of 1 per day, or C-level per day of medical care. When a character’s injury points exceed conditioning, then the character is debilitated and requires hospitalization. At the GM’s discretion, injury points

exceeding the character’s conditioning rating can be fatal, if the scene requires.

Eviscerator I takes a brutal chairshot to the face from a new kid trying to make a name for himself. The attack generates 14 damage. He reduces the damage by his C-level of 4, so only 10 vitality is lost. The mighty Eviscerator I has a resilience of 9. Only 1 injury point gets through.

6.2.3 KNOCKDOWN/PRONE

Sometimes a luchador gets hit with enough force to knock him off his feet. If the damage generated against a character (before reducing by C-level) overwhelms his strength rating, then the character is knocked prone. Every point that exceeds the strength rating knocks the target 1 foot further back from the attack, up to a maximum of the attacker’s strength level and any levels of risk involved.

Continuing the previous example, the 14 damage chairshot isn’t quite enough to overcome the 15 strength of Eviscerator I. He responds with a trademark headbutt for 13 damage. The new kid only has a strength of 10, so he’s knocked back 3 feet. He starts the next turn prone at the feet of Eviscerator I.

A prone character faces several disadvantages in a fight. First, prone characters only apply half A-level (round down) to incoming attacks. Second, the character suffers a +2 level of difficulty against characters that are not prone. Lastly, a standing character can apply a level of risk to attacks against a prone target without making an agility check or adding a step to the complex action.

Regaining one’s feet is prudent and usually easy, although increasingly harder as the fight progresses. At wound level 0, a character can rise from prone on his action in the turn without a check. At wound level 1 and 2, rising as part of an action requires an agility check. A failed check gets the character up, but takes the entire action. After wound level 3, getting up is a full action. At all wound levels, characters suffer an additional +1 level of difficulty on all actions on turns that they rise from being prone.

WOUND LEVEL	RISE
0	No check
1	A-check
2	A-check
3	Full Action
4	Full Action

6.2.4 STUNNING

Some attacks are so devastating that they leave the target reeling and helpless. In *Luchador: Way of the Mask*, this effect is called stunning. Two conditions threaten to stun a character. Any attack that costs a luchador vitality loss that equal or exceeds resilience has a chance to stun the character. An exceptional check on certain attacks (strike, armed, drop, or slam) can stun a character regardless of the damage dealt. A single attack can only threaten to stun the target once, even if it is an exceptional check and generates damage that overwhelms resilience.

Whenever an attack threatens to stun, the target gets a free determination check to shake it off. The level of difficulty is the



strength level of the attack plus any levels of risk involved. Failure stuns the character for 1 turn. A disastrous failure stuns the character for a number of turns equal to the strength level and risk level of the attack, or until the character passes the determination check. The stunned character can spend a point of heat to end a prolonged stun after the first turn, as described in *Section 9.2.2*.

Stunned characters offer no resistance to attacks, so they cannot add their agility or strength levels to the difficulty of attacks against them. Stunned characters still get to reduce damage by conditioning level. The character can take no actions or reactions while stunned. Any ongoing action, such as a grab or generating risk, ends automatically. As soon as the required number of turns pass, the stunned restrictions end. Specifically, the character ceases to be stunned after activating for the final stunned turn.

King Phoenix throws an elbow into Red Scorpion's face in an attempt to fight out of a grab. He scores an exceptional success, so the Red Scorpion makes a free D-check with LOD 3 from the King's S-level to resist stunning. His rating is 14 so his COS is 11. He rolls a 17, resulting in a disastrous failure that could leave him stunned for as much as 3 turns. The grab ends and the King is free.

On Red Scorpion's next action, he makes another D-check with the same COS. He rolls a 10 this time and shakes off the blow. He cannot act this turn, but he can apply his A-level to attacks and react as usual from this point on.

6.3 DEFENSIVE ACTIONS

Sometimes a character needs to put defense over offense. Defensive actions can be used as reactions, as detailed in *Section 6.1.4*, or in place of the character's action for the turn. When the character becomes active for the turn, the player declares what defensive action the character attempts. Anytime before the character's next active turn, the chosen defensive action can be employed against an attack. If no attack comes, the action is wasted. The character cannot switch to a different action until the next turn's activation. The character is basically waiting to dodge (or whatever).

6.3.1 Dodge

A dodge is an attempt to move out of the way of an attack. A character can attempt to dodge any attack by a combat skill or grab. The dodging character makes an agility check with the expertise level (see *skills in Section 5*) of the attacker as the level of difficulty. This agility check opposes the attacker's check.

On the trail of kidnappers, King Phoenix runs into 3 agents of the Umbral Accord. The rear agent spins and tries to split King Phoenix's head open with a pipe. The agent gets a MOS 2 on the attack. King Phoenix reacts with a dodge. His agility is 14 and he faces a difficulty of 2 for the agent's expertise and 1 for the hasty action. He rolls a 5 (after his free re-roll) giving him a MOS of 6, which divides to a 3 for the hasty action. This reduces the agent's success to a MOS -1 failure, and the King sidesteps the attack.

6.3.2 Block

A character can attempt to block a strike or armed attack. The blocking character makes a check against strike or armed skill, depending on weapon used. Use the expertise level (see *skills in Section 5*) of the attacker as the level of difficulty. Blocking an armed attack

while unarmed adds 2 to the level of difficulty. This check opposes the attacker's check.

The second agent throws a punch at King Phoenix with a MOS 5. King Phoenix tries to block with his strike skill of 18. His opponent has expertise 2, which adds to the LOD 1 for a hasty action. He beats the COS of 15 by 7, which rounds down to MOS 3 due to the hasty action. The agent nets a MOS 2 hit, but the attack is no longer exceptional so the King doesn't face stunning.

6.3.3 Escape

Once a character is grabbed there are only two ways out, fight out or escape. Fighting out involves inflicting enough damage on the grappler to break the hold by stunning or knocking him out. An escape attempt is usually faster and more effective.

The grabbed character makes a check against his grab skill using the opponent's expertise level for difficulty. This check opposes the attacker's check, reducing the amount of control the grabber can exert if the net MOS remains positive, or freeing the character if the net MOS drops to failure. Even if the grab is not broken, the new MOS applies for the duration of the grab.

Eviscerator II grabs a hold of the Red Scorpion. He makes the grab check with a MOS of 4. Red Scorpion reacts with an attempt to escape before the big man can attempt the dreaded decapitator slam. Red Scorpion checks against his grab rating of 20 with difficulty of 1 for a hasty check and 2 for the expertise of his foe. He rolls a 10, making the check by 3 after halving for the hasty check. Eviscerator II still has the grab in place, but with a MOS 1.

On the next turn, the Red Scorpion wins initiative and attempts to escape again. This time the check is active and only has to beat the remaining MOS 1. He easily slips free and restores his A-level against Eviscerator II's next move.

An alternate move is the shove or 'bruise's escape', although it is not actually limited to bruisers. The grabbed character attempts to simply shove the grabber away. The grabbed character makes a strength check with the grabber's S-level as difficulty. Unlike a normal escape, the strength check faces the standard grab penalty of half the grab MOS to LOD. This check does not oppose the grab check. If successful, the grabber is shoved away and the grab is broken! If it fails, the grabber hangs on and the MOS of the grab is unaffected. The shove is an all or nothing move employed by characters that have great strength or poor wrestling skill.

Red Scorpion slaps a grab move of his own on Eviscerator II. He gets a MOS 8 grab and is planning on twisting the grab into one of his many submission holds, but Eviscerator II has a chance to react first. Knowing that his grab rating 15 is no match for the technico's skills, he opts for the bruise escape. His strength is 15, but the Scorpion is no slouch either with a 4 S-level. He also faces the +4 LOD for the MOS 8 grab. He needs to roll a 7 or less to shove the Red Scorpion off. Luckily, the bruise has 2 tries at the roll.

6.3.4 Brace

Avoiding an attack may not always be an option. In such cases a character's best option might be to just brace to absorb the blow. The character makes a strength check using the attack's strength level, and risk level, as the level of difficulty. Add the MOS to the



character's C-level for reducing damage from the attack. Add the same amount to the character's strength rating for determining knockdown from the attack. Bracing adds a point of fatigue, so bracing as a reaction adds 2 fatigue (1 for bracing, one for reacting). A character cannot brace against wrestling skill attacks.

An infuriated referee throws a punch at EvisceratorII in response to the last in a long list of infractions, generating 6 damage. EvisceratorII braces for the blow, rolling against his 15 strength with a difficulty of 2 for the ref's S-level and 1 for hasty action. He rolls an 8, earning a MOS 2 after halving for the hasty action. He adds 2 to his C-level of 5 to resist the referee's ill-advised blow. He also gets to increase his strength from 15 to 17 for resisting knockdown, but it's completely unnecessary.

6.3.5 STAND

A prone character can stand as a reaction to an attack, providing wound levels allow a reaction. After wound level 1 an agility check is needed to rise. See *Section 6.2.3* for more details. If the attacker was attempting to gain risk against the prone character, the attack automatically misses (treat as MOS -1).

6.3.6 EVADE

When badly outnumbered, a luchador needs to avoid multiple attacks not just one. By moving quickly and erratically, a character can decrease the chance of being hit from any incoming attacks. The character makes an agility check using the number of opponents as the level of difficulty. Add half the MOS to the luchador's agility level for resisting attacks. This adjustment lasts until the character activates on the next turn.

6.4 Risk

Anyone who has seen a lucha libre match knows that the action takes on an added level of danger when wrestlers take to the air. Suplexes off ring ropes, suicide dives out of the ring, and ladder-top leaps all provide breathtaking opportunities to end a match, one way or another. In *Luchador: Way of the Mask*, characters emulating these high flying moves add risk to their attacks.

Risk has the potential to elevate a normal attack into a fight-ender, but not without cost. The GM should not only allow characters to attempt such daring deeds, he should actively encourage it. Whether they connect or crash and burn, high-risk moves are a cornerstone of the luchador lifestyle. Just make sure to give your players cues to know when an enemy is ready to react to such an attack.

Risk is the game representation of death-defying leaps and high-speed impacts that bring the crowds to their feet in lucha libre. Anytime a player describes an action that involves a running start or a flying anything, the GM should attach risk to the move. The two factors that contribute to risk are speed and elevation. Both can be present in a single move.

6.4.1 SPEED

An explosive burst of speed is needed to get the full impact of risk. To get up to speed, the character must make an agility check using the desired level of risk as difficulty up to a maximum of the character's agility level. A failed check means the character took too long getting into position. A successful check sends the character hurtling at breakneck speed towards the target.

Each level of risk also requires about 5 feet of distance to get up to speed. A luchador can only get as much risk as room allows. We use 'about 5 feet' because *Luchador: Way of the Mask* is more interested in the impact of the scene than the exact distance. If a luchador declares that he is running atop a conference table to dropkick the evil industrialist in the face, and the GM's previous description had the table at 12 feet long, the character should get to round up to three levels of risk for playing well with the scene.

6.4.2 ELEVATION

The other means to add risk is to dive from an elevated position, be it the top of a ladder or the top of a truck. Again a rough guideline of 5 feet per level of risk applies. The top turnbuckle is rounded up to one level of risk. An attack against a prone character can add a level of risk. Consequently, a frog splash from the turnbuckle to a prone target adds 2 risk and ends many matches. Gaining risk through elevation always leaves the attacker prone after the move. There is no maximum level of risk from elevation, although the fall can literally be a killer.

Gaining the needed altitude for risk usually requires some climbing and convenient terrain to ascend. See *Section 8* for climbing rules. Risk from elevation requires any needed checks for climbing, as well as a check for the leap. If the situation is such that the character is already in position, skip the climbing related checks. As with running, the luchador must make an agility check with LOD of 1 per level of risk to execute the leap on target and fast enough to make contact.

6.4.3 EFFECT OF RISK

Now that you know how to get risk, what does it do? Each level of risk adds 1 to the level of difficulty of the attack. In exchange, the attack gains 3 points of base damage for every level of risk! Increasing the base damage also increases the maximum amount the attack check can add. High-risk moves are also great crowd pleasers, generating 1 point of heat for every level of risk on a successful hit, and half that (round down) on a miss. Quite the bargain for a mere + 1 LOD.

6.4.4 CRASH AND BURN

There are a few drawbacks to risk. The attacker has to endure the impact of all that velocity. Even on a successful hit, the attacker still takes 3 damage per level of risk. Most luchadors can shrug off a level or two of risk with little effect by subtracting C-level from the damage, but a high dive to the floor can leave the attacker in a bad way.

A miss is far worse. An attack with risk that fails the check faces the full impact intended for the opponent. Treat the negative MOS as positive and apply the damage to the would-be attacker. A disastrous failure threatens to stun.

6.4.5 REVERSAL OF FORTUNE

Experienced GMs have undoubtedly noticed that adding risk requires a check, and are waiting to see if those checks are free. They are not! Subsequently, setting up risk takes an action, and delivering the move takes another. Stunned or unsuspecting enemies are the primary targets of high-risk attacks. Tag teams also specialize in disabling an enemy long enough for one member to set up a devastating collision. Using the complex action rules (*as detailed in Section 6.5*) a luchador can attempt to combine set up and delivery of high-risk attacks into a single move.



When an attack with risk gets interrupted for any reason, all of the built up momentum can be turned against the daring luchador. This can happen through a counterattack reaction, or by an enemy becoming active before the luchador can complete the move.

A counterattack gets to add the risk of the luchador, assuming the character can endure the attack without being stunned or knocked prone. The active character completes the high-risk attack first, then the target responds with the same level of risk as the two characters collide.

If the luchador attempting an action with risk cannot complete the move in a single turn, another character could become active and turn the tables. The now active character can utilize any level of risk that the luchador has already generated against the luchador.

King Phoenix tries to execute a flying clothesline off a dock to the ghost pirate in the rowboat below. Unfortunately for him, he only gets a simple success on the A-check to gain the 2 levels of risk. He can't use the complex action rules (Section 6.5) so he won't connect with the clothesline until next turn. The GM starts the next turn with King Phoenix in mid-leap, and calls for initiative checks. The ghost pirate gets a MOS 6 to the King's MOS 2, and goes first. He gets to add the 2 levels of risk that the luchador generated to the damage of his armed attack as he swings an oar up at the diving King Phoenix.

6.4.6 FINAL RISK RULE

Risk is a tricky element to incorporate into a game. Were it not so integral to the lucha libre way, we would not have spent so much time trying to write rules for risk. The GM has the final say on when and how much risk an action achieves.

6.5 COMPLEX ACTIONS

With all the steps needed to execute a power slam or a flying splash, you may be thinking that your game will break down to nothing more than a simple slugfest of quick strikes. Don't give up just yet! Multiple checks can be made in a single turn through the use of the complex action rule. We thought that would get your attention.

The complex action rule allows a character to string together a series of actions into one continuous move. The primary application of this rule is to combine multi-step wrestling and risk options into faster moves. The GM may opt to apply the complex action rule to other situations that require multiple steps.

Each individual check designates one step in the complex action. A character that achieves an exceptional success on a check advances to the next step on the same turn as the first check. If the next step also achieves an exceptional success, then the character can proceed to the following step. The character always has the option of not advancing a step. Any turn that the character advances an extra step costs one fatigue for the extra effort of high-speed action. Remember that a character can spend heat to make a simple success an exceptional one, as detailed in Section 9.2.3.

If a check is only a simple success, then the complex action ends with the character on the step in question. The character may continue to the next step in the series on the next activation, as long as the opponent has not changed the situation during the interim. Likewise, a reaction that neutralizes the action (such as escaping from a grab) ends the series. A failed check yields the standard

results of failure.

A character does not lose anything by attempting to start a complex action. An exceptional success on the first step of a multi-step action opens the opportunity to advance, and only then does the player decide whether to commit to a complex action or not. The character spends fatigue with the attempt at the second check. Further steps taken in the same turn do not cost additional fatigue.

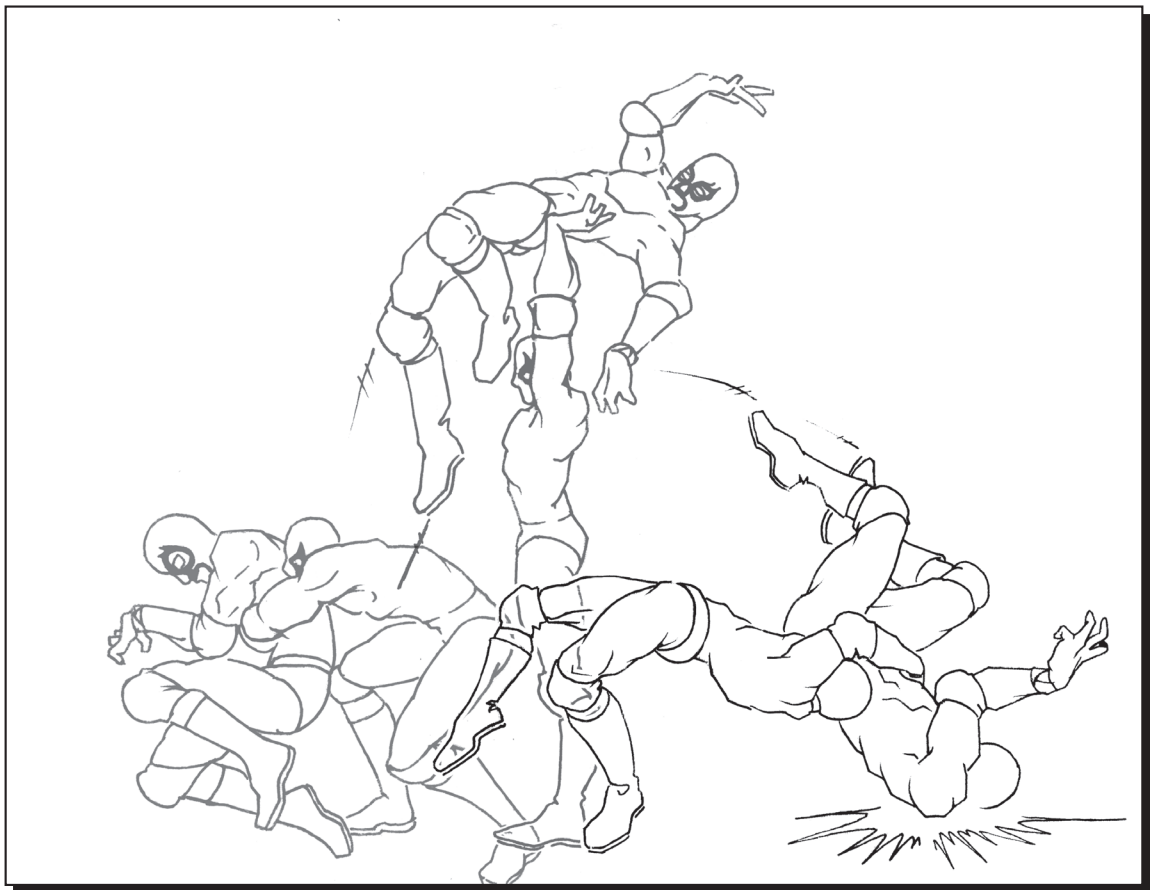
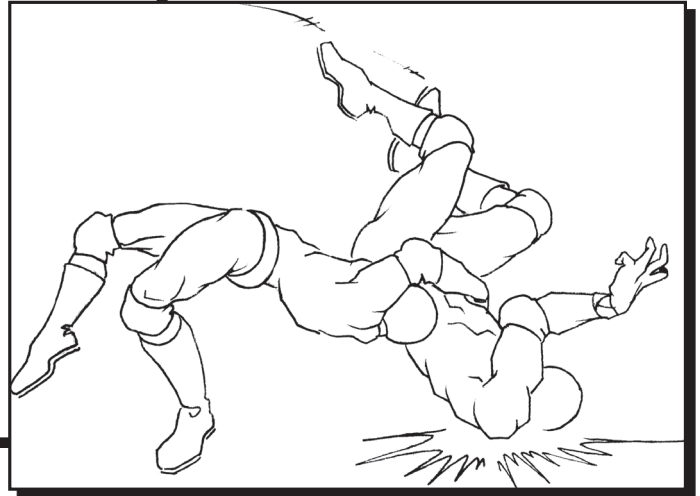
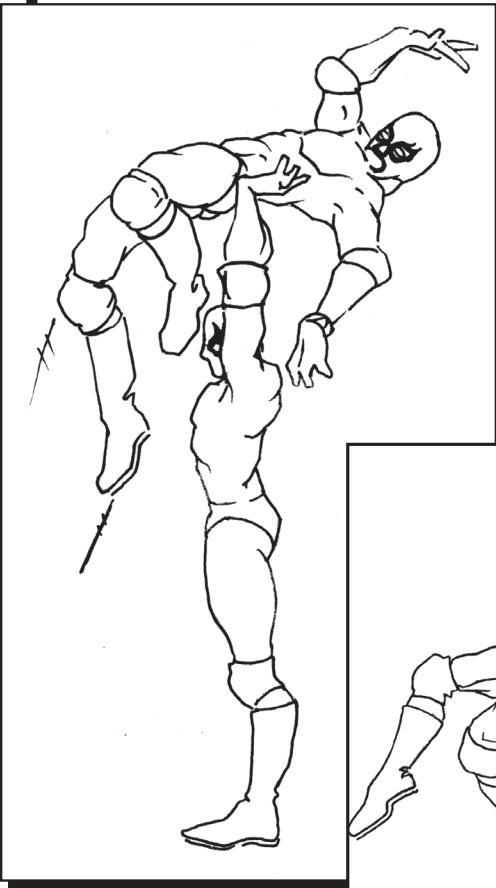
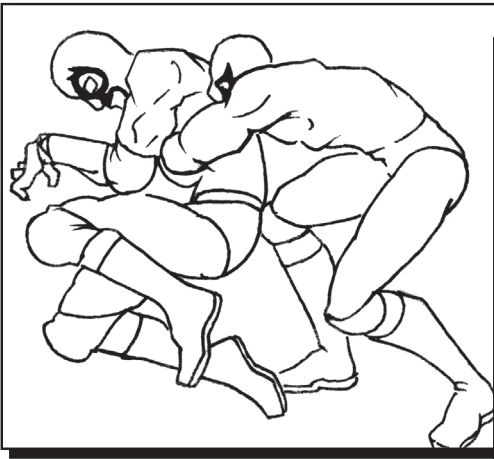
Still chasing kidnappers, King Phoenix pursues the last Umbral Accord agent down the stairwell of a parking garage. The agent is ahead by one floor when King Phoenix decides to close the distance with a running suicide leap. The GM rules that the move has three steps: 1 for the run to the rail, 1 for the leap, and 1 for the actual impact of the tackle. The run is only about 5 feet for 1 level of risk, so King Phoenix needs a check against his 14 agility with a difficulty of 1. The aerialist ability to re-roll A-checks allows him to end up with a roll of 8 which is an exceptional success. The agent will move out of the way if he gets to activate before the King finishes the tackle, so Rita spends 1 fatigue to attempt the complex action.

The next step is a leap for 2 levels of risk, which gives the King a COS 12. He rolls a 10, which succeeds but is not the exceptional success he needs to keep going. He burns 1 point of heat to excel (I know we haven't covered heat yet. I'm trying to whet your expectation for later sections) making the simple success an exceptional one and continues the complex action. Lastly he faces the actual tackle check. His rating in tackle is 19. The agent sees him coming, so the A-level of 3 applies as well as 3 more for the total risk of the move. King Phoenix needs to roll a 13 to connect.

To get optimal mileage out of this example, we will look at two possible outcomes. The first has King Phoenix rolling a 9, which gives him a margin of success 4 on the attack. The base damage for a tackle is 3, plus 3 for S-level, and an additional 9 for the three levels of risk, generating 15 base damage for the attack. When King Phoenix adds 4 for the MOS, the agent faces 19 damage! The agent has a C-level of 5 (with body armor) so 14 vitality points are lost to the hit. His resilience is 6, so he also takes 8 injury points. The 19 damage easily exceeds half his 10 strength, knocking the agent back the full 6 feet that the risk and S-level of the attack allow. The agent also has to make a check against his 11 determination with 6 difficulty to avoid being stunned. He rolls a 12. The disastrous failure means that the agent could be stunned for as much as 6 turns! King Phoenix faces 9 damage from the 3 levels of risk, but only 5 gets past his C-level. He is also left prone for using altitude for risk. He gains 3 heat for the suicidal stunt, quickly burning one to heal.

The second option has King Phoenix rolling a 15 to hit. He now takes the hit he intended for the agent. The MOS of -2 becomes a MOS 2 against him, so he faces 17 damage. After deducting 4 for his C-level, the King loses 14 vitality and takes 7 injury points. He has to check resist stunning since he took more vitality than he has resilience. His determination of 13 gives him a COS 7. He rolls an 8 and is stunned for a turn. The 1 point of heat he gains from the reckless dive only covers the point he burned to execute. It's not a good day to be the King.





6.6 WEAPONS

Luchadors usually take care of business with their own two hands, but occasionally situations arise that require some helpful tools. Whether you need to dispose of some pesky undead or pay-back the coward that brought a chair into the ring, weapons can add another element to combat.

6.6.1 SHARP WEAPONS

Blunt instruments work exactly like unarmed combat for damage purposes. Bladed weapons, broken glass, and bullets behave a little differently. Weapons of this nature cause greater injury than other attacks. Any weapon denoted as ‘Sharp’ only needs to overcome half of the target’s resilience to inflict injury points. Sharp weapons behave as all other attacks with regards to vitality loss.

6.6.2 DIFFICULTY

As discussed in *Section 5.1*, the base difficulty for an armed attack is the agility level of the opponent. Some weapons are more unwieldy than others. Bulky or poorly balanced weapons apply a difficulty modifier that adds to the LOD for attacks. The same modifier adds to the LOD for attempts to block with the weapon.

6.6.3 BASE DAMAGE

The base damage for an attack is the strength level of the attacker plus the damage listed for the weapon on the chart below. Remember that an attack check cannot add more damage to the attack than the base damage.

6.6.4 RANGED WEAPONS

Once again I must stress that luchadors do not use firearms. The GM needs to keep this in mind at all times. Should firearms creep into your campaign, you will find yourself presiding over the ongoing adventures of a band of gun-toting thugs in colorful masks. While this may be an amusing idea, the purpose of this game is to adventure as luchadors. The easy path of the gun should remain beneath your characters and your campaign. The firearms included here are primarily tools for the villains, and even in this capacity will rarely impact the luchadors directly.

Ranged attacks are governed by agility checks. The level of difficulty for ranged attacks starts with the target’s agility level, and increases with range. Short range is any distance up to half the weapon’s listed range in yards, and adds no difficulty. Long range is any distance further than short up to the listed range. Long range adds 3 difficulty. Extreme range extends out to 3 times the weapon’s range and adds 6 difficulty. Poor visibility due to darkness or fog halves the range of the weapon for purposes of calculating level of difficulty.

The range for thrown weapons is the strength rating of the thrower for aerodynamic weapons like knives and baseballs. Less balanced thrown weapons, like cinderblocks and television sets, have a range equal to the thrower’s strength level and cannot use extreme range. Thrown weapons add strength level to the base damage just like melee weapons.

The GM can also add to the difficulty for any cover that the situation warrants. Light cover, including waist high obstacles, should add 2 to 4 difficulty. Heavier cover, such as a brick wall or heavy woods, add 6 or negate ranged attacks altogether.

Some firearms are capable of firing multiple shots is a single turn. If the GM decides that a weapon can fire bursts, then the character may fire multiple shots as a hasty check with an additional +1 LOD for each shot. The maximum number of shots depends on the weapon. Semiautomatics can fire 3 times, automatics can fire 5. All targets must be reasonably close. This rule is totally at the discretion of the GM. Whine all you want, this game is not about guns.

6.6.5 WEAPON CHART

WEAPON	DIFFICULTY	DAMAGE	NOTE
Knife	0	2	Sharp
Machete	1	4	Sharp
Bike Chain	2	3	N/A
Lead Pipe	1	3	N/A
Baseball Bat	1	4	N/A
Folding Chair	2	3	N/A
Ringbell	3	4	N/A
Bottle	2	3	N/A
Broken Bottle	1	1	Sharp
Folded Ladder	4	5	N/A
Chainsaw	3	8	Sharp
Sledgehammer	2	5	N/A
Fire Axe	2	5	Sharp
Kendo Stick	0	3	N/A

RANGED WEAPON	DIFFICULTY	DAMAGE	RANGE	NOTE
Lawndart	1	1	Thrown	Sharp
Bottle	1	2	Thrown	
Pistol	0	8	45	Sharp
Rifle	0	12	120	Sharp
Shotgun	0	10	25	Sharp, No Extreme Range

6.6.6 IMPROVISED WEAPONS

The small sample above is by no means an extensive list of weaponry. In fact, a more comprehensive list would actually be limiting. Players will frequently surprise the GM with what they try to wield. The GM should use the list above as a guideline for assigning damage and difficulty to anything that the PCs seek to employ.

When considering the game effects of an improvised weapon, the GM needs to set the values for difficulty and damage, then decide whether the sharp rules should apply. Difficulty should almost always be at least one for any item not designed to be a weapon, and increase by size and how awkward the item is to move quickly. When setting damage, the GM should consult the sample weapons listed and decide which one the item in question is most compatible to. Lastly, the GM decides if the weapon is sharp. This consideration is usually obvious and comes down to would the item cuts an enemy, or breaks bones.

6.7 SIGNATURE MOVES

Over the course of a campaign the player characters will develop signature moves. If all the requirements are met to execute a signature move, then the attack adds 1 to the base damage of the attack type employed and generates a point of heat. See *Section 11* for all the details on signature moves. The situation may allow

the character to attach additional risk to a signature move with all the consequences detailed in *Section 6.4*. If a signature move has a minimal level of risk, that level must be achieved for the signature move rules to apply to the attack.

7 NON-COMBAT ACTIONS

Believe it or not, some things occur in a game do not fall neatly into the province of statistics, skills or combat. These things are so rare that we almost skipped this section entirely. Little things like moving around and recovering from damage are sort of important, so we decided to put these rules in. We think we made the right choice.

7.1 HEALING

Over the course of their adventures, your characters are going to take a beating. Eventually, they will probably want to know how to get back some of those missing vitality points.

Vitality loss represents pain and bruising that comes from most luchador activities. Generally speaking, it heals pretty quickly. Characters regain vitality equal to their conditioning level per hour of rest, which can involve light activity but nothing strenuous. Anything involving fatigue negates rest. They can double normal healing rate for every hour of bed-rest.

A luchador can take advantage of adrenaline, and heat, to shake off damage as described in *Section 9.2.1*. Whether through rest or heat, a character cannot heal a number of vitality points equal to his current total of injury points.

Injury points represent more serious damage than vitality loss, and take longer to recover. Injury points heal at the rate of 1 per day, or C-level per day of medical care. If a character's injury points exceed his conditioning, then the character is debilitated, requiring hospitalization.

7.2 TIME

As frequently noted throughout the text, *Luchador: Way of the Mask* is not a detail oriented, tactical game. As such, the combat turn is about 2 seconds. Sometimes it's a little longer, sometimes it's a little less. The long-standing tradition of dividing combat simulations into turns is an abstraction for the convenience of the players. We take advantage of that abstraction to stretch and squash actions across turns as needed.

Non-combat time should be handled as the GM needs to progress the story. You don't play out every minute of a luchador's day. If lunch isn't going to be interrupted by a car chase, then just gloss over it.

7.3 MOVEMENT

With time loosely defined, movement speeds are as well. A character can move 15 plus agility level in feet in a turn. Characters can move at this speed in conjunction with other actions.

Characters can swim at one third the speed they move on land.

7.3.1 SPRINTING

Characters that don't want to do anything other than move can double the normal speed and add the margin of success of a conditioning check. Every turn of sprinting adds 1 fatigue to the character. An exceptional C-check adds no fatigue. A failure still costs fatigue, but adds nothing to movement (other than the standard double movement rate). A disastrous failure forces the character to drop back down to normal movement.

As with normal movement, characters can swim one third of the speed they move on land. A disastrous C-check stops the swimming sprint and requires a second check to avoid drowning.

7.4 CLIMBING

Climbing requires an agility check with difficulty based on the surface scaled. A success advances the climber about 5 feet or one level of risk, while exceptional success advances 10 feet. Failure leaves the character trying to

find footing, and disastrous failure leads to a fall. Ladders and other items designed for climbing can be ascended without the burden of a check at the rate of 5 feet per 2 turns, or with a check at the standard rate. The difficulty for climbing depends on the item. Ladders and turnbuckles have a 0. Surfaces with ample handholds, like trees, fall between 1 and 3.

7.5 EXERTING

At times a character needs to dig deep into inner reserves to perform feats of amazing strength. To accomplish this, the player makes a free conditioning check and adds the MOS to the character's strength rating for the purpose of a single strength check on the same turn. Attempting an exertion costs one fatigue whether successful or not. A failure adds nothing to the strength rating, while a disastrous failure costs 2 fatigue.



The mask is the physical manifestation of a luchador's pride and honor. It elevates the flamboyant ring persona above the limitations of mundane modern life, and allows a luchador to dare the impossible. A luchador's mask is the face that can truly become larger than life and live on for all time. It is not to be taken lightly.

Luchador: Way of the Mask recognizes the following conventions of the genre as elements of the game. GMs may add others to fit their campaigns. All of these conventions are contingent upon the character wearing the mask.

Nobody will object to the character wearing a mask. Police and other officials cheerfully accept the character's masked identity as sufficient identification, and ordinary citizens hound the character for autographs.

The character's prestige grants an air of authority. People expect greatness of luchadors, and turn to them when in need. During crisis situations, average citizens will treat a luchador with the same respect as other authority figures.

The mask binds the wearer and all enemies to honorable combat. No character can attack a luchador with a means less honorable than the luchador is employing without making a free determination check. For our purposes the use of sharp weapons is less honorable than normal weapons, and the use of firearms is less honorable than sharp weapons. Each step that the attacker wishes to stoop to below the current level of violence adds the target's fame level to the difficulty of the check. Therefore trying to knife a luchador with a fame level of 2 would require a D-check with level

of difficulty 2 while shooting the same luchador would have a difficulty of 4. A failed check ends the would-be attacker's turn.

Most characters will not even consider unmasking a luchador under any circumstance. Particularly loathsome villains may attempt to unmask a luchador, but must pass a determination check with the luchador's fame level as difficulty. Failure prevents any future attempts at unmasking the character. Disastrous failure means the character must warn other characters against the idea of unmasking any luchador should the idea ever come up.

8.1 FALSE MASKS

A luchador may own many masks of varying design, but all should reflect the character's ring persona. Fame is linked to the masked identity. A luchador choosing to operate under a second masked identity cannot gain heat when using signature moves or utilize fame/fame level for any reason. If the new identity is temporary, perhaps to bait a craven opponent into a match, then any heat gained under the false mask can feed into fame by simply publicly revealing the luchador's true persona. If the character intends to maintain a second persona, then a separate fame and fame level must be maintained for each. The larger fame rating limits the total number of signature moves between the two identities while individual fame levels limit the steps of those moves.

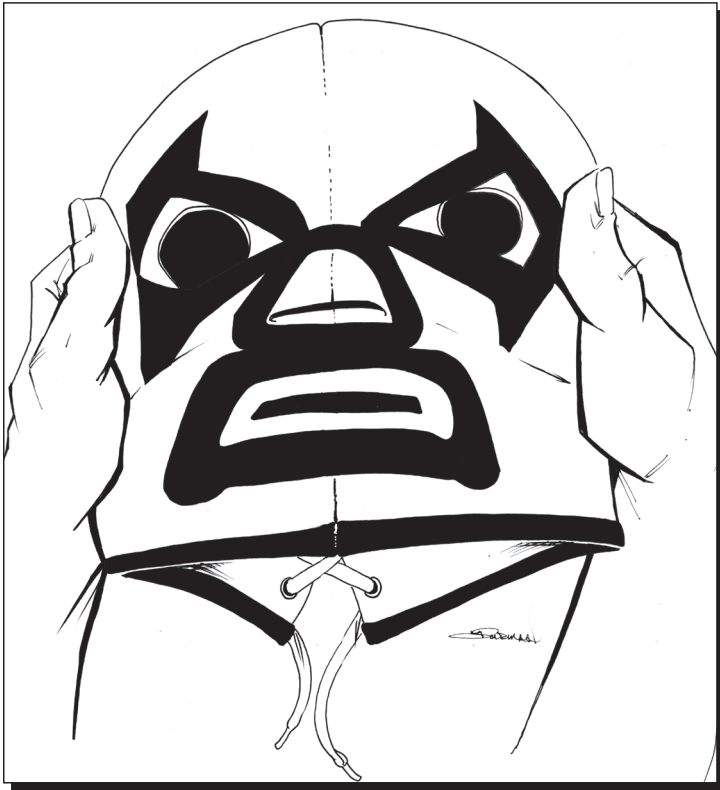
Evil characters may impersonate the luchador's persona for a variety of nefarious plots. In addition to a copy of the character's mask and a reasonably similar physique, the imposter must make a trick check with the luchador's fame level as base difficulty to convince others of the deception. Such an insult to the true luchador never goes unanswered.

8.2 UNMASKING

A luchador must never be seen unmasked. A character may pursue a normal, unmasked life between adventures and matches as long as nobody makes the connection between the mundane identity and the masked superstar. During game sessions, the character must maintain the masked persona.

To settle particularly ugly disputes, a luchador may challenge another luchador to a mask versus mask match. Such a challenge should never be issued lightly. Refusing the match costs the challenged party 1 fame. The challenger's fame must be no more than 3 less than the fame of the challenged character for this rule to apply. The winner claims the opponent's mask without needing the determination check listed in 8.1.

Losing the mask is a devastating event that many luchadors never recover from. The character gets a hasty presence check with difficulty equal to the fame level held at the time of unmasking. The MOS is the amount of fame that the character gets to keep. All else is lost. Any signature moves that require a higher fame level than the character currently holds lose their signature status until the character regains fame.



Heat represents karma that a luchador builds up by taking risks and living up to the way of the mask. It is an immediate reward to characters that embrace the spirit of the game and keep scenes interesting. Wild, inappropriate behavior is simply disruptive and senseless cruelty is unworthy of a luchador. Bold characters that take chances and meet danger head on are the ones that deserve heat.

Player characters should gain and spend heat readily over the course of a session. Heat is both a reward for taking chances and a tool to beat the odds. As with any game element, it can be abused by a player who chooses to simply crunch numbers. If heat ceases to serve the intended purpose of encouraging daring-do, then the GM should reduce the role of heat or omit it entirely.

9.1 GAINING HEAT

Unlike experience points, characters gain heat on a turn by turn basis allowing the GM to encourage behavior that enhances the game. Also unlike experience, heat rewards actions that are exciting and bold, but not necessarily prudent. While stupidity should rarely be encouraged, most sane people would question the wisdom of the risks some luchadors take in a mere match. The general guideline for awarding heat is would the event in question look good in an action film/comic book? If so, award a point. Anytime an action just seems pointless and distracting don't encourage it.

Heat and risk often walk hand in hand. Whenever the characters take to the air, expect to generate heat. Risk generates 1 point of heat for every level on a successful hit, and half that (round down) on a miss. See *Section 6.4* for more information on risk.

Luchadors should relish competition and celebrate victory. Grandstanding during a fight is worthy of heat, particularly when it gives the opponent a chance to regroup. Likewise, a luchador that can achieve victory through a submission hold deserves a point of heat for forcing an opponent to acknowledge his victory.

Signature moves also generate heat. A character gains a point of heat the first time the signature is used in a fight. Additional attempts to employ the signature require free presence checks to gain heat. The level of difficulty goes up one point with each attempt. A failed presence check gains no heat.

Heat is not limited to combat and daredevil situations. If a character adds excitement to a social interaction award a point of heat. Rewards outside of combat situations remind players that conflict exists even when fists aren't flying. Clever banter with enemies in social settings is a long-standing tradition worthy of heat.

9.2 SPENDING HEAT

By living the life of a daredevil risk-taker, the luchador earns a little edge when one of those risks proves to be too much. Characters can burn heat to gain a number of advantages over the more mundane mortals around them. A character receives heat at the completion of the active turn, and can spend that heat as quickly as a reaction to the next character's action. In a single turn a character can only burn heat equal to one plus fame level.

9.2.1 SHAKE OFF DAMAGE

The luchador can burn heat to recover vitality loss. The character takes a turn to make a determination check, recovering a number of vitality points equal to the margin of success. A character cannot shake off damage while in a grab or hold. Shaking off damage burns 1 heat.

9.2.2 REGROUP

A character can end the effects of stun by burning 1 heat. A character cannot regroup to avoid the first turn of being stunned. See stunning in *Section 6.2.4*.

9.2.3 SAVE FACE/EXCEL

One of the most common uses of heat is to improve the effects of daring actions. A luchador can burn 1 heat to change a disastrous failure into a simple failure. The player burns the heat after the check, but before the GM declares the consequences of disastrous failure.

In a similar fashion, a luchador can burn heat to make a simple success an exceptional one. This is particularly useful when trying to string together a complex action. The player burns 1 heat after the check to excel.

In both of these cases the MOS remains unchanged. Only the consequences of the check alter. A successful strike only inflicts extra damage based on the actual MOS, but the exceptional status threatens to stun as if the player had actually rolled it. Defensive actions cannot remove the exceptional success status of an attack unless they reduce the opposed check to a failure (negative MOS).

9.2.4 Focus

A character can burn 2 heat prior to a check in order to increase a rating by 3 for the check. The increase in rating only applies to the check the character is focusing. For example, increased strength rating for a focused lift would not keep the character from getting knocked down by the force of an attack.

9.2.5 PUNCTUATE ATTACK

A character can burn heat to increase the base damage of a single attack by 2 points. Raising the base damage of the attack also increases the maximum amount of damage that the MOS can add. Punctuating an attack requires 2 heat before the check. If the attack misses the heat is still lost.

9.2.6 No Sell

By burning 2 heat the character attempts to ignore the effects of a single attack. The character makes a free determination check using the attacker's strength level and any risk as difficulty. If successful, the luchador ignores stunning and initiative adjustment attached to the attack. If rendered prone by the attack, the luchador rises immediately without facing the normal +1 LOD for the turn. Lastly, the character gets to instantly recover vitality loss equal to the MOS of the determination check, as long as the amount recovered does not exceed the amount dealt by the attack the character is not 'selling'.

The player must declare the no sell attempt as a reaction to the attack in question. If wound level denies a reaction, then no attempt can be made. Despite occurring as a reaction, the no sell does not add fatigue or require a hasty check.



9.2.7 IGNORE PAIN

The character draws upon the crowd to overcome the debilitating effects of damage. The luchador burns 3 heat and spends a turn making a promo check. A successful check allows the character to ignore wound level penalties, including restrictions on reactions and rising, for a number of turns equal to the MOS. The character can simultaneously attempt to ignore pain and take advantage of the normal combat application of promo.

9.2.8 BEAT THE ODDS

A character can burn 3 heat to re-roll any one check. The new check stands even if it is worse than the original. The player must attempt to beat the odds before the GM declares the results of a disastrous failure.

9.2.9 DO THE IMPOSSIBLE

Famous luchadors can sometimes pull out wins that simply seem impossible. By burning 5 heat (yes, 5!) the player can choose not to roll a check at all, instead simply declaring exceptional suc-

cess! Wait, it gets better. Calculate MOS as if the die rolled a 1. Use this MOS whenever applicable. Keep in mind that a luchador needs a minimum of 12 fame in order to do the impossible.

HEAT USE CHART	
USE	BURNS
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5

10 FAME

Your luchador begins the game inexperienced and unknown, but neither of these conditions will persist for long. By constantly confronting the challenges only a hero can endure, your character's skills will sharpen and renown will spread. Fame measures the character's standing in the pantheon of glory.

The lasting glory of fame comes from attaining victory without needing to use all the heat available to the character. At the end of every session, any heat that the character has not burned feeds into fame. Heat purchases fame in a manner identical to the way skill-points purchase levels of expertise during character creation. The first point of fame costs 1 point. The second costs 2 more points, for a total of 3. The third costs 3 more for a total of 6, and so on. After purchasing as much fame as possible, any remaining heat stays with the luchador to face future challenges. The conversion of heat to fame is automatic at the end of a session and cannot be avoided to hold on to heat. If the character does not have enough heat to purchase the next point of fame, then the remaining heat carries over to the next session. Thus, characters with high fame ratings are more likely to have heat at the beginning of a session.

FAME	TOTAL COST
1	1
2	3
3	6
4	10
5	15

Fame serves as a general guideline for how strong a reputation your character has as well as providing a pecking order when luchadors meet. Of course, no luchador meekly accepts another's

fame without challenge. Competition is what drives all luchadors, and the competition for fame is the greatest challenge. Fame also determines the maximum number of signature moves that a character can have.

10.1 FAME LEVEL

As you can probably guess, fame level is 1/3 of the character's fame. Fame level limits the number of flourish steps available in a signature move (see Section 11.2), and modifies determination checks to wield lethal weapons against the luchador (see Way of the Mask, Section 8). A character can only burn heat up to fame level plus one in a turn.



Every wrestler has at least one move that the crowd can't wait to see. The list of signature moves grows with fame becoming as much a part of the luchador's identity as the mask. Any luchador can throw a dropkick off the turnbuckle, but can they all throw the spinning comet dropkick? I didn't think so. Signature moves allow players to inject extra color into their characters' fighting styles.

11.1 DESIGNING SIGNATURE MOVES

Characters start the game with no signature moves. The first step to acquiring a signature move is describing the move to the GM. This can be done between game sessions (like while waiting for those players who always show up late) or during the game. A signature move needs to have a little more panache than a punch to the nose. Ideally, it should play off of the luchador's persona particularly in the case of gimmicks.

The GM helps decide what the player's idea would be in game terms just like any other combat situation. Extra considerations come into play when designing a signature move. The GM needs to identify the key elements of the move not just for the current situation, but for future uses as well.

Once the GM and player have hashed out the details, the character has to actually use the move in a game session. At this point, the move is not a signature move and has no extra game effect. Once successfully executed, the move is now eligible to be added to the character's repertoire.

The final step is purchasing the move with experience points. This must be done between sessions like any other experience point expenditure. In the meantime, the character can (and should) continue using the new move but gains no extra effect until the purchase is complete. The move hasn't caught on yet, but will in time.

11.2 COST OF SIGNATURE MOVES

The cost of a signature move is 10 experience points minus one for each step involved in the action. If the move is a single action, like a strike, the cost is 9 XP. If the move is a slam requiring three steps to complete, the move costs 7. Characters may add extra steps to a signature move by attaching a minimal level of risk or flourish steps. No matter how many steps a player adds to a signature move, the minimum cost is 3.

A minimum risk amount can be set for a signature move if the description merits. A running bulldog (drop) could require 1 level of risk from speed in order to qualify for the character's signature move. The minimum level of risk adds a step to the attack, reducing the XP cost accordingly. The character has the option of throwing the signature move with greater risk if the situation allows, but must hit the minimum level of risk in order to gain the advantage of a signature move. The type of risk, speed or elevation, must be designated at the time of purchase. A signature move can add a risk level

no greater than the agility level of the character. A signature move can also require that the target be prone to complete the move. This restriction reduces the cost of the move by 2.

Many wrestlers incorporate showy athletic flourishes and posturing into their performances. While not tactically advantageous, these extras help make the luchador memorable and demonstrate confidence in the conflict. Players may emulate this swaggering style by inserting extra steps into a signature move. These extra steps must be described to the satisfaction of the GM. Athletic steps like backflips require agility checks. Posturing steps require presence checks. The level of difficulty is 0, and failure ends the signature move. Exceptional success allows the character to advance to the next step in the complex action (see Section 6.5). A signature move can only add a number of flourish steps equal to the character's fame level.

ADJUSTMENTS	COST
Complex Steps	-1/step
Minimal Risk	-1/level
Prone Target	-2
Flourish Steps	-1/step

King Phoenix plans to make his finishing move a swan dive from the turnbuckle into his fallen foe. The fringed arm flourish that Rita originally envisioned for the character is a precursor to the phoenix dive, making a classic flourish step. The GM rules the move a tackle (1 step) with 1 minimal level of risk (-1) against a prone target (-2) with 1 flourish step (-1). King Phoenix begins incorporating the phoenix dive into battles so he can purchase the signature move once he gets the 5 XP and 3 fame needed to make it official.

11.3 SUCCESSFUL SIGNATURE MOVE

If the character successfully completes all checks for the signature move, the attack hits with all normal effects and an additional point of base damage. Any checks to oppose the signature move add 2 to the level of difficulty. For example, a signature throw would add 2 to the difficulty of the strength check to oppose the throw. Additionally, the character gains a point of heat the first time the signature is used in a fight. Additional attempts to employ the signature require free presence checks to gain heat. The level of difficulty goes up one point with each attempt. A failed presence check gains no fame. A disastrous failure costs the character the next activation, as the luchador is perplexed by the failure of the move to yield heat. The combat effects of the signature move are not dependent on the presence check.



Training in the gym is good, but there's no teacher like actual experience. Characters hone their talents through rigorous use in unusual circumstances. A hundred elbow drops on a practice mat won't teach you as much as one done out of a helicopter. In game terms, characters improve their ratings and master new techniques through experience points.

12.1 GAINING EXPERIENCE

Characters earn experience points through their actions. While a lot of those actions should revolve around combat, not all of them will. Player characters gain experience by overcoming opposition, clever ideas, and role-playing.

12.1.1 OPPOSITION

Bested opponents do not explode in a shower of experience points like some morbid piñata. Bad guys are not 'worth' a set amount of XP. Experience points come from the conflict that the opponent brings. If you catch a renegade luchador trying on jeans at the mall, you gain fewer XP than if you fought him and his gang atop a moving train in the midst of their insidious plot for the Umbral Accord.

Each battle in *Luchador: Way of the Mask* is ranked by how much opposition the player characters face. Opposition does not have to be beaten senseless to gain XP, nor does it have to be hostile. A spirited chase over dangerous terrain to prevent a spy from escaping with vital information counts as opposition.

A squash match is a battle the PCs cannot help but win and win with minimal effort. Squash match situations usually serve to introduce plot points and characters in the story as leads to bigger and better conflicts. The opponents are outnumbered and unskilled compared to the player characters. This level of opposition yields no XP for the battle itself.

A warm up match offers a little more action but still little threat. The PCs are still nearly guaranteed victory, but they will have to work for it. The opponents are more numerous and have some advantage such as a sneak attack. Warm up matches serve similar purposes as the squash match, but have a little more teeth. GMs may abandon planned squash matches as the campaign progresses.

The mid-card match is characterized by a real chance that the PCs could end up on the losing end. These conflicts have slightly tougher bad guys in much tougher situations. Mid card matches are climaxes to simple adventures and turning points in big stories.

A main event match is one where the PCs are up against their equals or worse. Victory and defeat are equally likely in these conflicts, and no PC should get out without paying the price. Main events are usually the final scenes in a story.

The last and most extreme category is the gauntlet match. A gauntlet match is a conflict where the odds are stacked against the PC, and victory is highly unlikely. The bad guys are numerous, talented, and poised for the kill. These conflicts should be rare, particularly at the beginning of a campaign or you won't have much of a campaign. Gauntlet matches are intended to put the PCs on the defensive. The luchadors are supposed to work to survive rather than win. Gauntlet matches serve as 'capture the PC' scenes (for

later escape after learning the villain's plan) or to shake up overly cocky PCs by announcing a terrible alliance between enemies from the past.

OPPOSITION	XP
Squash	0
Warm Up	1
Mid Card	2
Main Event	3
Gauntlet	4-5

12.1.2 CLEVERNESS

Even though *Luchador: Way of the Mask* emphasizes action over contemplation, clever ideas enhance the game and deserve their due. Anytime a character comes up with an idea that helps the group succeed and advance in the story award 1 XP. The idea has to move the story along to merit XP. Ideas that involve inactivity or letting others take care of a problem derail the adventure and deserve no reward.

The idea has to be implemented to be worthy of XP. A player that suspects every NPC and then yells, 'I told you so', when one actually turns out to be a bad guy didn't do anything. On the other hand, a player character that takes the effort to ferret out the motivations of a femme fatale that latches on to the group may save the day and earn XP.

Likewise, a player needs to express an idea in character before the GM considers if the idea is worthy of XP. This caveat is intended to help distinguish between the character's actual intention and table talk by the players. It can also help keep straight which character came up with an idea. Don't be afraid to give due credit to multiple players if they came to a conclusion as a group.

12.1.3 ROLE PLAYING

The final potential source of experience points is role-playing. This is the most subjective category, making it a great chance for the GM to encourage favored playstyles in the gaming group. Generally speaking, the GM should only award XP to players that embrace both their characters and the situation presented in the story. Obnoxious players often justify unruly behavior as 'staying in character'. Keeping a character's motivation in mind is good, but not if it prevents everyone else from having a good time. Players should strive to maintain the character's outlook while still engaging the story. Players that immerse themselves in the game deserve an extra point of experience.

Further experience through role-playing can stem from more intricate character interaction. Characters that develop involved relationships deserve more XP as long as they enhance the story. Humorous moments injected into scenes also can yield more XP, at the GMs preference.

12.2 SPENDING EXPERIENCE

Luchador: Way of the Mask does not have level advancements like many games. Consequently, advancement through experience is more complicated. Characters spend experience points to increase



rating in statistics and skills, as well as purchasing signature moves (as described in Section 11.2).

Players should keep track of spent experience points as a measure of the character's advancement. Total XP spent serves as a useful tool for the GM to assess progress in the campaign. In all cases of XP expenditure, purchases occur between sessions.

12.2.1 INCREASING STATISTICS

A player can choose to increase a character's statistics to better correspond to the player's vision, or just to take advantage of the game's math. Raising a statistic one point costs a number of XP equal to twice the difference between the new amount and the basic stat-line (as provided in Section 3.1) for the character class. If the character's rating is below the basic stat-line, each point costs 2 XP

until the rating reaches the stat-line. Statistics cannot go higher than 10 over the base stat-line.

King Phoenix has an agility of 14, the base stat-line for an aerialist. Raising the rating 1 point to a 15 would cost a mere 2 XP. Raising his presence from a 16 to a 17 is a lot harder. His presence is already 5 higher than the base stat-line. The next point is 6 higher and costs 12 XP. Going all the way to an 18 would cost another 14 XP for a total of 26 XP spent on presence!

12.2.2 INCREASING SKILLS

Characters can acquire new skills or increase ratings in existing skills as they see fit. Spend experience points exactly like you spent skillpoints during character creation. Skillpoint expenditure is detailed in Section 5.

13 A LUCHADOR'S GUIDE TO ACTION AND ADVENTURE

As you may have gathered from the examples throughout the book, the world of *Luchador: Way of the Mask* is one of high pulp adventure. At first glance, even at second glance, it looks a lot like our world. People go about the drudgery of their day-to-day lives, politicians lie to cover up their indiscretions, and there's never anything good on TV. However, there are differences. Unscrupulous businessmen stoop to actual strong-arm tactics (rather than courtroom strong-arm tactics) to take over family owned shops. Mad scientists conduct bizarre experiments in remote laboratories. Masked armies rise from the criminal underworld to carry out convoluted schemes to overthrow world governments. Supernatural forces lurk in the shadows awaiting the unwary to fall under their spell. Throughout it all, the hopes of the common man hang on those masked masters of the mat, the luchadors.

The core concept of the game is that luchadors are the heroes of the modern world. Where others chase the empty promise of greed or struggle to survive the endless grind, the luchador fights on as a champion of honor and glory. Only those with no fear can afford to stand fast against the forces of evil. Only they are worthy of being called heroes.

The tone of *Luchador: Way of the Mask* is light-hearted but not comedic. It is not an easy thing to maintain. The vibe of the game is somewhere between 70's action films and 80's television series. It's a world where government agents must turn to an unaffiliated martial arts master to infiltrate a madman's island stronghold during a fighting tournament to uncover his plans, and nobody thinks it odd. Look to Bond films, A-team episodes, Kung-Fu, and the like for inspiration. Obviously, the classic El Santo movies are the best place to start. The luchadors are the ones that stand between the strangeness and the safety or normal life.

The players take on the roles of traveling heroes called into the path of adventure by design or fate. The formula of the traveling hero is a long-standing tradition of literature and television. Look to classics for inspiration, or steal plots whole cloth. The luchadors constant travel to new locations allows them to stumble into whatever trouble fate (or the GM) deigns necessary. Desperate people seek out the brave luchadors for help against the injustices that plague them. Old friends or respected officials may call upon the luchadors for their special talents. The plot opportunities are endless.

The easiest model for a campaign is the wandering hero. Other models are possible of course. The luchadors could be recruited by a government agency to handle unorthodox assignments. This model traditionally includes a by-the-book handler that doesn't approve of the luchadors' involvement and a supporting cast with varying degrees of understanding of how vital the luchador agents are to the safety of the world. A variant on this theme is the wealthy eccentric that finances the luchadors' adventures. The identity and background of the patron can be a running thread through the campaign. The GM can also set the campaign in a single city, allowing the luchadors to become increasingly familiar with their environment as things progress. The PCs slowly uncover criminal organizations and hidden strangeness as they explore their hometown. This option provides the greatest possibility to develop a supporting cast, but can wear out over time. Of course, the GM can incorporate elements of any or all of the models above into a single campaign.

Experienced gamers (as opposed to experienced characters) may have difficulty adjusting to *Luchador: Way of the Mask* due to the absence of some traditional RPG conventions. Most notably, characters in our game do not rely on equipment and subsequently don't accumulate a constantly expanding arsenal of weapons and tools. There's not even a space on the character sheet for gear. This can be a hard transition to make. Some players will be looking to loot the bad guy as soon as the body hits the floor. It might take a session or two for them to get past this instinct.

The other major departure is the lack of clear roles within the team. Players used to the classic fantasy model might think a PC group needs a bruiser, a gimicko, a technico, and an aerialist to be successful. While this pattern works fine, a group can consist of nothing but aerialists and get along just as well. The area of the game that will be most vexing to this mindset is the confrontation with strangeness. Most games have a character type that understands the unknown and meets it on more even terms. In *Luchador: Way of the Mask*, this is not the case.

The opposition that the PCs will encounter ranges from gangbangers and petty thugs to aliens and Aztec mummies. All supernatural forces and science fiction super-science falls under the category of strangeness. The GM should make encounters with



strangeness uncommon at first. The less frequently the PCs encounter strangeness, the longer it will remain unfamiliar and thusly retain its impact. The PCs should have at least one session dealing with more conventional threats for every session confronting the unknown. Even as the brushes with strangeness build up, the player characters should never acquire a real understanding of what's out there. Under no circumstance should the PCs maintain direct access to strangeness. The players will probably fight the GM on this,

but it must not happen! Strangeness must remain in the shadows just beyond our understanding or the genre shifts to open science fiction, and the pulp feel is lost. It should go without saying at this point that the public never fully accepts the existence of strangeness despite the amount of evidence presented. Conspiracy theorists and true believers constantly carry the label of crackpot, and even they only accept the single splinter of strangeness that they specialize in as legitimate.

14 STRANGENESS

As you probably just read, all supernatural forces and science fiction super-science falls under the category of strangeness. The pulp fiction stories that inspired this game are riddled with occurrences that defy conventional logic. Lone scientists make breakthroughs that bestow invisibility or allow the construction of giant deathrays. Radiation from strange meteorites transforms everyday pets into rampaging killers. Mysterious societies lost to myth hide in magnificent cities in inaccessible mountain ranges. Despite it all, the world never really changes. That's how strangeness needs to work in *Luchador: Way of the Mask*.

So, how does it work? How do the bizarre abilities of supernatural creatures interact with the player characters? You might be expecting a long and detailed description of all the types of strangeness that you can work into your campaign. Sorry to disappoint, but I'm going to abandon my love of lists for a far more frustrating answer. Strangeness works the way you need it to for your campaign. I told you it would be frustrating.

The bottom-line is you can incorporate whatever strangeness you want into your campaign. It will probably only appear in one or two sessions, then vanish back into the shadows. If your original assessment of how powerful a strangeness ability would be turns out to be off, you can end its involvement in the story early.

There are however some general guidelines to creating strangeness abilities. While the players should never know exactly how things work, the GM should have a clear vision of how an ability works before introducing it to the campaign. The first step is to define exactly what effect you are trying to duplicate. Look to fiction for inspiration, keeping in mind the pulp mindset of the game. Once you know what you want the ability to do, break it down in game terms.

14.1 OFFENSIVE STRANGENESS

All strangeness abilities that effect other characters should have a rating. Use the rating to determine if the user is successful in applying the ability. The level of difficulty depends on what the ability does.

Abilities that cause damage use the target's agility level for difficulty, like most combat actions. Consult the sample weapon list in *Section 6.6.5* to set a damage value to the ability. Does the attack follow the rules of close combat or ranged? Is it sharp? Burning attacks often apply the sharp rules. The important thing is to make the new attack fall in line with the other attacks in the game.

Abilities that have an effect on characters other than wounding

take their difficulty from the statistic level that the GM deems most appropriate for resisting the ability. In some cases, the GM may allow the targeted character to choose to make an opposed check to try and resist the ability.

Abilities that affect an area or are additional effects of a standard attack should give the target free checks to resist.

Strength resists attempts to move or hold a character.

Agility resists attempts to hit the character.

Conditioning resists most physically debilitating effects, including toxins and disease.

Presence resists few abilities, but can oppose psionic attacks at the GM's option.

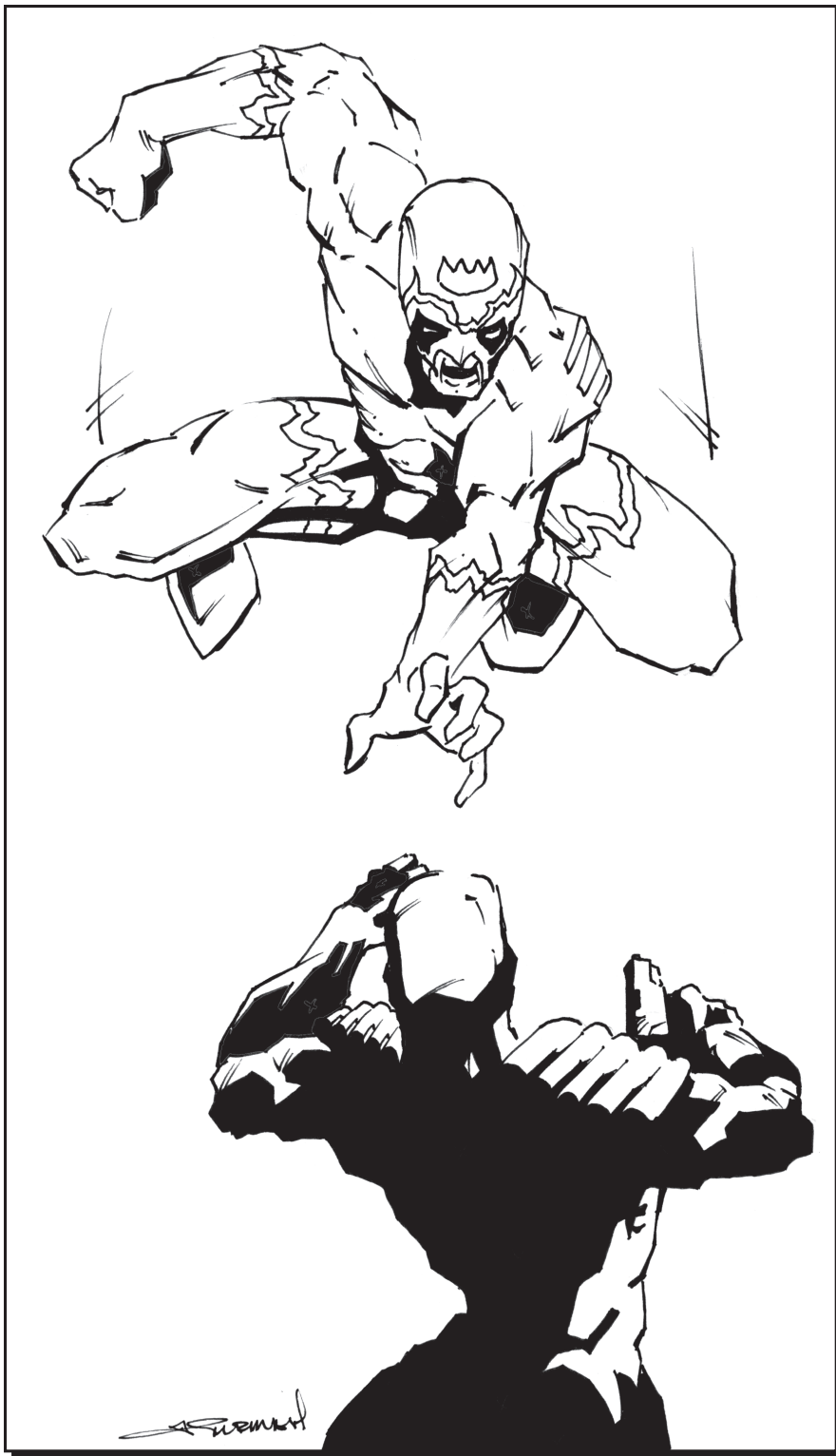
Wits resist attempts to confuse, disorient, or otherwise deceive the character.

Determination resists attempts to intimidate, or control the will of the character.

The effect of a successful use should be clearly defined by the GM, as should all degrees of success and failure. The use of any ability that affects others should require the use of fatigue like any other combat action. Maintaining the ability continues to use fatigue. The GM also needs to determine if the ability can be used as a counter-attack reaction.

The GM wants a bad guy to have the ability to mesmerize victims into entranced minions. This is a very potent ability requiring extra attention. The GM decides that the villain needs to be in comfortable speaking range to use the ability, and that eye contact is needed because the character should have an evil hypnotist feel. The eye contact restriction could require A-level difficulty, but the GM rules that the dominant factor to resist the power is determination. Characters that try not to look at the hypnotist are safe from the power, but cannot fight effectively. The strange ability ends up with a rating of 16 (based off the massive presence of the villain), uses D-level for difficulty, and the target can make an opposed D-check at the cost of an action if the scene merits. MOS determines the number of turns that the target obeys. An exceptional success allows the villain to place a command that the character obeys later when a triggering event occurs. At this point, the ability is very powerful, so the GM decides that a failed check stuns the hypnotist, and a disastrous failure means that the power can never affect the intended target. Invoking the ability costs 2 fatigue, and it cannot be used as a reaction.





14.2 STRANGE MOVEMENT

Abilities that grant the character unusual means of movement only need to be defined as well as our normal movement rules (which is to say hardly at all). Decide how the character gets around and how that should compare to conventional movement. Once again, the most important thing to keep in mind is how the ability impacts the story. A monster that can fly away is a hard thing to deal with, particularly in a game that bends over backwards to keep ranged combat out of player hands. If you have a good story for a gargoyle terrorizing a construction sight, and are ready to make the hard decisions about the acrobatics needed to leap from high steel to flying stone, then go for it!

14.3 STRANGE IMMUNITY

Defensive abilities are some of the hardest to define and balance. Consult *Section 15* for some examples, and use them as a guide. Generally speaking, defensive abilities should be rare. Enemies with strange offense can still be dealt with, but enemies that are immune to your best move are another matter entirely.

Increase the C-level of extra durable monsters for resisting damage. Increase the A-level of tiny creatures for avoiding attacks. Opponents that don't feel pain (undead and animated armor) ignore vitality loss. See the example below.

Undead and other monsters that are immune to pain don't suffer vitality loss. They don't even have vitality. They also cannot be stunned. These abominations only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function.

14.4 STRANGENESS SUMMARY

The final guideline on strangeness hearkens back to the opening comments of this section. Strange events in pulp fiction are rarely overpowering to the intrepid hero. Strangeness exists in the game to add atmosphere and excitement, not to overwhelm the player characters. If the abilities of the strange are potent enough to dominate the campaign, then the players will grow increasingly frustrated by their lack of such powers. Remember, mood is more important than effectiveness.

15 IN THIS CORNER: OPPONENTS FOR YOUR CAMPAIGN

Despite the section title, not every character listed here is a bad guy. A quick glance will reveal that many of them are poor competition for the mighty luchadors. Even the tougher types may not always be bad guys. These characters are sample NPCs for GMs to populate their campaigns. When a player asks, 'does the ref look strong enough to catch this guy?' the GM now has a place to look.

Use these characters as guidelines when you need an NPC, customizing to fit your campaign. Statistics shouldn't fluctuate more than a few points for most NPCs. It is usually easier to substitute a different sample NPC than it is to adjust several statistics and the

corresponding figured statistics. If you want a referee to be beefier, use novice luchador statistics instead. When adjusting skills, don't be too free with expertise. Basic proficiency is sufficient for most practitioners. A level or two of expertise represents serious commitment to the skill. Three levels or higher is the mark of professionals in the field. Also remember that D-level limits levels of expertise. Some listing include weapons common to the character type. The damage listed is the total base damage including S-level. These are just suggestions for generic characters, and the GM should customize as needed to fit the campaign needs.

CITIZEN

This is your average, everyday working man that makes up the bulk of the crowd in the arenas and everywhere else. Most citizens have half a dozen extracurricular skills to help them work and play.

S9/3 A9/3 C9/3 P9/3 W9/3 D9/3 I16 F6 R6 V30

Strike 14/0

Grab 14/0



FAN, CUTE

These adorable little tikes cheer luchadors on to victory, and tear up when their hero takes a beating. They hold signs with the player character's name, and may one day buy merchandise to support you, assuming you get immortalized in plastic. They have few combat options other than dodging and a surprising knack at beg. Use these stats for any children still in the cute stage.

S6/2 A10/3 C8/2 P8/2 W7/2 D7/2 I15 F4 R4 V20

Strike 15/0

Beg 16/2

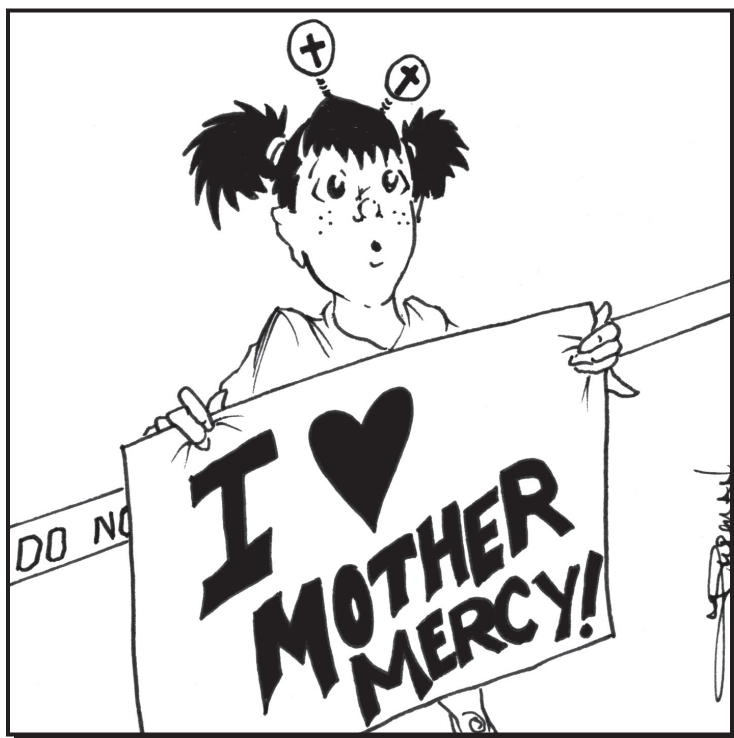
FAN, RABID

Similar to your average citizen, the rabid fan has an intense interest in *luche libre*. Whether that is a good thing or a bad thing depends on the fan. The rabid fan knows, or thinks he knows, how to throw a few moves. Pick one additional wrestling or combat skill to have basic proficiency. Use these stats for weekend warriors and tough guys.

S10/3 A9/3 C10/3 P9/3 W8/2 D9/3 I15 F6 R6 V30

Strike 15/1 Armed 14/0

Grab 14/0





REFEREE

Burdened with the duty of trying to maintain order in the ring, the referee has a thankless and frustrating profession. Classically, referees have backgrounds in amateur sports and coaching, making them slightly more formidable than the average citizen. A few are hopeful wrestlers that can surprise a rule-breaker with a few moves (Use rookie luchador stats).

S9/3 A9/3 C10/3 P9/3 W9/3 D9/3 I16 F6 R6 V30

Strike 14/0

Grab 14/0

VALET

Many luchadors employ personal ring attendants to enhance their image. Valets escort luchadors to the ring, hold robes, and cheer for their meal ticket. Some valets manage the luchador's career. For those luchadors that have not yet mastered mike skills, a valet can help handle interviews. Occasionally valets are fledgling gimicos in training.

S8/2 A9/3 C9/3 P11/3 W10/3 D10/3 I16 F6 R5 V25

Strike 14/0

Grab 14/0

Promo 15/0 Beg 15/0 Trick 15/0



SUIT

Bound to an office job by the ritual tie, the suit is an average citizen in a higher tax bracket. The higher salary offers no greater reward as all the money goes to maintaining appearances and struggling to climb the corporate ladder. Use these stats for most bureaucrats and businessmen.

S8/2 A9/3 C8/2 P9/3 W10/3 D8/2 I16 F4 R4 V20

Strike 14/0

Beg 16/1



SUIT, EVIL

The ruthless aggression of a predator lurks just beneath the veneer of civility and style of these smug villains. The evil suit exploits his position to get what he wants at the expense of everyone else. When some desire falls beyond the scope of his privilege, he breaks any rules to get what he wants. Use these stats for any slick bad guy that has others do his heavy work.

S9/3 A9/3 C9/3 P12/4 W13/3 D11/3 I17 F6 R6 V30

Strike 14/0 Armed 14/0

Promo 16/0 Intimidate 16/0 Trick 17/1



REPORTER

Reporters run the gamut from exploitive vultures to intrepid champions of truth. They often have useful information or are on their way to getting it. Use these stats for any resourceful types that believe the pen is mightier than the dropkick.

S9/3 A8/2 C9/3 P12/4 W13/4 D11/3 I16 F6 R6 V30

Strike 14/0

Promo 17/1 Trick 16/0 Beg 16/0

GANGER, IMPRESSIONABLE

Not all youngsters have the benefit of luchadors to look up to. Some fall under the sway of the ruthless gangs that terrorize the streets. Mistaking violence for courage, the young ganger is always trying to prove himself to the gang. These kids are not beyond redemption, but they are not easy to reach. The impressionable ganger is rarely well armed, unless given a test by the gang. These stats are for teenage gangers. Use cute fan stats for younger gangers.

S9/3 A9/3 C9/3 P9/3 W8/2 D8/2 I15 F5 R6 V30

Strike 14/0 Armed 14/0

Grab 14/0

Weapons

Knife LOD 0 Damage 5 Sharp





GANGER, HARDENED

Traveling in packs of 3 or more, the hardened gang members mark territory for the gang. These are the street soldiers that fight on the frontline. Hardened gangers are always armed and ready for trouble.

S10/3 A10/3 C10/3 P10/3 W9/3 D9/3 I16 F6 R6 V30

Strike 16/1 Tackle 15/0 Armed16/1

Grab 15/0 Hold15/0

Intimidate 15/0 Trick 14/0

WEAPONS

Pistol LOD 0 Damage 8 Sharp Range 45

GANGER, ENFORCER

The gang enforcer is an imposing figure called in to take care of serious problems. The enforcer keeps the rest of the gang in line and imposes their collective will on enemies not swayed by lesser members. The gang enforcer may be the leader of the gang, or just a dependable source of violence and intimidation. Most gangs only have one enforcer in a given area. The gang enforcer is always armed with the best weaponry the gang can access.

S14/4 A11/3 C12/4 P11/3 W10/3 D10/3 I16 F7 R8 V40

Strike 17/2 Throw15/0 Tackle16/1 Armed17/2

Grab 14/0 Hold17/0

Promo 15/0 Intimidate 17/2 Trick 15/0

WEAPONS

Machete LOD 1 Damage 8 Sharp

Pistol LOD 0 Damage 8 Sharp Range 45

Shotgun LOD 0 Damage 10 Sharp Range 25



Dog

Normally dogs are man's best friend. However, if another man trained them to rip intruders limb from limb, then dogs can be your worst enemy. These stats are for aggressive guard dogs or fighting dogs.

S8/2 A12/4 C10/3 P11/3 W9/3 D9/3 I17 F6 R5 V25

Strike16/0

SPECIAL RULES

BITE

Dogs make a single bite check that is treated as both a strike and a grab. The attack does strike damage on the first turn using MOS to increase damage. On subsequent turns the bite continues to damage with half MOS until the grab is broken. The dog can make a new bite check to do more damage or get a better grab. Dogs cannot use other wrestling skills, but will attempt S-checks to pull prey down.

FAST

Dogs have a base speed of 20 feet per turn.



MERCENARY

Mercenaries are former soldiers that have decided to sell their talents to the highest bidder. Despite their general lack of honor, mercenaries can be formidable adversaries. They execute their assignments with a strong sense of teamwork and at least one escape plan. Due to their greed, they rarely bring more forces than they think they absolutely need. Mercenaries are well armed, usually with automatic weapons.

S10/3 A12/4 C12/4 P11/3 W10/3 D11/3 I17 F7 R7 V35

Strike 18/2 Throw16/0 Tackle16/0 Armed18/2

Grab 16/0 Hold15/0

WEAPONS

Assault Rifle LOD 0 Damage 12 Sharp Range 120 5shots

Pistol LOD 0 Damage 8 Sharp Range 45

Trench knife LOD 0 Damage 5 Sharp



RUBBER FACED GHOST

Haunting old amusement parks and dilapidated manors, the rubber-faced ghosts are always a front for some bizarre criminal undertaking. While the rest of the gang runs the operation, the rubber-faced ghost scares away curious locals and unlucky passers by. In addition to spooky costumes, the 'ghost' will have the haunting ground well prepared with secret passages, trap doors, and eerie effects. Most rubber-faced ghosts don't want to seriously hurt anyone and will try to avoid direct violence.

S9/3 A9/3 C9/3 P12/4 W11/3 D10/3 I16 F6 R6 V30

Strike 14/0 Armed15/1

Grab 15/1 Hold 14/0

Intimidate 18/2 Trick 18/3 Beg 16/0

FEMME FATALE

Dropping jaws and turning heads, the femme fatale is a plot device that cannot be overlooked. Whether she's a foreign spy, a secret agent, or a wily mobster, the femme fatale is a mysterious figure who sets things in motion. She is an expert at getting people to do her bidding, and will usually be juggling multiple parties at once. The femme fatale's best weapons are her keen mind and beguiling charm, but she usually carries a stylish pistol as a back up. More exotic weapons are possible depending on her background. See the Umbral Accord entry for ideas on spy gear.

S8/2 A12/4 C11/3 P16/5 W15/5 D13/4 I19 F7 R5 V25

Strike 17/1 Throw17/1 Armed17/1

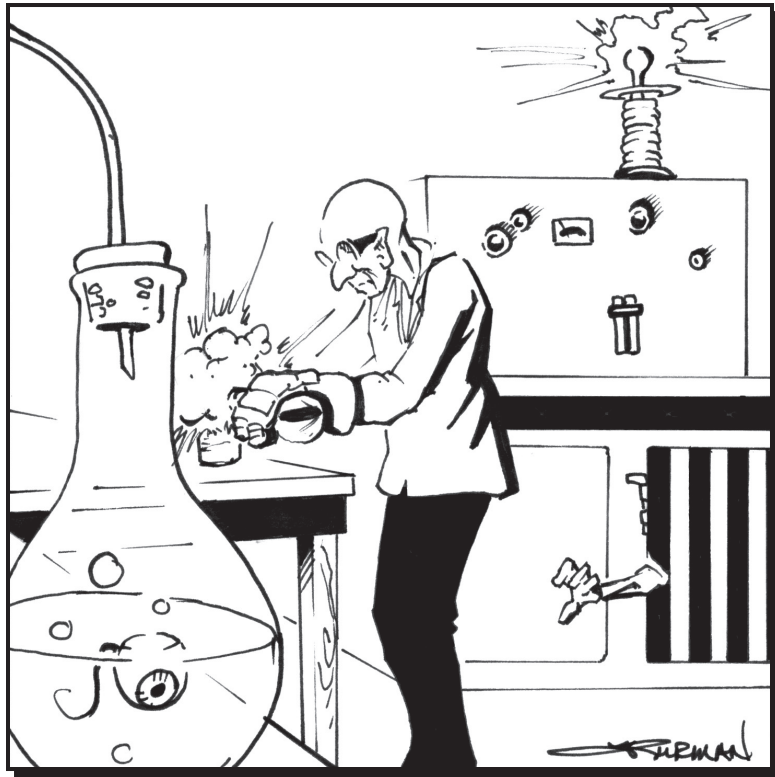
Grab 16/0

Promo 20/2 Intimidate18/0 Trick 19/2 Beg 20/2

WEAPONS

Sleek Pistol LOD 0 Damage 7 Sharp Range 45





MAD SCIENTIST

There's a reason they call these guys mad. Living in isolation from the world that fails to see their genius, the mad scientist pursues forbidden knowledge with reckless abandon. The closer the scientist gets to unlocking the secret of his obsession, the more dangerous the experiments become. It is at this point that the PCs usually cross his path.

Each individual mad scientist is worth the extra effort by the GM to bring to life. These characters are great plot devices that can easily become reoccurring villains in your campaign. Their most unifying traits are intellectual elitism and the belief that the world has wronged them in some way. Some mad scientists simply want to prove their theory correct and are willing to go to any lengths to succeed. Others are bitter and vindictive, seeking to unleash their work on a world that spurned them.

S8/2 A9/3 C8/2 P13/4 W19/6 D13/4 I19 F6 R4 V20

Strike 14/0 Armed 14/0

Promo 16/0 Intimidate 16/0 Trick 19/0

STRANGENESS

The mad scientist is always pursuing or creating some form of strangeness. The GM should use these characters to introduce strangeness to the campaign. The diabolical duplicator listed below is only an example of the ingenuity of a mad scientist.

DIABOLICAL DUPLICATOR

The scientist has perfected the science of RNA cloning, allowing the creation of clones that are not only exact physical duplicates, but also have the memories and skills of the original. The process requires a mere 24 hours and a suitable sample of the subject's blood or tissue. Due to the advanced growth rate, the clones only live for a few weeks. The clone has physical statistics equal to the original. Mental stats are 1 lower. Skills all lose 1 level of expertise due to lack of actual use. Proficiency remains even if the original had no levels of expertise.

At first the clone may believe that it is the original. The mad scientist must make successful trick checks to lead the clone along. A tricked clone will become violent when the truth finally comes out. Alternatively, the scientist can use promo to appeal to the clone. This approach makes the scientist into a father figure or god-like creator to the clone. A clone that adopts a subservient role to its creator loses an additional point of determination. Obedient clones are less prone to turn on their creator, at least until it starts to wither from advanced aging.



RUE MORGUE MONSTER

Inspired by the writings of Poe, an unknown madman taught a number of simple primates the human art of murder. Ranging from the classic orangutan to the sly spider monkey, these adorable little assassins were sent to dispatch enemies of nature as the ultimate eco-terrorists. Some were captured after completing their mission. Others escaped into the wild. Over time, the Rue Morgue Monsters have fallen into other hands and are sent out to complete contracts by employers with a taste for the strange and a fondness for murderers who cannot betray them.

MONKEY

S5/2 A16/7 C8/2 P9/3 W9/3 D8/2 I18 F4 R4 V20

Strike 18/0 Armed 18/0

Grab 18/0

WEAPONS

Knife LOD 0 Damage 4 Sharp

ORANGUTAN

S16/5 A12/4 C11/3 P12/4 W9/3 D9/3 I17 F6 R8 V40

Strike 16/0

Grab 16/0 Hold 18/0



CHUPACABRA

Chupacabra are small, viscous creatures that lurk in the outskirts of civilization throughout Central and South America. They are swift and elusive creatures that are rarely spotted by humans. The clearest sign of their presence is the violently mutilated remains of farm animals, especially goats, that they feed upon. The creatures appear to be intelligent, but have no desire to communicate.

S8/2 A15/ 6 C12/4 P13/4 W11/3 D11/3 I18 F7 R6 V30

Strike 17/0

STRANGENESS

FLURRY OF CLAWS

The chupacabra attacks with hooked claws that have a base damage of 5 (including strength level) and the sharp trait. It can choose to strike up to 4 times in a single activation, but all checks become hasty.

FAST

The chupacabra has a base speed of 30 feet.



AZTEC WARRIOR

The ancient culture of the Aztecs is not lost, it is hidden. Shrouded in powerful magic, the secret cities of the Aztecs remain safe from the march of time. The Aztec warriors protect the hidden secrets, ensuring that no outsider looks upon them and lives. Many of these warriors are devoted to protecting the resting places of the Aztec Mummies. The warriors carry blades akin to machetes.

S12/4 A12/4 C12/4 P11/3 W9/3 D12/4 I17 F8 R8 V40

Strike 18/2 Throw 16/0 Tackle 16/0 Armed 20/4

Grab 18/2 Hold 16/0

Promo 15/0 Intimidate 15/0

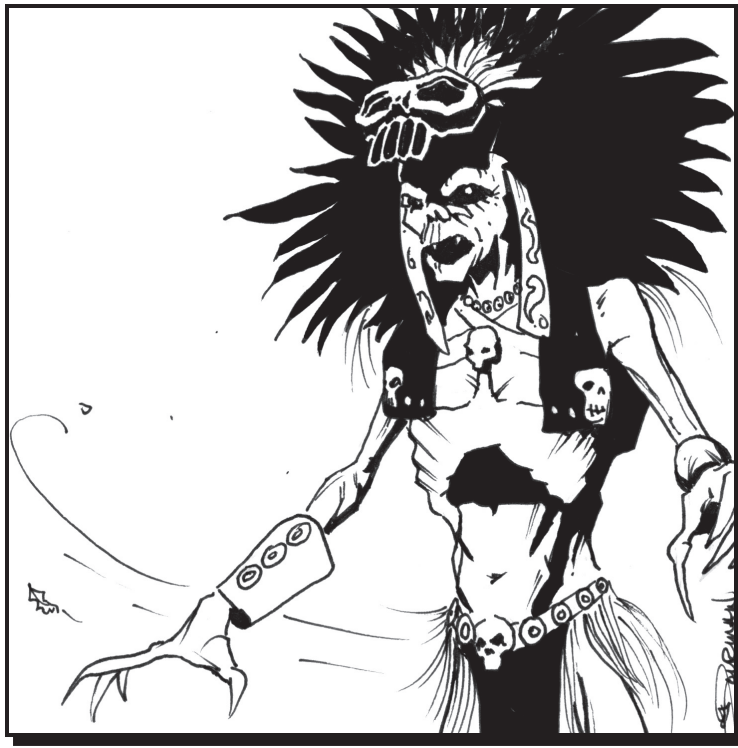
WEAPONS

Ritual Blade LOD 1 Damage 8 Sharp

SPECIAL RULES

An Aztec warrior can employ blades against a luchador without a D-check.





AZTEC MUMMY

The undying priests of the lost Aztec cities continue to hold sway over throngs of zealous warriors. These potent undead slumber for centuries in specially prepared tombs, awakening when the celestial spheres align properly. The purpose of the arcane rights observed by the priests at these times are lost to lesser beings, but are carried out with fanatical zeal by all followers. Occasionally, a foolish interloper penetrates the defenses of the tomb, awakening the mummy ahead of schedule with unspeakable consequences.

The mummy is a desiccated, shambling corpse similar to a zombie when it first awakens. The priest's spirit cannot fully connect to the dead flesh without first observing the proper blood rituals. These gruesome rights allow the priest to harvest the essence of the victims and revitalize his long dead corpse. The sacrificial ritual requires a helpless victim and can only be performed once per night. Followers of the mummy gather sacrifices when the time of awakening draws near. The search for spirited (high presence) victims is often the first portent of the mummy's awakening. A mummy disturbed from its sleep must fend for itself.

In addition to the observation of celestial forces, the mummy often has more selfish interests of a terrestrial nature. Recovering stolen treasures, abducting a reincarnated lost love, settling blood feuds with descendants of old enemies, and restoring dead empires are just a few possibilities for mummy adventures.

Awakened

S20/8 A7/2 C15/5 P18/6 W9/3 D16/5 I15 F10 R12 V-

Strike 15/2

Grab 15/2 Hold16/1 Slam 20/0

Intimidate 21/2

Restored

S15/5 A12/4 C15/5 P18/6 W15/5 D16/5 I19 F10 R10 V -

Strike18/2 Throw 16/0 Armed18/2

Grab 18/2 Hold 18/1 Slam17/0

Promo 21/2 Intimidate 21/2 Trick 18/1

WEAPONS

Ritual Blade LOD 1 Damage 9 Sharp

STRANGENESS

UNDEAD

The undead do not have vitality and only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function. It does not need to breathe, and is immune to toxins and disease.

LUMBERING

The creature cannot react to attacks. It also cannot exert for strength or sprinting.

The Aztec Mummy only suffers from lumbering in its awakened form. In restored form it can react as if unharmed.

IMMUNE TO PAIN

The creature does not feel pain. It cannot be stunned or forced to submit to a hold.

FLAMMABLE

The oils and wrappings that preserve the mummy also make it vulnerable to fire. If exposed to any open flame, the mummy starts to burn taking 1injury point every turn until the flames are doused. Larger quantities of fire can be more damaging. If more than half the mummy's body is exposed to fire, the mummy is engulfed in flame and takes 2 injury points per turn. Putting out the flame requires falling prone and an agility check for a normal burn, and an A-check with difficulty 4 for an engulfing flame. Full immersion in water or various modern fire suppression systems automatically extinguish fire.

TERRIFYING

The creature can make one free intimidation check per turn.



VOICE OF THE MASTER

The mummy can speak telepathically to its followers. Distance is not a factor. Communication is one way. Using this ability costs 1 fatigue.

ESSENCE POOL

The mummy maintains its undead immortality through the power of its essence pool. A mummy awakens with 1 point in the pool from the remnants of its own spirit. Once per night, the mummy may perform a blood ritual to refill the essence pool. The ritual requires a helpless victim and the removal of vital organs. Victims add a number of points to the essence pool equal to their presence level. Once the essence pool reaches 5 the mummy can take its restored form and pass for one of the living. Most mummies only take enough lives to restore them, but some go further. A mummy cannot fill the essence pool higher than its presence rating. Should the essence pool drop below 5, the priest reverts to awakened form. If the pool empties entirely, then the body slips back into timeless slumber until the stars align again.

A mummy can expend essence from the pool to perform a variety of strange abilities. Spending essence requires a wits check with difficulty based upon the number of points spent. A failed check still uses essence. A disastrous failure spends one extra essence.

The GM can add other abilities to fit the story. Additional abilities often require the acquisition of an ancient talisman or other relic.

RESTORE THE FLESH

The Aztec mummy can restore 1 injury point for every point of essence spent.

CALL OUT THE DEAD

The mummy can impart its essence to other corpses, granting them the semblance of life. The corpses to be animated must be within line of sight of the mummy, or within a number of feet equal to the mummy's presence rating and the margin of success of its check to invoke the ability. The ability can animate a number of corpses equal to the creature's P-level and MOS. The newly animated dead are shambling zombies under the control of their creator. Invoking this ability costs 2 essence.

SHIFT THE WINDS

The mummy can manipulate the weather patterns in the area it inhabits. Normally, this ability simply justifies the GM creating weather appropriate for the mood of the scene. However, the mummy can spend 1 essence to call upon a sudden atmospheric change such as rain of strong winds to vex its enemies. The weather must still be appropriate for the area and season (no blizzards in the tropics). This ability does not allow the mummy to call down lightning onto an enemy, but can have less direct effects. Grounding light aircraft, hindering commercial aircraft, flooding out low-lying roads are all well within the mummy's power.

SWARM OF DEATH

The mummy can call upon a swarm of crawling or flying insects to attack enemies. The swarm arrives in 5 turns minus the MOS of the check. A crawling swarm moves at 15 feet per turn after the target, and fills an area of roughly 15 feet by 15 feet. Any character touched by the swarm loses 1 vitality and takes 1 injury point, ignoring all defenses. Creatures with C-level of 7 or higher are unaffected. Damage continues for every turn of contact.

The flying swarm is faster but less lethal. It fills an area 15 feet in diameter and moves 25 feet per turn. Characters in the area of a flying swarm lose vitality as above, but only suffer injury points for every 2 turns in the swarm.

The swarm lasts for a number of turns equal to the summoner's P-level plus the MOS of the check. Flames and smoke disperse a swarm. Drawing the swarm costs the mummy 3 essence.

ROTTING CURSE

The mummy can cause an enemy within 50 feet to wither and rot away. The creature makes a wits check using the target's C-level as difficulty. The MOS reduces the target's conditioning rating! If conditioning reaches 0, then the character dies. Lost points heal as injury points. The use of this ability costs the mummy 5 essence.





UNSTOPPABLE KILLER

The unstoppable killer is a deranged instrument of social mores distorted to their most disturbing level. These social outcasts have an uncontrollable rage that they can only justify unleashing upon teenagers that act upon the desires that the killer has been forced to suppress. The killer stalks the teens in question with voyeuristic obsession until they act out his fantasies, then he punishes them for his sins. Even when not physically deformed, unstoppable killers hide their faces behind some form of mask out of self-loathing.

S16/5 A8/2 C16/5 P14/3 W8/2 D12/4 I14 F9 R10 V50

Strike16/2 Armed 16/2

Grab 16/2 Hold 18/0 Slam 18/0

Intimidate 18/1

WEAPONS

Axe LOD 2 Damage 10 Sharp

Machete LOD 1 Damage 9 Sharp

STRANGENESS

IMMUNE TO PAIN

The creature does not feel pain. It cannot be stunned or forced to submit to a hold.

TERRIFYING

The creature can make one free intimidation check per turn.

NOT DEAD YET

The unstoppable killer's can shake off damage to kill again. When the unstoppable killer loses all vitality, it can make a free D-check to recover. It regains vitality equal to the MOS of the check. Each attempt to recover costs the killer a point of determination. Lost determination recovers at the same rate as injury points.

ZOMBIE, SHAMBLING

The shambling zombie is the classic lumbering zombie of legend and film. It has no will of its own and only obeys the commands of whatever forces brought it back to life. Without orders to the contrary, it will attempt to strangle any creature that comes within arms length.

S13/4 A6/2 C10/3 P12/4 W6/2 D6/2 I14 F5 R7 V-

Strike 13/0

Grab 13/0

STRANGENESS

UNDEAD

The undead do not have vitality and only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function. It does not need to breathe, and is immune to toxins and disease.

LUMBERING

The creature cannot react to attacks. It also cannot exert for strength or sprinting.

IMMUNE TO PAIN

The creature does not feel pain. It cannot be stunned or forced to submit to a hold.





ZOMBIE, BRAIN EATER

Unlike their shambling counterparts, brain-eating zombies are self-motivated. Unfortunately, their only motivation is to eat the brains of the living. They will occasionally be distracted to eat the brains of the dead, but then its right back to hunting for warm brains.

The origins of brain eating zombies vary, but their appearance is always a threat to humanity as anyone bitten by a brain-eating zombie is in danger of becoming one. An outbreak of brain eaters should be rare in campaigns that aren't looking to move into a more apocalyptic genre.

S13/4 A8/2 C10/3 P12/4 W7/2 D8/2 I14 F5 R7 V-

Strike 14/0

Grab 14/0

STRANGENESS

INFECTION

Any character bitten by a brain-eating zombie could become infected. The character makes a conditioning check with difficulty equal to the injury points from the attack. Success means the character is safe. A failed check infects the character, requiring another check every hour with the same COS. Each failure costs the character another injury point. When injury points overwhelm conditioning, the character dies and rises as a brain-eating zombie. An exceptional success on the C-check ends the infection.

UNDEAD

The undead do not have vitality and only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function. It does not need to breathe, and is immune to toxins and disease.

LUMBERING

The creature cannot react to attacks. It also cannot exert for strength or sprinting.

IMMUNE TO PAIN

The creature does not feel pain. It cannot be stunned or forced to submit to a hold.

ZOMBIE, VOODOO

The most dangerous of the zombies is the voodoo zombie. Created through powerful rituals, these zombies have souls bound within them to provide a degree of cunning lacking in the other zombies. The binding rituals keep the trapped soul subservient to their creator. The result is an obedient minion that is clever enough to carry out involved commands. The voodoo zombie can navigate across town almost as well as an average person and tries to avoid causing a scene along the way.

S14/4 A8/2 C12/4 P14/4 W8/2 D10/3 I14 F5 R8 V-

Strike 15/1 Armed 15/1

Grab 14/0 Hold 17/0

Intimidate 17/0

STRANGENESS

UNDEAD

The undead do not have vitality and only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function. It does not need to breathe, and is immune to toxins and disease.

IMMUNE TO PAIN

The creature does not feel pain. It cannot be stunned or forced to submit to a hold.

TERRIFYING

The creature can make one free intimidation check per turn.





THE MASKED DEMON

The path of the luchador is not an easy one. Many strain under the weight of their calling. The low road of treachery and ruthlessness often carry others forward faster than the way of honor. The siren calls of greed and envy beckon the luchador to abandon his beliefs. When a luchador loses his way, he may find himself face to face with the masked demon.

The masked demon is an unholy embodiment of the evils that threaten to consume man. It is drawn to those who stumble on the path of greatness, seeking to drag them down into despair. It is a spiteful and pitiless thing that exists only to spread suffering and bring ruin. In other times it may have tested other callings, but now it only stalks the luchadors.

When it senses a luchador straying from the path, it begins to haunt its prey in reflections and in the shadows of seemingly empty rooms. Only the intended prey can see the demon at this stage, and it can take no direct action. The demon rarely speaks, although its prey often hears the hiss of countless whispering voices while in its presence. Visitations increase over time, growing more potent with each appearance. The luchador will see the demon in dreams, and awakens to smell the scent of blood and sweat lingering in the air. A haunted luchador cannot gain heat until the demon is confronted.

The haunting ends as soon as the luchador challenges the masked demon. Once called out, it awaits the

luchador in any desolate area near the prey. Abandoned buildings, lonely stretches of road, and empty deserts all fit the demon's need. As soon as the luchador enters an appropriate area, the masked demon reveals itself in the flesh.

The Masked Demon is a lingering threat to luchadors that show no reverence for their calling.

S18/6 A18/6 C18/6 P20/6 W10/3 D13/4 I19 F10 R12 V60

Strike 20/1 Throw 20/1 Tackle 20/1 Armed 20/1

Grab 20/1 Hold 20/1 Slam 20/1 Drop 20/1

Intimidate 20/0

STRANGENESS

PURGATORY CAGE MATCH

The demon can invoke the purgatory cage match for its duel with the intended prey. A wrestling ring surrounded by a barbed cage rises out of the ground (or is already present when the luchador arrives). The cage must be entered willingly, so the demon cannot use it to trap prey. Its intention is to fight the prey alone to deny any encouragement from onlookers. If others show up, it will try to entice them to interfere directly. Anyone entering the cage is fair game for the demon's violence. If the prey can escape the cage, pin the demon, or force it to submit, then the battle ends and the demon (and cage) vanishes. Escaping the cage requires a 15 ft. climb over the barbed cage. Each 5 feet of climbing inflicts 4 + S-level of the climber in sharp damage. To pin the demon requires a prone grab for 3 turns. If the luchador forces the demon to submit, it's smoldering mask remains.

If the demon wins, it leaves whatever is left of its opponent lying where the battle took place. The demon and the cage vanish amongst horrible screams of laughter. The demon is unlikely to visit the luchador again

HONOR THEFT

The masked demon prevents its prey from gaining heat during the haunting phase of its trial. The demon hoards all the heat that the prey should attain until the luchador confronts it. If the luchador bests the demon in a purgatory cage match, then all of the heat returns to the luchador. If the demon triumphs, then it strips away fame from its vanquished foe by spending the stolen heat, and any heat it generated in the battle, to buy off the victim's fame.

UNHOLY HEAT

The masked demon enters the duel with heat equal to the fame level of its prey. Anytime the opponent takes an action that prevents him from gaining heat (using a weapon first, begging, etc.) the demon gains heat. It also gains heat for every injury point inflicted, and every turn it stuns an enemy. The masked demon does not gain heat for risk or daring deeds.

The demon spends unholy heat exactly like a luchador with a fame level equal to the level of its prey. It cannot spend heat stolen from the luchador in the haunting stage.



VAMPIRE WOMEN

Clad in black with milk-white skin and crimson lips, these dreadful ladies take men's breath away in a very literal way. Vampire women are the most alluring of the undead, in part because of how lively they appear. They love the nightlife, dancing in clubs until close then partying with dangerous looking types until the sun threatens to rise. Along the way, they pick off lone victims to feed their lust for life.

S15/5 A14/4 C13/4 P15/5 W12/4 D12/4 I18 F8 R8 V-

Strike 17/0 Throw 17/0 Tackle 17/0 Armed 17/0

Grab 18/1 Hold 17/0 Slam 17/0

Promo 17/0 Intimidate 18/1 Trick 17/1

STRANGENESS

UNDEAD

The undead do not have vitality and only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function. It does not need to breathe, and is immune to toxins and disease.

ALLURING GAZE

A vampire can charm a mortal with her stare. She makes a presence check with the victim's determination level as difficulty. A success causes the victim to follow the vampire for a number of turns equal to the MOS. An exceptional success causes the victim to meekly accept the vampire's kiss without resistance. The ability costs 1 fatigue.

VAMPIRE'S KISS

A vampire can feed off the blood of a victim to restore her cold, white flesh. The kiss drains 1 point of conditioning from the victim for each turn of feeding. Each point stolen restores 1 injury point for the vampire. If the victim resists, the vampire must grab the target to maintain the vampire's kiss.

A victim reduced to 0 conditioning dies, and rises as a vampire if the vampire woman so desires.

BEAST FORM

The vampire can assume the form of a bat or wolf. The transformation takes 1 turn. The bat form flies at a base speed of 20 feet. The wolf runs with a base speed of 20 feet.

FORBIDDEN

Vampires cannot enter a person's home without being invited. They cannot enter a church or walk on consecrated ground.

The presence of holy items causes the vampire to recoil. Any character brandishing a holy symbol towards a vampire may make a presence check to drive the vampire back. The difficulty is the P-level of the vampire, and 0-3 points for the lack of piety in the character. The vampire may attempt to oppose with a determination check. Direct contact with any consecrated item causes the vampire to suffer an injury point.

CREATURE OF THE NIGHT

Sunlight causes the vampire to burn, taking 2 injury point per turn of exposure. The vampire must pass a free D-check to remain in the sunlight with the difficulty being the amount of injury points taken. During daylight hours, the vampire sleeps in her coffin. If forced to act in the day, the vampire suffers the lumbering flaw (see zombies)

HEART OF DARKNESS

A stake to the heart paralyzes the vampire. It takes an exceptional success to hit the heart, and the blow must inflict 3 injury points to penetrate. Treat the damage of a stake as a knife.



THE UMBRAL ACCORD

Rising out of the darkest reaches of the criminal underworld, the Umbral Accord is a private army of masked men intent upon overthrowing world governments. To this end, the Umbral Accord supports countless criminal enterprises. Their influence usually goes undetected, but when law enforcement gets too close to shutting down a revenue stream, the dark armies of the Umbral Accord emerge from the shadows.

The Umbral Accord is the hidden power behind most international crime. They provide manpower and resources to mad scientists developing promising technologies. They investigate strange occurrences, looking for opportunities to advance their agenda. They blackmail high-ranking officials in any organization that threatens their interests. They prop up petty dictators and corrupt politicians. If there is evil to be done, the Umbral Accord has a hand in it.

UMBRAL ACCORD, SOLDIER

Agents of the Umbral Accord wear featureless black masks whenever they are in the field. The black on black motif is the constant signature of all their agents. Their elite soldiers are armed with the most advanced weaponry available. In addition to automatic weapons and the omnipresent trench knives, at least one member of each squad will have a selection from the advanced weapon list. Soldiers of the Umbral Accord work in squads of 5.

S10/3 A12/4 C11/3 P11/3 W10/3 D11/3 I17 F6 R6 V30

Strike 18/2 Throw 16/0 Tackle 16/0 Armed 18/2

Grab 16/0

Intimidate 15/0 Trick 15/0

WEAPONS

Assault Rifle LOD 0 Damage 12 Sharp Range 120 5shots

Pistol LOD 0 Damage 8 Sharp Range 45

Trench knife LOD 0 Damage 5 Sharp

SPECIAL RULES

ELITE TRAINING

Agents of the Umbral Accord can re-roll checks with firearms.

BODY ARMOR

Agents of the Umbral Accord wear light body armor, adding 2 to their C-level for resisting damage and allowing them to apply full resilience against sharp weapons.

ADVANCED WEAPONS

The Umbral Accord has a constantly changing arsenal of advanced weapons. Use this list as an example for your campaign.

DART PISTOLS

These handguns fire small, drugged darts. The wielder rolls to hit like a normal firearm, but with a range of 25 feet. The weapon holds 5 darts. The darts do no actual damage. If the attack hits, the target is immediately fatigued (*see Section 4.3.2*) and starts to lose 2 vitality every turn (in addition to the fatigued vitality loss)! The character cannot recover fatigue until the toxin is countered. The target gets a free conditioning check every turn to shake off the toxin. LOD is the number of darts that the character has been hit with. Success ends the toxin's effect, but the character remains fatigued until he recovers. An exceptional success stops the toxin and removes the fatigued state. The toxin wears off in 10 turns.

SHOCK BATON

The shock baton is a nightstick with a built in taser. Any hit with the weapon threatens to stun the target. The difficulty for the determination check to resist stunning is 5 rather than the S-level of the wielder. If the baton does more than 9 damage on a hit, the taser is damaged and ceases to function until the agent can adjust it. The weapon has difficulty 1 and 4 base damage.

VERTIGO GENERATOR

The strangest weapon in the arsenal of the Umbral Accord is the vertigo generator. It emits soundwaves that disrupt the inner ear causing intense disorientation in everyone within 30 feet that is not wearing protective ear coverings. The operator makes a check every turn against the device's rating of 15. All characters in the area get a free wits check to resist. The net MOS (up to a maximum of 5) adds to the LOD for all checks! The device requires two hands to operate.



UMBRAL ACCORD, ENFORCER

Enforcers for the Umbral Accord are the best of the worst. They are highly trained killers who love their work. Most operations assign a single enforcer for every 3 squads. An entire squad of enforcers can be assigned when the Accord has a serious problem.

S12/4 A13/4 C12/4 P11/3 W10/3 D11/3 I17 F7 R8 V40

Strike 18/2 Throw 17/1 Tackle 16/0 Armed 19/3

Grab 17/1 Hold 17/1 Slam 16/0

Intimidate 15/0 Trick 15/0

WEAPONS

Assault Rifle LOD 0 Damage 12 Sharp Range 120 5shots

Pistol LOD 0 Damage 8 Sharp Range 45

Trench knife LOD 0 Damage 6 Sharp

SPECIAL RULES

ELITE TRAINING

Agents of the Umbral Accord can re-roll checks with firearms.

BODY ARMOR

Agents of the Umbral Accord wear light body armor, adding 2 to their C-level for resisting damage and allowing them to apply full resilience against sharp weapons.



UMBRAL ACCORD, LEADER

Each cell of the Umbral Accord has a single leader who coordinates local operations. Each leader has a codename that plays to the darkness/shadow motif that the organization overuses, such as 'Nightshade' or 'Midnight'. The leaders are part spy and part showman, projecting the image of the agency and providing a face to the faceless empire. Failure is dealt with harshly, and even individual leaders must answer to the shadow cabinet that runs the Umbral Accord.

S10/3 A12/4 C12/4 P12/4 W14/4 D13/4 I18 F8 R7 V35

Strike 19/3 Throw 18/2 Armed 19/3

Grab 17/1 Hold 16/1 Drop 16/1

Promo 17/1 Intimidate 17/1 Trick 18/1 Beg 16/0

WEAPONS

Assault Rifle LOD 0 Damage 12 Sharp Range 120 5shots

Pistol LOD 0 Damage 8 Sharp Range 45

Trench knife LOD 0 Damage 5 Sharp

SPECIAL RULES

ELITE TRAINING

Agents of the Umbral Accord can re-roll checks with firearms.

BODY ARMOR

Agents of the Umbral Accord wear light body armor, adding 2 to their C-level for resisting damage and allowing them to apply full resilience against sharp weapons.



LUCHADORS

Sometimes the action might take place in the ring. When it does, the PCs need to know what kind of opposition they are up against. Other luchadors can also fight alongside the PCs or even against them outside the ring.

Renegade luchadors are former wrestlers who have fallen from grace. Some have been unmasked either in challenges or through recklessness. Others have succumbed to the lure of greed, and now ply their talents for criminal gain. The Umbral Accord quickly swoops in to recruit luchadors who have fallen on hard times.

NPC luchadors are categorized by how much experience they have for the GMs convenience.

Rookies are luchadors in training. Use base stat-lines, and only give them 10 skillpoints.

Novice luchadors have begun wrestling steadily, but have not yet made a name for themselves. This is the status of starting player characters. Generate characters as PCs.

Known luchadors have been around for awhile and know what they are doing. Generate characters with 30 points of XP spent.



NAME RED SCORPION

CLASS TECHNICO

CLASS ABILITIES MAY RE-ROLL ANY WRESTLING SKILL CHECKS!

QUOTE YOU TALK. I WRESTLE.



LUCHADOR
WAY OF THE MASK
CHARACTER SHEET

PRIMARY STATS	RATING	LEVEL
STRENGTH (S)	13	4
AGILITY (A)	14	4
CONDITIONING (C)	14	4
PRESENCE (P)	10	3
WITS (W)	13	4
DETERMINATION (D)	14	4

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE	18		$10 + A + W$
FATIGUE	8		$C + D$
RESILIENCE	8		$S + C$
VITALITY	40		$5X \text{ RESILIENCE}$
HEAT			NONE
FAME			NONE

DAMAGE:

FATIGUE LOSS VITALITY LOSS INJURY POINTS

VITALITY LOSS NEEDED	WOUND LEVEL	LOD	REACTION	RISE
8 <i>1x RESILIENCE</i>	UNHARMED	0	COUNTERATTACK	NO CHECK
16 <i>2x RESILIENCE</i>	BRUISED	+1	COUNTERATTACK	A-CHECK
24 <i>3x RESILIENCE</i>	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
32 <i>4x RESILIENCE</i>	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
40 <i>5x RESILIENCE</i>	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

NAME	MOVES	XP COST

SKILLS:

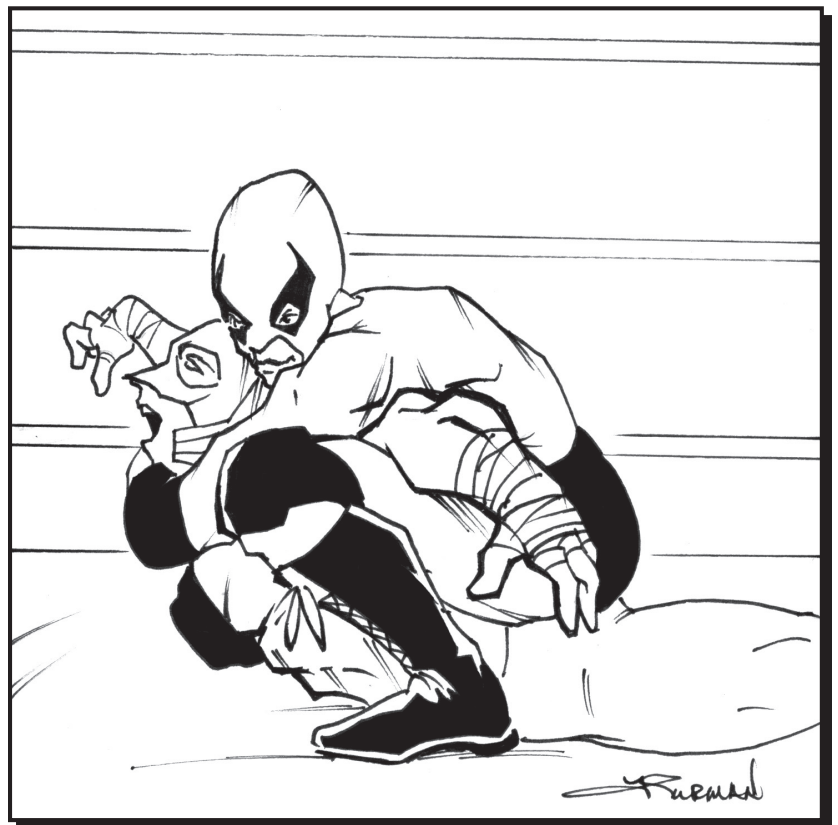
SKILL POINTS / EXPERIENCE

COMBAT SKILLS:	RATING	LEVEL	COST	WRESTLING SKILLS:	RATING	LEVEL	COST	MIKE SKILLS:	RATING	LEVEL	COST
STRIKE	18	1		GRAB	20	3		PROMO			
THROW	18	1		HOLD	19	3		INTIMIDATE			
TACKLE	18	1		SLAM	17	1		TRICK			
ARMED	17	0		DROP	19	2		BEG			

EXTRACIRRICULAR SKILLS:

SKILL	RATING	LEVEL	COST

SKILL	RATING	LEVEL	COST



<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>BASE DAMAGE</i>	<i>STUNS</i>	<i>SPECIAL</i>	<i>SECTION</i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>DEFEND</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Dodge	A	Expert	Opposes combat or grab attacks	6.3.1
Block	Strike	Expert	Opposes strike or armed (at +2 LOD)	6.3.2
Block	Armed	Expert	Opposes strike or armed	6.3.2
Escape	Grab	Expert	Opposes grab	6.3.3
Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>COMBAT MIKE USE</i>				
<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
Intimidate	Intimidate	D-level	Add P-level to target's Initiative LOD	5.3.2
Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>LOD</i>	<i>SUGGESTION</i>
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback
+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

<i>HEAT USE CHART</i>	
<i>USE</i>	<i>BURNS</i>
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5

NAME MOTHER MERCY

CLASS GIMMICO

CLASS ABILITIES RE-ROLL ANY PRESENCE CHECKS!

QUOTE YOU DIDN'T SAY 'MOTHER MAY I?'



LUCHADOR
WAY OF THE MASK
CHARACTER SHEET

PRIMARY STATS	RATING	LEVEL
STRENGTH (S)	11	3
AGILITY (A)	13	4
CONDITIONING (C)	15	5
PRESENCE (P)	18	6
WITS (W)	14	4
DETERMINATION (D)	13	4

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE	18		$10 + A + W$
FATIGUE	9		$C + D$
RESILIENCE	8		$S + C$
VITALITY	40		5X RESILIENCE
HEAT			NONE
FAME			NONE

SKILLS:

SKILL POINTS / EXPERIENCE

COMBAT SKILLS:	RATING	LEVEL	COST	WRESTLING SKILLS:	RATING	LEVEL	COST	MIKE SKILLS:	RATING	LEVEL	COST
STRIKE	17	1		GRAB	17	1		PROMO	19	0	
THROW	14	0		HOLD	17	0		INTIMIDATE	21	1	
TACKLE	14	0		SLAM	19	2		TRICK			
ARMED	17	1		DROP	16	0		BEG			

EXTRACURRICULAR SKILLS:

SKILL	RATING	LEVEL	COST
CATHOLICISM	17	0	

SKILL	RATING	LEVEL	COST

DAMAGE:

FATIGUE LOSS **VITALITY LOSS** **INJURY POINTS**

VITALITY LOSS NEEDED	WOUND LEVEL	LOD	REACTION	RISE
8 1x RESILIENCE	UNHARMED	0	COUNTERATTACK	NO CHECK
16 2x RESILIENCE	BRUISED	+1	COUNTERATTACK	A-CHECK
24 3x RESILIENCE	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
32 4x RESILIENCE	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
40 5x RESILIENCE	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

NAME	MOVES	XP COST



<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>BASE DAMAGE</i>	<i>STUNS</i>	<i>SPECIAL</i>	<i>SECTION</i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>DEFEND</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Dodge	A	Expert	Opposes combat or grab attacks	6.3.1
Block	Strike	Expert	Opposes strike or armed (at +2 LOD)	6.3.2
Block	Armed	Expert	Opposes strike or armed	6.3.2
Escape	Grab	Expert	Opposes grab	6.3.3
Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>COMBAT MIKE USE</i>				
<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
Intimidate	Intimidate	D-level	Add P-level to target's Initiative LOD	5.3.2
Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>LOD</i>	<i>SUGGESTION</i>
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback
+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

<i>HEAT USE CHART</i>	
<i>USE</i>	<i>BURNS</i>
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5

CLASS AERIALIST

CLASS ABILITIES MAY RE-ROLL ANY AGILITY CHECKS!

QUOTE BEHOLD MY GLORY!



LUCHADOR

WAY OF THE MASK

CHARACTER SHEET

<i>PRIMARY STATS</i>	<i>RATING</i>	<i>LEVEL</i>
<i>STRENGTH (S)</i>	9	3
<i>AGILITY (A)</i>	14	4
<i>CONDITIONING (C)</i>	14	4
<i>PRESENCE (P)</i>	16	5
<i>WITS (W)</i>	11	3
<i>DETERMINATION (D)</i>	13	4

<i>SECONDARY STATS</i>	<i>RATING</i>	<i>LEVEL</i>	<i>FORMULA BASED ON THE STAT LEVEL!</i>
<i>INITIATIVE</i>	17		<i>10 + A + W</i>
<i>FATIGUE</i>	8		<i>C + D</i>
<i>RESILIENCE</i>	7		<i>S + C</i>
<i>VITALITY</i>	35		<i>5X RESILIENCE</i>
<i>HEAT</i>			<i>NONE</i>
<i>FAME</i>			<i>NONE</i>

SKILL POINTS / EXPERIENCE

COMBAT SKILLS:				WRESTLING SKILLS:				MIKE SKILLS:			
	RATING	LEVEL	COST		RATING	LEVEL	COST		RATING	LEVEL	COST
STRIKE	18	1		GRAB	17	0		PROMO	20	2	
THROW	17	0		HOLD	19	2		INTIMIDATE	17	0	
TACKLE	19	2		SLAM	14	0		TRICK			
ARMED	17	0		DROP	17	0		BEG			

<i>SKILL</i>	<i>RATING</i>	<i>LEVEL</i>	<i>COST</i>
JAPANESE	15	O	

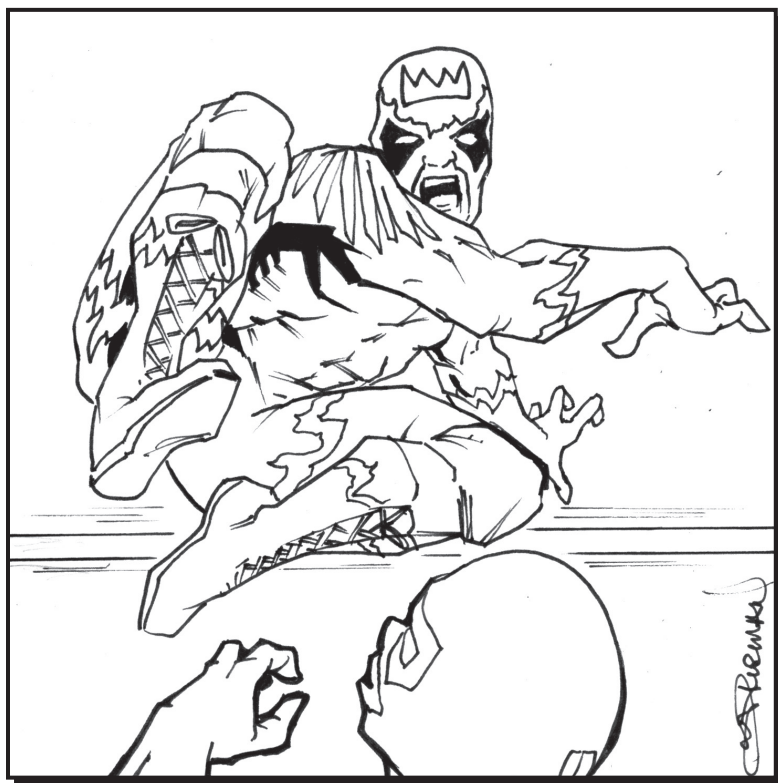
<i>SKILL</i>	<i>RATING</i>	<i>LEVEL</i>	<i>COST</i>

DAMAGE:

FATIGUE LOSS VITALITY LOSS INJURY POINTS

VITALITY LOSS NEEDED	WOUND LEVEL	100	REACTION	RISE
7 <i>1x RESILIENCE</i>	UNHARMED	0	COUNTERATTACK	NO CHECK
14 <i>2x RESILIENCE</i>	BRUISED	+1	COUNTERATTACK	A-CHECK
21 <i>3x RESILIENCE</i>	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
28 <i>4x RESILIENCE</i>	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
35 <i>5x RESILIENCE</i>	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

[illegible]

<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>BASE DAMAGE</i>	<i>STUNS</i>	<i>SPECIAL</i>	<i>SECTION</i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>DEFEND</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Dodge	A	Expert	Opposes combat or grab attacks	6.3.1
Block	Strike	Expert	Opposes strike or armed (at +2 LOD)	6.3.2
Block	Armed	Expert	Opposes strike or armed	6.3.2
Escape	Grab	Expert	Opposes grab	6.3.3
Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>COMBAT MIKE USE</i>				
<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
Intimidate	Intimidate	D-level	Add P-level to target's Initiative LOD	5.3.2
Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>LOD</i>	<i>SUGGESTION</i>
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback
+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

<i>HEAT USE CHART</i>	
<i>USE</i>	<i>BURNS</i>
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5

NAME EVISCERATOR I AND II

CLASS BRUISER

CLASS ABILITIES MAY RE-ROLL ANY STRENGTH CHECKS!

QUOTE WE ARE HORRIBLE PEOPLE. YOU HAVE BEEN WARNED!



LUCHADOR
WAY OF THE MASK
CHARACTER SHEET

PRIMARY STATS	RATING	LEVEL
STRENGTH (S)	15	5
AGILITY (A)	9	3
CONDITIONING (C)	14	4
PRESENCE (P)	13	4
WITS (W)	10	3
DETERMINATION (D)	11	3

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE	16		$10 + A + W$
FATIGUE	7		$C + D$
RESILIENCE	9		$S + C$
VITALITY	45		5X RESILIENCE
HEAT			NONE
FAME			NONE

SKILLS:

SKILL POINTS / EXPERIENCE

COMBAT SKILLS:	RATING	LEVEL	COST	WRESTLING SKILLS:	RATING	LEVEL	COST	MIKE SKILLS:	RATING	LEVEL	COST
STRIKE	16	2		GRAB	16	2		PROMO	16	0	
THROW	14	0		HOLD	17	0		INTIMIDATE	17	1	
TACKLE	14	0		SLAM	19	2		TRICK			
ARMED	15	1		DROP	15	1		BEG			

EXTRACURRICULAR SKILLS:

SKILL	RATING	LEVEL	COST

SKILL	RATING	LEVEL	COST

DAMAGE:

FATIGUE LOSS VITALITY LOSS INJURY POINTS

VITALITY LOSS NEEDED	WOUND LEVEL	LOD	REACTION	RISE
9 1x RESILIENCE	UNHARMED	0	COUNTERATTACK	NO CHECK
18 2x RESILIENCE	BRUISED	+1	COUNTERATTACK	A-CHECK
27 3x RESILIENCE	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
36 4x RESILIENCE	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
45 5x RESILIENCE	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

NAME	MOVES	XP COST



<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>BASE DAMAGE</i>	<i>STUNS</i>	<i>SPECIAL</i>	<i>SECTION</i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>DEFEND</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Dodge	A	Expert	Opposes combat or grab attacks	6.3.1
Block	Strike	Expert	Opposes strike or armed (at +2 LOD)	6.3.2
Block	Armed	Expert	Opposes strike or armed	6.3.2
Escape	Grab	Expert	Opposes grab	6.3.3
Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>COMBAT MIKE USE</i>				
<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
Intimidate	Intimidate	D-level	Add P-level to target's Initiative LOD	5.3.2
Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>LOD</i>	<i>SUGGESTION</i>
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback
+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

<i>HEAT USE CHART</i>	
<i>USE</i>	<i>BURNS</i>
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5

NAME _____
CLASS _____
CLASS ABILITIES _____
QUOTE _____



LUCHADOR

Way of the Mask
CHARACTER SHEET

PRIMARY STATS	RATING	LEVEL
STRENGTH (S)		
AGILITY (A)		
CONDITIONING (C)		
PRESENCE (P)		
WITS (W)		
DETERMINATION (D)		

SKILLS:

SKILL POINTS / EXPERIENCE

COMBAT SKILLS:	RATING	LEVEL	COST	WRESTLING SKILLS:	RATING	LEVEL	COST	MIKE SKILLS:	RATING	LEVEL	COST
STRIKE				GRAB				PROMO			
THROW				HOLD				INTIMIDATE			
TACKLE				SLAM				TRICK			
ARMED				DROP				BEG			

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE			$10 + A + W$
FATIGUE			$C + D$
RESILIENCE			$S + C$
VITALITY			$SX \text{ RESILIENCE}$
HEAT			NONE
FAME			NONE

EXTRACURRICULAR SKILLS:

SKILL	RATING	LEVEL	COST

SKILL	RATING	LEVEL	COST

DAMAGE:

FATIGUE LOSS VITALITY LOSS INJURY POINTS

VITALITY LOSS NEEDED	WOUND LEVEL	LOD	REACTION	RISE
1x RESILIENCE	UNHARMED	0	COUNTERATTACK	NO CHECK
2x RESILIENCE	BRUISED	+1	COUNTERATTACK	A-CHECK
3x RESILIENCE	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
4x RESILIENCE	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
5x RESILIENCE	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

NAME	MOVES	XP COST



<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>BASE DAMAGE</i>	<i>STUNS</i>	<i>SPECIAL</i>	<i>SECTION</i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>DEFEND</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Dodge	A	Expert	Opposes combat or grab attacks	6.3.1
Block	Strike	Expert	Opposes strike or armed (at +2 LOD)	6.3.2
Block	Armed	Expert	Opposes strike or armed	6.3.2
Escape	Grab	Expert	Opposes grab	6.3.3
Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

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<i>COMBAT MIKE USE</i>				
<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
Intimidate	Intimidate	D-level	Add P-level to target's Initiative LOD	5.3.2
Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>LOD</i>	<i>SUGGESTION</i>
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback
+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

<i>HEAT USE CHART</i>	
<i>USE</i>	<i>BURNS</i>
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5

NAME _____
CLASS _____
CLASS ABILITIES _____
QUOTE _____



LUCHADOR

Way of the Mask
CHARACTER SHEET

PRIMARY STATS	RATING	LEVEL
STRENGTH (S)		
AGILITY (A)		
CONDITIONING (C)		
PRESENCE (P)		
WITS (W)		
DETERMINATION (D)		

SKILLS:

SKILL POINTS / EXPERIENCE

COMBAT SKILLS:	RATING	LEVEL	COST	WRESTLING SKILLS:	RATING	LEVEL	COST	MIKE SKILLS:	RATING	LEVEL	COST
STRIKE				GRAB				PROMO			
THROW				HOLD				INTIMIDATE			
TACKLE				SLAM				TRICK			
ARMED				DROP				BEG			

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE			$10 + A + W$
FATIGUE			$C + D$
RESILIENCE			$S + C$
VITALITY			5X RESILIENCE
HEAT			NONE
FAME			NONE

EXTRACURRICULAR SKILLS:

SKILL	RATING	LEVEL	COST

SKILL	RATING	LEVEL	COST

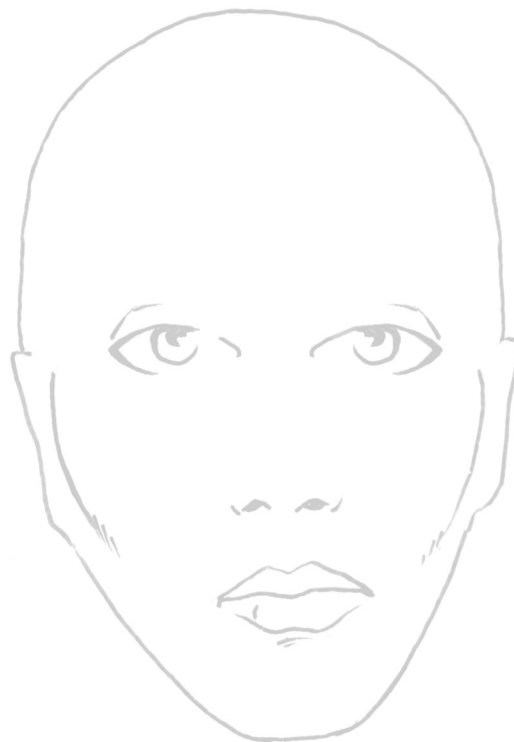
DAMAGE:

FATIGUE LOSS VITALITY LOSS INJURY POINTS

VITALITY LOSS NEEDED	WOUND LEVEL	LOD	REACTION	RISE
1x RESILIENCE	UNHARMED	0	COUNTERATTACK	NO CHECK
2x RESILIENCE	BRUISED	+1	COUNTERATTACK	A-CHECK
3x RESILIENCE	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
4x RESILIENCE	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
5x RESILIENCE	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

NAME	MOVES	XP COST



<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>BASE DAMAGE</i>	<i>STUNS</i>	<i>SPECIAL</i>	<i>SECTION</i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

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Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

¹ Rating uses your character's rating ² LOD uses opponent's levels

<i>COMBAT MIKE USE</i>				
<i>ACTION</i>	<i>RATING ¹</i>	<i>LOD ²</i>	<i>SPECIAL</i>	<i>SECTION</i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
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Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

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Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5