

LUCHARAN!

By Jonathan Nolan and the World of Mystery team

This game is an adaptation of Foresee Alpha which is itself a revision of the public domain 4C RPG toolkit created by Phil Reed et al and released in 2007.

Foresee builds on the existing 4C mechanics and expands or alters them to provide a basis for a fantasy roleplaying game. The Foresee game rules and adaptations from 4C adheres to the same 4C inspiration and is intended to create characters inspired by classical fantasy roleplaying games and Saturday morning cartoon fantasy shows of yesteryear.

4C uses amongst others the “percentile dice”, two differently colored ten-sided dice with one die designated the “tens” die and the other the “ones” die. Whenever the rules state roll d% roll both dice to generate a number between 0 (both dice show “0”) and 99 (both dice show “9”).

Example: Richard rolls d%. The “tens” die comes up 8 and the “ones” die comes up 3, for a roll of 83.

Remember that unlike many other systems, a result of 00 is 0 rather than 100.

Foresee also uses all the other standard polyhedral dice from 4 sided through 20 sided.

“Referee” = Referee, person “running the game”, telling the story and inviting players to make characters and tell their part of the story in their own way. In Lucharan! this person is called “El Referee”. And as in a batalla, their decision is final! Supremo!

Lucharan! is a game of superheroic Wrestlers in the tradition of the Mexican Luchadors and their Lucha Libre (“Freestyle Wrestling”). Everything focuses on Luchadors, their monthly contests in the ring, their strange adventures out of the ring, and their powers and abilities. It also deals with their traditions and customs. Lucharan! is playable as one-off adventures or even individual battles but it is also perfectly able to support normal game sessions and ongoing campaigns, provided the style and spirit of the game is understood. This is not a game where violent heroes kill people; even Heels (villainous Luchadors) are for the most part still ethical, even if they cheat in the ring or try and do their opponents down in underhanded ways. True Villains, Monsters and Undead are the most significant foes a Luchador hero will face.

One final note. This game is riddled with Mexican Spanish. If a fantasy gamer is prepared to learn fake Elven, they should trouble themselves to learn a little real Spanish!

Contents

Luchador to English Dictionary	3
Foresee Master Tables and addenda	6
Foresee Master Tables	7
Primary Traits	8
Secondary Traits	9
New Trait – Fame	9
Rank Values	10
Character Generation	11
Weight Division Chart	11
Stature Chart	11
Age Chart	12
Story	14
Origin	14
Calling	30
Powers	31
Mask Chart	31
Power Descriptions	49
Downsides, Weaknesses and Signature	76
Skills	77
Grand List Of Skills So Far	77
Combat...	81
The Lucha Libre Duel	84
...Combat, resumed	91
Vehicle Combat	101
Referee Section	104
Papercraft Templates	132
Character Sheet	134

Luchador to English Dictionary

A ganar dos de tres caídas sin limite de tiempo: ("To win 2 out of 3 falls without a limit of time") aka 2 out of 3 Bout

A ganar una sola caída con limite de diez minutos: ("To win a single fall with a ten minute time limit") aka 10 Minute Bout

Atómicos: ("Atomics") a Luchador superhero team made up of 4 people.

Azteca: the ancient rulers of Mexico from before the Spanish conquest. They too understood the profound secrets of wearing the Mask. Some of their most powerful witches, vampires, sorcerers and mummies still exist and are serious menaces Luchadors must sometimes battle. Also the honor and wisdom of the Azteca is a source of power for some Luchadors.

Batalla: ("Battle") a wrestling match or Bout. Applies to all contests whether a one-off Bout, monthly Bout or Title Fight.

Cabellera: ("Hair")

Caída: ("Fall")

Campeón ("Champion")

Campeonato: ("Championship")

Castida: ("Damage") can also mean Concuss or simply pain.

Centón: The Blanket. Putting one's whole body, back down, on to an opponent to hold them down for the submission.

CMLL: Consejo Mundial de Lucha Libre: ("World council of Lucha Libre") in Lucharan! This is a very powerful and mystical body who preside over all Luchadors whether Faces or Heels.

Disqualification: a very serious outcome, the referee of a batalla can place Disqualification on any Luchador for any serious infraction of the sport within the ring... Or outside it. Disqualification during a Bout results in the opponent instantly winning. In team matches it means for the duration of the Bout from then on the Disqualified fighter can take no further part and must sit it out, leaving their team one wrestler short. Disqualifications occur when an opponent uses an illegal hold, illegal move or weapon, deliberately hits his opponent in the groin, uses outside interference, attacks the referee, or rips his opponent's mask completely off.

Espanos Planes: Flipping and pinning an opponent flat on their back.

El capitán: (“Captain”) each team whether two, three or four member, has only one leader. This leader is called El capitán.

El cuadrilátero: (“The Square”) aka The Ring, the Wrestling Ring where men and women fight fate to find their destiny. And throw each other around like pastry dough.

El jefe: (Chief) another term for team leader, also can mean a promoter or owner of a team who puts up the money where needed if that is the arrangement.

El referee: (“referee”) this is the term for the referee or judge of a Lucha Libre Bout but is also the term used, with capitalisation, for the Referee in a Lucharan! game.

Faces: Luchador Superheroes. The typical and normal appearance of a Face is half naked with trunks, boots and a Mask for men and sports top and bottoms and a Mask for women. Either sex may wear a Cape although a Cape is usually only worn after at least one victory.

Faul: (“Foul”) This is a low blow such as any strike to the groin or eyes or attacking when an opponent is on the ropes. It does not result in immediate disqualification but El referee will stop the batalla and restart the Bout under modified conditions, usually forcing the Luchadors apart first.

Guillotina: A leg drop. Lifting one leg then falling on an opponent.

Heels: Villainous but still rule abiding (more or less) Luchadors. They seek victory through Foul means and underhandedness because this is their persona and their vision. They represent the balancing forces of the universe to the righteousness and goodness of the Faces. But they are not to be confused with Monsters, Villains or the Undead. The worst Heels do fall so low however that they end up recruited to serve Monsters, Villains or the Undead.

Huracán Rana: Rana (Head Scissors) ending in pinning the opponent with your legs and holding them for the 3 count.

Jaula: (“Cage Match”) this combat is not just Freestyle but vicious and no holds barred. Fouls are not granted and traditionally the loser is left unconscious or certainly immobile.

La máscara: (“Mask”) this is the all important symbol of the Luchador and his or her power. Since the most ancient times in the Long Ago through the high period of the Azteca to today the mask is the warrior’s totem, their power and their symbol of their values.

Los Minis: (“Midgets”) Little people who are Luchadors. They fight in their own league – Mini Estrella – as well as in open competition by weight. Some Minis are Mascota for big sized Luchadors others team only with other Minis and some are just another member of a team, fighting by weight. You judge a man by his heart, not his height, si?

Los rudos, los rudos, los ruuudos: This is shouted when Heels win a Fall ie Wrestle, pin and win a three count to force their opponent into submission.

Los técnicos, los técnicos, los técnicos: This is shouted when Faces win a Fall ie Wrestle, pin and win a three count to force their opponent into submission.

Lucha Libre: ("Free Wrestling") Freestyle Wrestling. It does not mean "no rules".

Luchador: ("Wrestler")

Lucharan!: ("They will fight!")

Parejas: tag teams, ie a team of two people, a duo.

Parejas Increíbles: ("Incredible Pairings") a superhero team-up, especially ones that team up a Face and a Heel or deadly enemies, competitors from opposing countries or regions and other unlikely pairings no one could expect (although they happen all the time, so they should!).

Plancha: ("Iron Board") a move where you slam your opponent for a Pound result (see Combat chapter), a good example would be a flying cross body press. Basically a stiff straight arm, a waist high leg, jumping and putting your whole body across an opponents or any other Wrestling attack where your stiffened body is slammed into the opponent.

Por el bando rudo...: ("Representing the gang of the Heels...")

Primera: ("First") as in to be the first, come first, be the winner.

Rana: ("Frog") the frog move is used on an opponent you have successfully held them. Your legs wrap around their shoulders and your arms pin their legs.

Rudo: a brick, a very tough merciless fighter, a heavy fighter, a brawler, a dirty fighter who fouls a lot, possibly deliberately. Usually used as a term to describe Heels.

Segunda: ("Second") as in to be second, come second, be the runner up or loser.

Suicida: A leaping attack made from outside the ring or the top of the ropes.

Técnico: ("Technician") a Luchador who has mastered many different moves and acrobatic tricks, and is very entertaining to watch. Fans love this type of fighter because they truly do exhibit the superhero power that the fans adore. A common term for Faces.

Tercera: ("Third")

Three Count: Once you have exited the ring during a fight, voluntarily or by being thrown out by an opponent, unless it is a tag match where a team mate has substituted for you it is

automatic Disqualification if you do not get back inside the ring within three seconds as counted by the Referee. Also when you are held by an opponent, the Referee will count three seconds in-game. If you are held through those three seconds you have lost the Bout.

Tornillo: A Plancha (see above) that spins the opponent 360 degrees and ends up throwing them out of the ring.

Topé: (“Headbutt”) any attack using the head as the weapon.

Trios: (“Trio”) a team made up of 3 people

Foresee Master Tables and addenda

As in the original 4C document, the 4C Master Tables are the central game mechanic.

When in doubt, call for a Rank Value check on the Tables.

Foresee adds to these the following options:

AMBER result: Automatic basic success, no roll required. Earning money in whatever job the character has is always considered an AMBER result in normal circumstances. Turn up, work, get paid, go home.

Amber is the realm of the ordinary and mundane.

WHITE result: Impossible with no chance of success unless the roll is modified in some way. Opening a magically locked door is “impossible” without some specific additional factor added. Lockpicking skill, brute force, or any other “normal” factor in play will not change this result. Only the direct application of a power that specifically modifies the situation such as Magic – unlocking spell or Trait Boost – Brawn will allow a roll, and it will be a difficult roll.

White is the realm of the gods, demigods and legendary heroes. It is a White Result to try and string Odysseus’ bow, for example.

Whilst the Foresee / 4C charts are not identical to earlier or similar systems’ charts they are so nearly identical as to allow a large number of other resources to be compatible with Foresee.

All of this also applies in Lucharan!

Primary Traits

Lucharan! features a total of seven Primary Traits:

Melee

This Primary Trait is the measure of a character's expertise in melee combat. When kicking, punching, stabbing, or otherwise fighting in close quarters, this Trait determines the success or failure of the attack.

Coordination

This Primary Trait is the measure of a character's physical proficiency. When shooting, throwing, dodging, balancing, or otherwise employing physical nimbleness, this Trait determines the success or failure of the action.

Brawn

This Primary Trait is the measure of a character's physical power. When lifting heavy objects, determining damage with melee or thrown attacks, throwing an object a certain distance, or otherwise engaged in activities relying on physical power, this Trait determines the success or failure of the action.

Fortitude

This Primary Trait is the measure of a character's physical stamina and robustness. When attempting to hold breath, resist sickness, overcome toxins, ignore fatigue, keep from dying, or otherwise engaged in physically strenuous tasks, this Trait determines the success or failure of the action.

Intellect

This Primary Trait is a measure of the character's intelligence. When attempting to invent, solve a problem, learn, or otherwise use smarts, this Trait determines the success or failure of the action.

Awareness

This Primary Trait is a measure of the character's intuition. When attempting to sense danger, spot something, recognize a hunch, or otherwise work on instinct rather than analyzing a situation, this Trait determines the success or failure of the action.

Willpower

This Primary Trait is a measure of the character's mental strength. When dealing with psychic abilities, magic powers, issues of willpower, or otherwise using powers of the mind, this Trait determines the success or failure of the action.

Secondary Traits

Lucharan! characters have four Secondary Traits:

Damage

This Secondary Trait is a measure of the physical punishment a character can suffer before dying. This Secondary Trait uses a numerical score (not Rank Value) that is decreased as the character takes damage. This Secondary Trait's starting value is random but if this random score is replaced then Damage is calculated by adding up the Rank Values of the character's first four Primary Traits (Melee, Coordination, Brawn, and Fortitude).

Fortune

This Secondary Trait is a measure of the character's ability to use luck, training, and/or experience to influence the present. This Secondary Trait uses a numerical score (not Rank Value) and points may be spent from it to affect die rolls and improve the Rank Values of Primary Traits. This Secondary Trait's starting value is random but if this random score is replaced then Fortune is calculated by adding together the Rank Values of the character's last three Primary Traits (Intellect, Awareness, and Willpower).

Lifestyle

This Trait is a measure of the character's wealth and ability to procure needed items and services. In Foresee, a character's Lifestyle is determined initially by their character origin.

Repute

This Secondary Trait is a measure of how well the character is known; the greater the score the more popular the character. This Secondary Trait uses a numerical score (not Rank Value). In Foresee, Repute begins at a set value by completed character type, based on the character's Social Status. **In Foresee, Repute is conferred based on what the specific character happens to be. This determines initial Repute.** Once play begins, specific Repute awards and modifiers will gradually occur. If a character has a net negative Repute with certain beings, those beings will panic, attack or riot in the presence of the character.

New Trait

Fame

This New Trait is a measure of the character's ability to use notoriety, social status, and/or experience to influence the present. Fame uses a numerical score (not Rank Value) and points may be spent from it to affect die rolls, improve the Rank Values of Primary Traits or gain skills and powers in a manner identical to Fortune. It can only be increased again by choosing to add any Repute or Fortune award to Fame rather than the intended Trait. It is NEVER possible to split such an award between more than one Trait. A player must either increase Fame, or choose to increase whichever Trait was originally intended to be increased. Fame begins with a score equal to the total of the character's Repute added to their Lifestyle ,or **zero** for all normal starting characters.

Rank Values

Rank Values are the numerical representation of Traits and power levels in Lucharan! Rank Values range from 0 to whatever limit the Referee sets. A normal range of 0 to 10,000 would cater to virtually all normal fantasy roleplaying type games including those with active gods, demons and *kaiju*.

Rank Names

Rank Value	Description	Rank Name	Abbreviation	Dice
0	Nonexistent	NEGLIGIBLE	(Ne)	0
1-2	Minimum Human	PITIFUL	(Pi)	1d2
3-5	Below-Average Human	DISMAL	(Di)	1d4+1
6-9	Average Human	NORMAL	(No)	2d4+1
10-19	Above-average Human	TOUGH	(To)	3d6+1
20-29	Exceptional Human	GIFTED	(Gi)	1d10+20
30-39	Maximum Human Limit	TASTY	(Ta)	1d10+30
40-49	Low superhuman	SUPERNATURAL	(Su)	1d10+40
50-74	Superhuman	TITANIC	(Ti)	4d6+50
75-99	High superhuman	DEMIGODLY	(De)	4d6+75
100-149	Low cosmic	GODLY	(Go)	5d10+100
150-999	Cosmic	COSMIC	(Co)	1d1000*
1000+	Beyond comprehension	ULTIMATE	(U)	10d1000

*minimum roll = 150

Advanced 4C Rank Values

The Advanced 4C game takes the highest Rank Value groups and divides them so that instead of 13 groups there are now 18. This is primarily for the introduction of extremely powerful (cosmic) beings. If you're running a fairly low-level game you may want to stick with the smaller selection. Both versions of the Rank Values are depicted on the enclosed Master Tables.

Rank Values in Lucharan!

Every Rank Value in Lucharan! should have its exact score randomised using the Dice specified above to produce not only a Rank Value expressed as a Rank Name but also an exact number to supersede the standard value for each Rank. For each Rank Value, randomise the exact value using the dice in the last column above. This means for Initiative for example even two Luchadors with the "same" Rank in Awareness will have probably different Rank VALUES. As it should be.

Character Generation

Nothing random in the following rules is mandatory. The Referee can always let players choose what character to play and what powers and skills to give the character. Make the characters fit the campaign properly rather than let sheer chaos dictate. Unless you want to have totally random characters, in which case, all is well.

Languages and Literacy

All characters of at least Intellect 2 and higher speak their own native language fluently albeit with a local accent. No character is automatically literate in any other language. To be literate in one's own language can be a Referee gifted extra skill, or the Referee can require the character to use a skill slot to be literate. Illiterate characters need to make a Yellow Intellect check to read anything written in their own language and are unable to even attempt to read any other as anything more than a complex code. To speak another language fluently requires a skill slot to be used. This also confers basic literacy, requiring a Yellow Intellect check to read anything more complex than road signs, newspaper headlines or shop signs.

Random Normal Person

All characters begin as an undefined blob with the following random attributes:

Primary Traits: roll 1d4+5 for each

Secondary Traits: Damage: 1d12+23; Fortune: 1d10+17; Lifestyle: 0; Repute: 0

UNLESS OTHERWISE NOTED IN THE TEXT ALL POWERS AND SKILLS A CHARACTER IS GIVEN BY VIRTUE OF ITS ORIGIN BEGIN AT RANK VALUE PITIFUL (2).

All characters must generate their Weight Division also. This determines what Class of Lucha Libre they would fight in. Even if they are not a Luchador or even human we need this information so that Luchador characters can properly calculate Catching and Lifting them in combat.

Finally Lucharan! is a game of the people, the common people who dream and love and their heroes who dare to dream bigger and put on a Mask. All Luchador characters therefore must choose or randomise their physical form using the charts below.

Weight Division (character weight): for human characters such as normal Luchadors roll d% and consult the chart below:

Roll	Weight Division	Actual Weight	Effects if any
00-01	Fly	20 to 49 lbs. Roll 5d10, minimum 20, maximum 49.	Human character: this is skeletal. -5 to Brawn to a minimum score of 1.
02-04	Bantamweight	50-100 lbs. Roll	-3 to Brawn to a

		1d100+1, minimum 50.	minimum score of 1, +1 to Coordination.
05-06	Featherweight	Maximum 139 lbs. Roll 1d100+40, minimum 101.	No effect
07-16	Lightweight	Maximum 150 lbs. Roll 1d12 + 138.	No effect
17-26	Super Lightweight	Maximum 161 lbs. Roll 1d12 + 149.	No effect
27-36	Welterweight	Maximum 170 lbs. Roll 1d10 + 161.	No effect
37-46	Super Welterweight	Maximum 181 lbs. Roll 1d12 plus 169.	No effect
47-56	Middleweight	Maximum 192 lbs. Roll 1d12 plus 180.	+1 to Brawn.
57-66	Super Middleweight	Maximum 203 lbs. Roll 1d12 + 191.	+2 to Brawn.
67-76	Light Heavyweight	Maximum 214 lbs. Roll 1d12 + 202.	+4 to Brawn.
77-92	Cruiser	215-231 lbs. Roll 1d20 and add to 214, maximum 231 lbs.	+4 to Brawn. +1RS to ALL Lucha Libre associated rolls.
93-97	Heavyweight	231 lbs. and up, roll 1d100 and add to 231.	+12 to Brawn, -1 Fortitude to a minimum of 1.
98	Super Heavyweight	400 lbs. and up	-4 to Fortitude to a minimum of 1.
99	Titan	800 lbs. and up.	-6 to Fortitude to a minimum of 1.

Stature (character height and build): for human characters such as normal Luchadors choose a height or if randomising - firstly roll 1d100 for the character's base height in inches. Then roll d% and consult the chart below:

Roll	Stature	Effects if any
01-02	Little Person (maximum height 3'6")	-2RS when attempting to grapple or catch this character; halve weight (round up) and recalculate Weight Division.
03-12	Petite (maximum height 4'11")	-1RS when attempting to grapple or catch this character; weight is two thirds what was rolled (round up), recalculate Weight Division.
13-20	Short and squat (maximum height 5')	No effect

21-80	Normal (minimum height 5')	No effect
81-90	Heroic – beautifully proportioned and toned body (minimum height 5')	No effect
91-97	Tall (add 6 inches to height to a maximum of 6'6")	+1RS on all Wrestle rolls for characters attacking this character.
98	Extremely Tall (add 12 inches to height to a maximum of 7')	+2RS on all Wrestle rolls for characters attacking this character.
99	Pituitary Giant – excessively tall, well over normal human maximum (double rolled height to a maximum of 9'6")	+2 to Brawn. +2RS on all Wrestle rolls for characters attacking this character.

When Weight Division and physical form are complete, the character is ready to decide on a Story and then roll up Powers.

Next the player should determine their character's starting age: Kid (8-12), Teen (13-19), Adult (20-45), Mature (46-60), Old (61-79) or Venerable (80 and over). To determine a random starting age roll 1d100+8. That is the character's age in years. Alternatively the player could choose an age.

Starting Age	Effects
Kid	Brawn -6 to a minimum of 1; height divided by 4 round up.
Teen	No effect
Adult	No effect
Mature	No effect
Old	Brawn -3 to a minimum of 1.
Venerable	Brawn -6 to a minimum of 1; Fortitude -4 to a minimum of 1.

Story

Everyone has a Story. It is who we are, where we come from, where we belong, what vision propels us, why we do the things we do. And more importantly what we will fight for, and die for.

Lucharan! is about Luchadors. The primary type of character for players should be Luchadors. But this section sets out not just the wrestlers but also other character types as well.

Unlike normal Foresee, Lucharan! specifies a great deal about each character. The Luchadors in particular are mapped out in some detail with not so many random rolls. However all the other characters are randomised unless the Referee lets a player choose.

Origin

How your story starts... **For each age bracket a character has obtained, roll once on the appropriate Origin table. Kids roll once on Kids; Teens roll once on Kids and once on Teen; Adults on Kids, Teen and Adult, Mature on Kids, Teens, twice on Adult; Old on Kids, Teens, twice on Adult and once on Old, and so on.** Combine the results to produce an Origin for the character.

Kids: d%

Roll	Origin Story	Effects if any
00	Character is a member of a humanoid alien or interdimensional race left as a foundling on Earth. Character was left in the doorway of a: 1d6: 1 = farm, 2 = church, 3 = orphanage, 4 = newspaper office, 5 = suburban house, 6 = Aztec ruin	Brawn + 1d100, Intellect + 1d100. The character has been specifically sent to Earth to be a Luchador and must be a Luchador character type.
01	Character born with an identical twin. Roll up twin with identical Primary Traits. There is a 25% chance the twin is opposite to the character eg evil instead of good, Heel instead of Face, etc.	Character and twin have Telepathy power but only between each other's minds.
02	Character was not born but was	Roll character up as a Robot, refer to Robots section in Referee chapter on

	created: they are a Robot	page xxx
03-20	Character is a normal child born to normal poor parents.	Character gains Skill: Streetwise and Skill: Scrounge Food.
21-30	Character is a normal child born to normal working class parents.	Character gains Skill: Drive Car; Repute = 1; Lifestyle = 1.
31-40	Character is a normal child born to normal whitecollar parents.	Character gains Skill: Drive Car, Skill: Socialising; Repute = 2; Lifestyle = 3.
41-45	Character is a normal child born to normal upper class parents.	Character gains Skill: Drive Car, Skill: Socialising; Skill: Fencing, Skill: Computer Use. Repute = 3; Lifestyle = 5.
46-50	Character is a normal child born to normal rich parents.	Character gains Skill: Drive Car, Skill: Socialising; Skill: Fencing, Skill: Computer Use. Repute = 3; Lifestyle = 5. Character gains Power: Astoundingly Wealthy.
51	Character is an intelligent Ape, raised by a human family.	This character may not even realise or fully realise it is not a human! It is able to talk in a thick Ape-like voice but is otherwise "normal". Character gains Skill: Climbing and Powers: Acrobatics and Superleap.
52	Character was born into a cult and is destined to be a human sacrifice to the cult's daemon / evil god / Azteca deity	This character may or may not be a willing potential sacrifice. It may be that the character is on the run from their own family, or it may be that they are neo-pagan Aztec revivalists.
53-54	Character is an orphan living rough.	This character's true background is shrouded in mystery. Character gains Skill: Streetwise and Skill: Scrounge Food.
55	Character was adopted by extremely rich parents	Character gains Power: Astoundingly Wealthy but also gains Signature: Obsessed With Real Identity
56	Character is a member of extremely remote and extremely "primitive" tribe	Character is NOT automatically literate. Character does NOT speak the same language as everyone else and will need to acquire that language as a Skill. Character gains Tribal Mask at this age bracket.
57-58	Character is an orphan	Characters gains Skill: Religion (Catholicism), Skill: Cooking and Skill:

	foundling raised by Monks	Singing; Repute = 2, Lifestyle = 2
59	Character is the result of a secret scientific experiment: clone of a dictator, ancient Aztec ruler or other evil leader	The character is a perfect duplicate of a dead infamous leader. As an Adult this character closely resembles the dead dictator. Character gains Power: Irrational Strength and Downside: Disturbing Dreams
60	Character is a sports prodigy	Character gains Skill: Sports (Choose one), Repute = 4, Lifestyle = 10
61-64	Character lives with grandparents as parents are dead or missing	Character gains Skill: Drive Car; Repute = 1; Lifestyle = 3.
65-66	Character grew up on military base	Character gains Skill: Military Procedure, Skill: Hide, Skill: Sneak, Skill: Pistol and Skill: Drive Truck; Repute = 3, Lifestyle = 4.
67-86	Character comes from tiny rural village	Character gains Skill: Folklore, Skill: Herbalism, Skill: Farming and Skill: Cooking.
87-94	Character comes from big family living in big city	Character gains Skill: Drive Car, Skill: Luchador Stories, Skill: Computer Use and Skill: Sneak On To Public Transport aka Ride For Free
95	Character is the mascot or pet of a Luchador – their kid Sidekick	Character gains a random power at random rank, then lower rank by one since they are a sidekick. This is the power their Luchador has also. There is a 50% chance the child also has a Mask which will be of identical type to that of their Luchador.
96	Character finds abandoned Mask in the trash	Character gains a Mask at this age bracket.
97	Character has an imaginary friend	Character gains power Spirit Companion.
98	Character is a Walk-In	See description under Spirit Companion and re-roll statistics accordingly.
99	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that skill.

Teens: d%

Roll	Origin Story	Effects if any
00	Character had a passionate teen love affair but their lover was taken away (25%), died (25%) or was stolen by another (50%)	Each game session or game day the character must roll d% against their Willpower or be depressed. If depressed, all rolls suffer a -3RS.
01	Character and friends discovered a dead body in the course of a teenaged adventure and it has scarred them for life	Character gains Power: Random Thoughts.
02	Character overeats	Increase character's weight by 1d100 lbs. and adjust Weight Division accordingly.
03	Character has a beloved animal friend	Character gains Power: Pet.
04	Character is sent to a special school where mysterious training is received	Character gains Skill: Punch, Skill: Lying, Skill: Climbing and Skill: Swimming
05	Character joins a violent street gang	Character has Downside: Gang Tattoos, gains Skill: Knife Fighting, Skill: Streetwise, Skill: Boxing and Skill: Pickpocket. Repute = -2, Lifestyle = 0.
06	Character discovers ancient manuscript on magic	Character gains Power: Fortillera.
07	Character makes a lifelong enemy while at school	The enemy is still around and becomes an opposite to the character – if a Luchador it will be the enemy who is the character's constant opponent dogging them at every step.
08-11	Character befriends a retired wrestler who teaches secrets about Lucha Libre	Character gains a Mask at this age bracket along with a Grab power.
12	Character discovers an ancient Aztec Mask in abandoned ruins	Character gains an Aztec type Mask at this age bracket.
13	Character learns parkeur	Character gains Power: Acrobatics and Power: Wall-Crawling.
14	Character is in serious traffic accident. To restore their health	Character gains Power: Force Field (metal skeleton)

	they receive metal implants	
15	Character receives a prophecy that they will be a great Luchador some day	Character gains a Mask at this age bracket.
16	Character's parent(s) is (are) scientists who experiment on their child(ren)	Character rolls random number and type of powers. This is in addition to any powers from Calling.
17	Character saves the life of a mysterious stranger who promises that one day he or she will return and repay the favour	Will it ever happen?
18	Character foils a gang of criminals and is temporarily quite famous	Repute +4 with law enforcement, +2 with good people, -4 with criminals, -6 with gang members
19	Character learns to ride a motorcycle	Character gains Skill: Ride Motorcycle and +1 to Coordination
20-35	Character becomes teen athlete	Brawn +4; Fortitude +4; Repute = 3; Lifestyle = 3.
36	Character suffers a serious illness	Fortitude -2 to a minimum of 1; gains one random Skill from all the reading they did in bed.
37	Character is abducted by a Villain of some kind and rescued by a Luchador	The rescuing Luchador may be long since retired, a mentor or just some random person no longer important to the character.
38-40	Character has spent years watching movies and television and little else.	Add 20 lbs. to the character's weight and recalculate their Weight Division; all that extra weight is unhealthy fat so lower character's Fortitude by 3 to a minimum of 1 and the character is 50% likely to be approaching Type II Diabetes status. Character also gain Skill: Trivia - Television
41	Character drinks a defective energy drink and gains super powers	Roll random number of random powers of random Rank Value each. This character is a true superbeing, and could also still be a Luchador. A very powerful one...

42	Character finds a lucky charm	As long as the charm is worn by the character the character possesses the Nine Lives power. Anyone else wearing it gains the same power as long as it is worn. Only one character can use it per day.
43	Character has a Pet Dog	Character gains power Pet (Dog)
44	Character has a Pet Cat	Character gains power Pet (Cat)
45	Character has a Pet Monkey	Character gains power Pet (Monkey)
46	Character has a Pet Python (constricting snake)	Character gains power Pet (Python)
47	Character discovers his mother is a mermaid.	Character gains power Elemental Native: Water.
48	Character discovers his father is an Ikal – a hairy dwarf OVNI (UFO) pilot who lives in an underground world.	Character gains power Elemental Native: Earth.
49	Character discovers his mother is a prostitute.	Character loses Repute: new Repute is -10. Character gains powers Irrational Strength and Random Thoughts.
50-51	Character discovers that their sexual orientation is different from those around them and that if they revealed their true nature it would mean unthinking people around them would persecute them	Character gains Skill: Passing As “Normal” and Skill: Psychology.
52	Character develops mind powers at puberty	Character gains power Telekinesis.
53	Character develops mind powers at puberty	Character gains power Telepathy.
54	Character develops mind powers at puberty	Character gains power Illusions.
55	Character develops mind powers	Character gains power Mind Control.

	at puberty	
56	Character develops mind powers at puberty	Character gains power Animal Command.
57	Character tops the region in a Mathematics competition	Character gains +5 Intellect and Skill: Mathematics.
58	Character is challenged to a Duel and LOSES!	Character has Downside: Scarred. This gives Repute -4 with Shallow People and -3 with law enforcement. If the face is scarred then if wearing a Mask this Repute Social Status modifier is temporarily negated.
59	Character is challenged to a Duel and WINS!	Character gains +2 Repute, +1 Willpower, Skill: Fencing and power Weapon – Fencing swords.
60	Character has a close encounter with an OVNI (UFO)	Roll random number of random powers each with a random power Rank Value. This is in addition to any powers from Calling.
61	Character is inducted into a “primitive” tribe	Character gains a Tribal Mask. If they already have a Mask combine the Mask types and all powers and skills etc. that the two Masks confer: it is now one awesome magnificent Mask!
62	Character has an imaginary friend	Character gains power Spirit Companion.
63	Character becomes a Walk-In	See description under Spirit Companion and re-roll statistics accordingly.
64	Character is a pop singer	Character gains powers Celebrity and Astoundingly Wealthy.
65	Character suffers bizarre nervous breakdown and “becomes like two different people”	Character gains power Alter-Ego and Skill: Psychology
66	Character has unprotected sex with loads of partners and lives	Character gains Skill: Seduction and power Contaminant Resistance.
67	Character starts their own business. It fails.	Character has Lifestyle = 0, gains Skill: Bankruptcy Proceedings, Skill: Obtain Credit and Skill: Lying.
68	Character starts their own business. It succeeds.	Character Lifestyle +10, Repute +2, gains Skill: Public Speaking.

69	Character gets tattoos	Character gains Downside: visible tattoos but gains Repute +4 with people who like tattoos and +6 Repute with Hipsters and people with tattoos.
70-72	Character is an actor on a soap opera	Character gains Skill: Contract Negotiations, Skill: Acting and Repute becomes 10.
73-90	Character has a relatively normal teenage life	Character gains four random Skills.
91	Character struck by radiation from a science experiment	Character gains 1d4 random powers each at a random Rank Value.
92-97	Character is sent away to a strange private school	Character gains 6 skills, randomise which ones.
98	Character is bitten by a vampire	Character gains power Blood Drinking
99	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that skill.

Adult: d%

Roll	Origin Story	Effects if any
00	Character had a passionate love affair but their lover was taken away (25%), died (25%) or was stolen by another (50%)	Each game session or game day the character must roll d% against their Willpower or be depressed. If depressed, all rolls suffer a -3RS.
01-40	Character got a job	Character gains a random Skill. However it happened, this Skill came from the job. This could make sense or it could be weird, but that's the way it is.
41-56	Character walked the land having adventures	Melee +2, Awareness +2, character gains two random Skills.
57	Character has a beloved animal friend	Character gains Power: Pet.
58	Character joined the Air Force	Character gains Skill: Air Force Training, Skill: Climbing and Skill: Swimming
59	Character joins a violent street gang	Character has Downside: Gang Tattoos, gains Skill: Knife Fighting, Skill: Streetwise, Skill: Boxing and Skill:

		Pickpocket. Repute = -2, Lifestyle = 0.
60	Character discovers ancient manuscript on magic	Character gains Power: Fortilleria.
61	Character joined the Navy	Character gains Skill: Navy Training, Skill: Climbing and Skill: Swimming
62	Character befriends a retired wrestler who teaches secrets about Lucha Libre	Character gains a Mask at this age bracket along with a Grab power.
63	Character joined the Army	Character gains Skill: Army Training, Skill: Climbing and Skill: Swimming
64	Character learns parkeur	Character gains Power: Acrobatics and Power: Wall-Crawling.
65	Character is in serious traffic accident. To restore their health they receive metal implants	Character gains Power: Force Field (metal skeleton)
66	Character becomes sports star	Brawn +4; Fortitude +4; Repute +3; Lifestyle +3; character gains skill Sport (choose one) and Skill: Contract Negotiation.
67-80	Character drifts through adulthood doing a variety of jobs	Roll four random skills. The character has spent a year or two doing each of these skills and now has each of them as an Advanced Skill (+2RS).
81	Character saves the life of a mysterious stranger who promises that one day he or she will return and repay the favour	Will it ever happen?
82	Character foils a gang of criminals and is temporarily quite famous	Repute +4 with law enforcement, +2 with good people, -4 with criminals, -6 with gang members
83	Character learns to ride a motorcycle	Character gains Skill: Ride Motorcycle and +1 to Coordination
84	Character suffers a serious illness	Fortitude -2 to a minimum of 1; gains one random Skill from all the reading they did in bed.
85	Character is challenged to a Duel and LOSES!	Character has Downside: Scarred. This gives Repute -4 with Shallow People and -3 with law enforcement. If the face is scarred then if wearing a Mask this

		Repute Social Status modifier is temporarily negated.
86	Character is challenged to a Duel and WINS!	Character gains +2 Repute, +1 Willpower, Skill: Fencing and power Weapon – Fencing swords.
87	Character has a close encounter with an OVNI (UFO)	Roll random number of random powers each with a random power Rank Value. This is in addition to any powers from Calling.
88	Character is inducted into a “primitive” tribe	Character gains a Tribal Mask. If they already have a Mask combine the Mask types and all powers and skills etc. that the two Masks confer: it is now one awesome magnificent Mask!
89	Character is a pop singer	Character gains powers Celebrity and Astoundingly Wealthy.
90	Character has unprotected sex with loads of partners and lives	Character gains Skill: Seduction and power Contaminant Resistance.
91	Character starts their own business. It fails.	Character has Lifestyle = 0, gains Skill: Bankruptcy Proceedings, Skill: Obtain Credit and Skill: Lying.
92	Character starts their own business. It succeeds.	Character Lifestyle +10, Repute +2, gains Skill: Public Speaking.
93	Character gets tattoos	Character gains Downside: visible tattoos but gains Repute +4 with people who like tattoos and +6 Repute with Hipsters and people with tattoos.
94	Character is an actor on a soap opera	Character gains Skill: Contract Negotiations, Skill: Acting and Repute becomes 10.
95-96	Character has an enormous family or adopted family	The character has 2d4 Contacts, each a family member, each with two Skills and ready to help the Venerable character at a moment’s notice. RESPECT.
97	Character struck by radiation from a science experiment	Character gains 1d4 random powers each at a random Rank Value.
98	Character is bitten by a vampire	Character gains power Blood Drinking
99	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that skill.

Old: d%

Roll	Origin Story	Effects if any
00	Character had a passionate love affair but their lover died.	Each game session or game day the character must roll d% against their Willpower or be depressed. If depressed, all rolls suffer a -3RS.
01	Character contracts fatal illness	Character will only live another 1d20 years unless some miracle cure is found.
02	Character overeats	Increase character's weight by 1d100 lbs. and adjust Weight Division accordingly.
03	Character has a beloved animal friend	Character gains Power: Pet.
04	Character is sent to a special school where mysterious training is received	Character gains Skill: Punch, Skill: Lying, Skill: Climbing and Skill: Swimming
05	Character joins a violent street gang	Character has Downside: Gang Tattoos, gains Skill: Knife Fighting, Skill: Streetwise, Skill: Boxing and Skill: Pickpocket. Repute = -2, Lifestyle = 0.
06	Character discovers ancient manuscript on magic	Character gains Power: Fortilleria.
07	Character makes a lifelong enemy	The enemy is still around and becomes an opposite of the character – if a Luchador it will be the enemy who is the character's constant opponent dogging them at every step.
08-11	Character befriends a retired wrestler who teaches secrets about Lucha Libre	Character gains a Mask at this age bracket along with a Grab power. Randomise which one.
12	Character discovers an ancient Aztec Mask in abandoned ruins	Character gains an Aztec type Mask at this age bracket.
13	Character learns parkeur	Character gains Power: Acrobatics and Power: Wall-Crawling.
14	Character is in serious traffic accident. To restore their health they receive metal implants	Character gains Power: Force Field (metal skeleton)
15	Character receives a prophecy that they will be a great	Character gains a Mask at this age bracket.

	Luchador some day	
16	Character gains weight	Add 1d100 to the character's weight and recalculate Weight Division.
17	Character saves the life of a mysterious stranger who promises that one day he or she will return and repay the favour	Will it ever happen?
18	Character foils a gang of criminals and is temporarily quite famous	Repute +4 with law enforcement, +2 with good people, -4 with criminals, -6 with gang members
19	Character learns to ride a motorcycle	Character gains Skill: Ride Motorcycle and +1 to Coordination
20-35	Character becomes sports star	Brawn +4; Fortitude +4; Repute +3; Lifestyle +3; character gains skill Sport (choose one) and Skill: Contract Negotiation.
36	Character suffers a serious illness	Fortitude -2 to a minimum of 1; gains one random Skill from all the reading they did in bed.
37	Character's eyesight fails	Character needs glasses. If they don't wear them or contact lenses their Coordination and Awareness are halved, round up.
38-40	Character has spent years watching movies and television and little else.	Add 20 lbs. to the character's weight and recalculate their Weight Division; all that extra weight is unhealthy fat so lower character's Fortitude by 3 to a minimum of 1 and the character is 50% likely to be approaching Type II Diabetes status. Character also gain Skill: Trivia - Television
41	Character drinks a defective energy drink and gains super powers	Roll random number of random powers of random Rank Value each. This character is a true superbeing, and could also still be a Luchador. A very powerful one...
42	Character finds a lucky charm	As long as the charm is worn by the character the character possesses the Nine Lives power. Anyone else wearing it gains the same power as long as it is worn. Only one character can use it per day.

43	Character has a Pet Dog	Character gains power Pet (Dog)
44	Character has a Pet Cat	Character gains power Pet (Cat)
45	Character has a Pet Monkey	Character gains power Pet (Monkey)
46	Character has a Pet Python (constricting snake)	Character gains power Pet (Python)
47	Character weakens severely	Halve Fortitude round up, halve Brawn round DOWN.
48	Character becomes clumsy	Halve Coordination, round up.
49	Character becomes reluctant to use physical force	Halve Melee, round DOWN.
50-51	Character discovers that their sexual orientation is different from those around them and that if they revealed their true nature it would mean unthinking people around them would persecute them	Character gains Skill: Passing As "Normal" and Skill: Psychology.
52	Character is retrained by local authorities	Character has an Advanced Skill (+2RS). Randomise what it is.
53	Character has a younger companion or ward	Character gains Sidekick power.
54	Character goes deaf	Awareness halved round up.
55	Character goes blind	Coordination reduced to 4.
56	Character becomes a Sheriff Deputy	Character gains skills Sheriff Deputy and Police Training.
57	Character starts a successful blog	Character gains Skills: Computer Use and Blogging.
58	Character is challenged to a Duel and LOSES!	Character has Downside: Scarred. This gives Repute -4 with Shallow People and -3 with law enforcement. If the face is scarred then if wearing a Mask this Repute Social Status modifier is temporarily negated.

59	Character is challenged to a Duel and WINS!	Character gains +2 Repute, +1 Willpower, Skill: Fencing and power Weapon – Fencing swords.
60	Character has a close encounter with an OVNI (UFO)	Roll random number of random powers each with a random power Rank Value. This is in addition to any powers from Calling.
61	Character is inducted into a “primitive” tribe	Character gains a Tribal Mask. If they already have a Mask combine the Mask types and all powers and skills etc. that the two Masks confer: it is now one awesome magnificent Mask!
62	Character has an imaginary friend	Character gains power Spirit Companion.
63	Character becomes a Walk-In	See description under Spirit Companion and re-roll statistics accordingly.
64	Character is a pop singer	Character gains powers Celebrity and Astoundingly Wealthy.
65	Character suffers bizarre nervous breakdown and “becomes like two different people”	Character gains power Alter-Ego and Skill: Psychology
66	Character has unprotected sex with loads of partners and lives	Character gains Skill: Seduction and power Contaminant Resistance.
67	Character starts their own business. It fails.	Character has Lifestyle = 0, gains Skill: Bankruptcy Proceedings, Skill: Obtain Credit and Skill: Lying.
68	Character starts their own business. It succeeds.	Character Lifestyle +10, Repute +2, gains Skill: Public Speaking.
69	Character gets tattoos	Character gains Downside: visible tattoos but gains Repute +4 with people who like tattoos and +6 Repute with Hipsters and people with tattoos.
70-75	Character is an actor on a soap opera	Character gains Skill: Contract Negotiations, Skill: Acting and Repute becomes 10.
76-90	Character has an enormous family or adopted family	The character has 2d6 Contacts, each a family member, each with two Skills and ready to help the Venerable character at a moment’s notice. RESPECT.
91	Character struck by radiation from a science experiment	Character gains 1d4 random powers each at a random Rank Value.

92-97		
98	Character is bitten by a vampire	Character gains power Blood Drinking
99	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that skill.

Venerable: d%

Roll	Origin Story	Effects if any
00	Character is next door neighbours to an equally old person who is a retired superhero or supervillain (50/50 chance of either)	Character gains Contact – Super-powered elderly next-door neighbour.
01-20	Character has had a heart attack and now has a serious heart condition	Fortitude reduced to 1d6, Brawn reduced to 1d6, Coordination reduced to 1d8.
21-30	Character has spent years studying whatever interested them	Character gains six random skills.
31	Character received experimental treatment for a health condition which has left them with a super power	Character gains random power at random Rank Value.
32-40	Character is someone's Contact	Character gains Skill: Computer Use, Skill: Detective Work and Skill: Library Use
41-70	Character has drifted through this period of their life	Character gains three skills. These three skills reflect what the character spent the last ten years doing, three and a bit years in each skill one after another.
71-84	Character has an enormous family or adopted family	The character has 2d6 Contacts, each a family member, each with two Skills and ready to help the Venerable character at a moment's notice. RESPECT.
85-90	Character is crippled	The character can no longer walk for more than 2 sectors unaided and is most likely in a wheelchair.

91	Character has amassed a vast fortune	Character gains power Astoundingly Wealthy.
92	Character has been financially ruined	Lifestyle = 0.
93	Character has dabbled in black magic	Character gains power Brujeria.
94	Character has dabbled in folk magic	Character gains power Fertilieria.
95	Character is retrained by local authorities	Character has an Advanced Skill (+2RS). Randomise what it is.
96	Character has a younger companion or ward	Character gains Sidekick power.
97	Character goes deaf	Awareness halved round up.
98	Character goes blind	Coordination reduced to 4.
99	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that skill.

Calling

Now the character's life story is complete, it is time to choose or randomise exactly what the character's Calling might be.

Calling: d%

Roll	Origin Story	Effects if any
00-05	Promoter. Character has become a promoter of Lucha Libre matches and makes a lot of money off it.	Repute + 5, Lifestyle + 20, Character gains Power: Headquarters. This character has the power and wealth to hold monthly matches. The character must insure the fights are according to the approved rules or risks being struck off, and ruined.
06-10	Aliado	Ally. A non-Luchador who supports, trains and helps a Luchador or Luchador team. Gains Skill: First Aid, Skill: Psychology and Skill: Wrestling Trainer; Gains Power: Healing and Power: Headquarters.
11-90	LUCHADOR!	Character is a Luchador! Character gains Mask. Mask will determine powers and/or skills.
91-96	Shameful Secret Luchador	Character is a Luchador! Character gains Mask. Also gains Power: Alter-Ego – they always wear their Mask but in this case it is to conceal their real identity from those hunting them or to prevent identification as the person in the centre of a great scandal.
97	Heroic Secret Luchador	Character is a Luchador! Character gains Mask. This character only reluctantly fights in the Ring and spends the rest of their time as a costumed adventurer in the outside world.
98	Retired Luchador	Character is a Luchador! Character has no Mask but may be entitled to wear one. Character is still a Luchador. +4 Repute with Luchadors, +8 Repute with Lucha Libre fans.
99	Roll twice and combine results	Character gains all Powers and Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that skill. Powers that duplicate gain +20 to the Rank Value per duplication.

Powers

Powers are what make the character special. Heroes and villains might have extremely dangerous powers, but in Foresee there are also many nonviolent applications for powers, not least growing food, healing the sick and constructing wonderful fantasy locations. Lucharan! focuses on Lucha Libre and adventuring so the powers set out in this book vary a great deal from those in the normal Foresee game.

Luchador characters gain special types of Power based on their training. These powers “count” as powers but are highly specialised.

All Luchadors begin with a **Mask**. This Mask may be lost in a Bout, but other than that it is never taken off any more than an American superhero would unmask in public. Also because Luchadors usually have very impressive physiques or at least are unmistakable in public, they usually wear their Mask in public at all times, whether fighting or not. The type of Mask determines the type of powers a Luchador begins with.

Any Mask power which does not have a Rank Value specified or which does not tell you to randomise one begins with a Rank Value of 25 (Gifted).

To determine the type of Mask a Luchador receives or has found roll d% and consult the following chart:

Roll	Mask	Effects if any
00	Aegis Mask	This Mask is decorated with the ancient Aegis, symbol of Medusa and the Gorgons. The wearer gains the power Paralyzing Touch.
01	Animal Mask	This Mask confers an Animal Power: randomise a power until you get one that makes sense and this is the power this Mask confers on the wearer. The Mask also closely resembles the animal either in coloration and pattern or literally like the head of the animal similar to an ancient Aztec Warrior society Mask.
02	Animal Skull	The Mask is a flexible covering made out of the parts of an animal’s skull, treated with special herbs or resin to resist shattering. When worn it gives the wearer +10 Brawn and +10 Fortitude. And looks horrifyingly creepy.
03	Azteca* Flower Mask	+4 Coordination when worn.

04	Azteca* Mask:	+ 4 Brawn when worn. Character will usually dress accordingly to match this Mask type ie color coordinated trunks and tights, feathered boots, feathered arm bands.
05	Azteca* Skull Mask	+ 4 Fortitude when worn.
06	Azteca* Snake Mask	+8 Coordination and -4 Fortitude to a minimum of 1 when worn.
07	Bat Mask	This Mask resembles the head of bat complete with big ears and confers on the wearer Supersense – echolocation and Elemental Native – Air.
08	Bird Mask	This feathered Mask usually has a crest or plume and confers on the wearer Elemental Native – Air.
09	Black Hat Mask	This Mask is fitted with a black gaucho, cowboy or Spanish rider style hat, sewn directly to the top of the Mask. It confers on the wearer skills in Fencing, Ride Horse, Tumbling and Insult. It also gives the wearer Repute +1 with poor, oppressed or rural people.
10	Body Suit	The character wears not only a Mask but a body suit or catsuit covering their body to which the Mask is attached. This confers the power Body Armor at Pitiful Rank Value (1). Re-roll to find a Mask worn with this Body Suit. If this is rolled again, the Body Armor stacks by +1 each time, recalculate Rank Value as appropriate.
11	Brain Mask	This Mask is decorated to resemble the crenulations of a brain. The wearer gains Advanced Skill and Improved Skills powers. If somehow the character has no skills at all before this, randomise two skills also.
12	Brutal Mask	This Mask resembles a hockey goalie's Mask but one that has seen some Damage in its day. The wearer gains the powers Redline Operational, Regeneration and Irrational Strength.
13	Bug Eyes Mask	This Mask has eye coverings like exaggerated insect eyes or humorous thick eyeglass lenses. The wearer

		receives the power Detection – Enemies.
14	Burning Mask	This Mask perpetually emits flames making it look like the wearer's head is a ball of fire. It is harmless to the wearer but anyone attempting to hold the character, punch them in the face, kiss them etc. takes 4d6 fire damage instantly.
15	Classico / Classica	The wearer receives a +4 Repute bonus when dressed in formal wear, evening wear, sexy underwear or lingerie or when wearing a toga.
16	Clownhammer Mask	This Mask comes with an Oversized Weapon, which is always a blunt weapon and frequently somewhat silly looking like a giant circus wooden mallet, a huge inflatable PVC carpentry hammer or a giant white-glove puppet hand. The use of this weapon during Bouts has to be done behind the referee's back or the user risks disqualification. Obviously outside the Ring it can be used as normal.
17	Comedy Mask	+4 Repute when worn.
18	Daemonico	This evil-looking Mask automatically lets the Spirit Companion attached to it possess whoever wears it. The wearer retains their own Intellect and Willpower (and therefore their own personality) but their Melee and Awareness are both now 1d100+50 while the Mask is worn. In effect their form when they are not wearing the Mask is now a power Alter-Ego!
19	Damn Sexy Mask	The wearer gains the skills (or gains +1RS if they already have them) Kissing, Seduction, Sexual Positions and Lying.
20	Dancer Mask	The wearer gains +4 to their Coordination and Escape: Cat Spring.
21	Devil Mask	This Mask marks out the wearer either as a Heel (very likely) or a very unusual Face or Tecnico. It is made to resemble the traditional devil complete with little rubber horns. It confers the Acrobatics

		power on the wearer.
22	Dolphin Mask	This grey Mask confers on the wearer Elemental Native – Water.
23	Domino Mask	This Mask only covers the upper face of the character meaning that they are effectively fighting unmasked for the purposes of Bouts involving loss of hair – if they lose such a Bout they lose their Domino Mask but must also shave their head. The Domino Mask confers a single random power with a random Rank Value.
24	Dramatic Mask	The wearer gains the skills Public Speaking, Acting, Lying and Jokes. Any of these skills the character already has receive a further +1RS naturally.
25	Druidico / Druidica	This Mask is decorated with natural or jungle patterns. The wearer is given the powers Plant Control and Animal Command when this Mask is worn. Anyone wearing this Mask who does not honor Mother Nature and the natural world can still wear it but does not receive powers from wearing it.
26	Earthworm Mask	This pink Mask confers on the wearer Elemental Native – Earth.
27	El Cocatrigo / El Cocatrica	The wearer gains a specialised form of Paralyzing Touch which is actually a Gaze Attack. The wearer can attempt to look someone in the eyes. If they are successful, the target must roll d% against their Willpower or be turned to stone. This “stoning” lasts for a number of turns equal to the power Rank Value of this power which begins at Gifted (25). Aiming a Gaze Attack such as this requires a successful ranged weapon attack by the Mask wearer. Only one person can be turned to stone per turn unless the Mask wearer also has Fast Attack or some other condition allows an extra attack etc.
28	El Draco / El Draca	The wearer can spit fire a number of times per day equal to the Mask’s power Rank Value, which begins at Gifted (25). Each fire spit can hit a

		target as if a ranged weapon with a range of 3 sectors. It is aimed just like any ranged weapon. The character can if they desire become skilled with this attack and pick Skill: Breath Weapon to do so.
29	El Magnifico	This Mask always comes equipped with an embroidered crown of some kind complete with fake jewels and gold glitter attached to the top. Its only power is that for every Bout the wearer wins, they permanently gain +1 Repute and +1 Fortitude. However, if they lose three Bouts in a row the Mask “resets” their Repute and Fortitude to 1 each!
30	El Rey	This Mask has fake hair, sideburns and so on of the King of Rock n Roll. If the wearer is female this Mask has appropriate female equivalents – day-glo wig or other attributes of a goddess of Pop Music. The wearer gains Acrobatics and Grab: Aikijutsu powers.
31	El Tigre	This tiger striped Mask confers on the wearer the powers Heavy Lifting and +4 to Brawn.
32	El Toro	This Mask has Horns as per the Extra Body Parts power. Even though they are potentially lethal this Mask is allowed to be used in legitimate wrestling matches. Why, would be the real question.
33	Elephant Mask	This Mask seems like it’s stitched from hide of an elephant or other large grey animal. It confers on the wearer a Growth increase. Roll on the Growth/Shrinking chart in the referee’s section and this is the character’s new permanent height whilst the Mask is worn.
34	Espectro / Espectra	The wearer gains the Phasing power at random Rank Value.
35	Faithful Mask	The wearer gains +5 Willpower.
36	Fanged	This Mask has fangs that fit in front of the character’s mouth when worn, conferring the powers Bite and Blood Drinking. This Mask is almost always to

		be worn by a Heel. But not necessarily.
37	Fantastico / Fantastica	The wearer gains the powers Elasticity and Invisibility when the Mask is worn.
38	Flagface Mask	This Mask is entirely decorated as the flag of a country. Randomise one skill or choose an appropriate one for the country represented: Contract Law or Sarcasm for England, French Cooking for France, Pistol skill or Public Speaking for the USA, etc. This skill receives a +5RS bonus.
39	Flame Mask	This flame decorated black Mask confers on the wearer Elemental Native – Fire.
40	Gallo / Galla	This Mask is decorated to resemble the head of a hen or rooster depending on the sex of the wearer. It confers Superleap on anyone wearing it.
41	Gold Cross Mask	This royal blue Mask has a large golden cross design prominently displayed on it. The wearer is Immune to Poisons.
42	Goldfish Mask	This Mask is patterned like the skin of a Goldfish and confers on the wearer Elemental Native – FRESH Water and +3 RS on all slipping rolls.
43	Gorilla Mask	This Mask closely resembles the classic rubber gorilla head mask available from novelty shops. The wearer gains Acrobatics and Superleap but loses 2 points off Intellect to a minimum of 1 whilst the Mask is worn.
44	Halloween Mask	This Mask's front has normal eye, nose and mouth holes cut in it but other than that resembles a rubber Halloween mask of some kind. It confers one random power of random Rank Value on the wearer.
45	Holy Mask	This Mask has sacred prayers and crosses inscribed all over it. The wearer receives a bonus on all rolls equal to their total adjusted Repute with good people, divided by 100, round up. A Repute of zero with good people confers no bonus whatsoever. Repute must be at least 1 for this to work.

46	Iconic Mask	This Mask comes with a Cape. The Mask gives the wearer 2 powers, randomise which ones and a random Rank Value for each one.
47	Inca* Mask	+3 Brawn and +1 Coordination when worn. Character will usually dress accordingly to match this Mask type ie golden trunks and tights, feathered boots, feathered arm bands.
48	Insecta	This Mask is insect-like with bug eyes covering the character's eyes and a pair of antenna, maybe realistic looking, maybe just two springs with table tennis balls on the end and painted. Either way, the wearer of this Mask gains the powers Combat Awareness and Wall-Crawling when this Mask is worn.
49	Jaguar Mask	This Mask is decorated with jaguar pattern. It adds 1 to the wearer's Movement Rate and confers the power Acrobatics.
50	Japanese Mask	+2 on Coordination, +2 on Melee when worn.
51	Killer Saint	The wearer of this Mask does double Damage in combat against any form of Undead and their touch is treated as the touch of a Holy Symbol to Vampires.
52	Legacy Mask	This is the Mask of a previous Luchador or possibly even a whole series of Luchadors who have all proudly worn it before the current character. +6 Repute with Luchadors and Lucha Libre Fans. Make us proud. Either the Referee should think what kind of Legacy Mask this is and inform the player accordingly, or randomise a totally random number of powers each of random Rank Value and this is what wearing the Mask gives the wearer. But this Mask is all about tradition.
53	Lion Mask	This Mask a big furry mane sewn all around the edge of the face. Like a lion. The wearer receives the powers Superleap and Irrational Strength.
54	Living Mask	This Mask is actually a member of an alien race. They are utterly alien and

		nonhuman but also insanely passionate Lucha Libre fans. For this reason some of them journeyed to Earth to take part in Lucha Libre the only way they knew how. This Mask is almost always black, with white decorations. It confers on the wearer Body Armor (tough skin) of 20, Acrobatics, Beer Drinker and Eat Anything. It is so comfortable there is really no reason to ever take it off. Why would you want to? Don't you love your Mask any more? WHAT?
55	Mask of Pizarro	This Mask resets the wearer's age so that they are physically 24 and Heroic in form, as long as it is worn. They are effectively (and physically) immortal barring violence or accident. If it is ever removed, for any reason, the character's full true age returns immediately. If the character is actually Venerable in age bracket this turns them to dust instantly.
56	Mask of Regeneration	The wearer receives the Regeneration power at a random Rank Value.
57	Mask of Saint Anthony	The wearer is Immune to Piercing as per the Immunity power when worn.
58	Mask of Saint Christina	Wearer has Superleap when the Mask is worn.
59	Mask of Saint Francis	This Mask gives the wearer the power Animal Brother when worn and the Animal Brother WILL function as a Luchador team mate for the wearer.
60	Mask of Saint Jude	This Mask gives the wearer the power Redline Operational when worn.
61	Mask of the East Wind	The wearer gains the power Healing.
62	Mask of the North Wind	The wearer gains the power Flight.
63	Mask of the South Wind	The wearer gains the power Regeneration.
64	Mask of the West Wind	The wearer gains +5 to Melee.
65	Mayan* Mask	+4 to Intellect when worn.
66	Metallic Mask	This Mask is a shiny metallic color such as silver, gold, copper or bronze. +4 Repute when worn.

67	Micmac Mask	This Mask from the Pacific coast of North America comes from the shamanic tradition of the local native people. The wearer does double Damage in any combat with Monsters, Undead or Spirit Companions.
67	Mirror Mask	This Mask is so reflective that nearby people can see themselves reflected in it. This is so off putting in combat that anyone fighting this character and using sight to do so is penalised -1RS on all their combat rolls against this character.
68	Mouse Mask	This Mask seems like it's stitched from mouse skins or other tiny furry animal. It confers on the wearer a Shrinking decrease. Roll on the Growth/Shrinking chart in the referee's section and this is the character's new permanent height whilst the Mask is worn.
69	Mysterious Mask	This Mask is so odd looking, ornate, weirdly fitted or covered in colors or symbols as to make the point of it either baffling or non sequitur. For example a gigantic foam Viking helmet fitted over a Mask, a Mask covered in fluorescent question marks, a Mask with an odd abstract pattern.
70	New Mask	A brand new Mask of the character's own design. It is up to the character to make it a Mask that all know and love! It confers no special powers. Yet.
71	Oceanic Mask	This Mask originated in the Pacific islands somewhere. It is always carved of wood and larger than a normal Mask, inflicting a -1RS penalty on Coordination rolls on the wearer at all times. However it also grants the wearer a random power at a random Rank Value.
72	OVNI (UFO) Mask	This glow-in-the-dark green Mask confers on the wearer Elemental Native – Secret and Military Bases.
73	Pantera / Pantero	This mask is either tawny (75%) or black (25%). The tawny Mask confers the skill Climbing and the power Acrobatics. The black Mask confers the powers

		Acrobatics and Nine Lives.
74	Parasita / Parasito	This Mask begins with no powers. Each time the wearer defeats someone in what the Referee rules a fair Lucha Libre Bout, the character can attempt to make a Yellow result roll d% against their Willpower. If they succeed, their opponent loses one power from their own Mask and it is permanently transferred to the Parasito Mask. The only way the power returns is if the Parasito Mask is burned in the fire of a volcano. The Parasito Mask can also do the same thing to non-Mask powers, but in that case the wearer must make a Yellow result Willpower roll and roll at least 95, irrespective of what roll is actually required for success. If a Yellow result is not possible, the Mask can't steal a power. Each time the Mask takes a power, the wearer loses ALL existing Fame and Fortune. ALL. Each time.
75	Patriotic Mask	This Mask turns the wearer into a living flag. Such Luchadors will always wear their national or regional flag as a Cape. The Body Armor value of the Cape is DOUBLED when they fight in their native land or region, or when they declare that the current fight is For The Honor Of The Fatherland (or Motherland).
76	Perfecto / Perfecta	The wearer gains Grab: El aguila, Hold: I'm Everywhere and Escape: Cat Spring as long as the Mask is worn.
77	Psychedelico	The Mask is decorated with spiralling psychedelic patterns. The wearer gains the Illusions power as long as the Mask is worn.
78	Pussycat Mask	This Mask is decorated like a tabby or other domestic cat. The wearer receives the powers Escape: Cat Spring and Eat Anything.
79	Rubric	This is a long strip of cloth with two eyeholes cut in it. It covers only the eye sockets and a small amount of the top of the nose and the eyebrows. It is tied

		behind the character's head unless it is a sweatband type in which case it is elasticated. It confers random powers. Randomise the number type and Rank Value of the powers.
80	Science! Mask	This Mask closely resembles the head of a robot. It prevents Shatter results against the wearer's head area. When worn it confers a power on the wearer: randomise this power and its Rank Value. If the power rolled is magical in any way – re-roll.
81	Shark Mask	This shark patterned Mask confers on the wearer Elemental Native – SALT Water and the Bite power, Bite is at a random Rank Value.
82	Snake Mask	This Mask is sewn out of snake leather. It confers on the wearer Elasticity – Rubber Body and Escape: Fletcher Turn.
83	Survivor's Mask	The wearer of this Mask can't die. When they reach the point of death from whatever cause, as long as this Mask is intact and still worn their life essence clings to whatever is left of their physical form.
84	Toreador	This Mask comes with a Cape. The wearer gains +2 to Coordination and +2 to Awareness.
85	Tragedy Mask	+4 Awareness when worn.
86	Ultimata	This Mask confers a DIFFERENT RANDOM POWER AT RANDOM RANK VALUE each day that it is worn for the first time. If the wearer takes the Mask off and puts it back on during one day this power doesn't change. The next dawn, the power resets to something new and always totally random!
87	Veiled Mask	This Mask has a veil such as a bride or a mourner might wear. The veil might cover the whole Mask, just the mouth or be attached to the back of the Mask. The wearer is immune to all mind affecting and mind altering effects when the Mask is worn.

88	Vengador	This dramatic Mask is always brightly colored, sometimes with small horns or a pony tail or ribbon attached. The wearer receives +50 to their Damage when worn. This acts as though that Secondary Trait is 50 higher and is lost like normal Damage. The Mask is unhurt even if the character wearing it dies.
89	Vermino / Vermina	This Mask has a pair of large round ears attached to it, similar to cartoon ears for a rabbit, mouse or rat. When worn the wearer gains the Supersense – Hearing and the power Combat Awareness.
90	War Paint	This is a very unusual kind of Mask popular with Yanqui Luchadors. Not a real Mask in the proper sense, the character instead daubs special grease paint on their face at all times so that in effect it functions as a Mask. This greasepaint confers one random power on the wearer when worn.
91	Warface	This Mask is stylised to look like a screaming Samurai Warrior, Tribal Warrior or other fierce competitor. +4 to Melee when worn.
92	Well-Sewn New Mask	This is a brand new Mask of the character’s own design. It provides no bonuses or powers, yet. However because it is so good looking the character receives +3 Repute when it is worn.
93	Wigged Mask	This Mask has a large shank of hair, afro wig, weird shaggy horse mane, huge fake Mohawk or other bizarre large head of hair firmly sewn to the top of the Mask. This confers 1d4 powers each of random Rank Value on whoever wears the Mask. Also, if the wearer is defeated in Mask versus Mask or Mask versus Hair etc. the wearer can firstly SHAVE THE MASK, rather than lose their Mask or and/or shave their own head. This is in effect a kind of “extra life” because the Mask remains worn

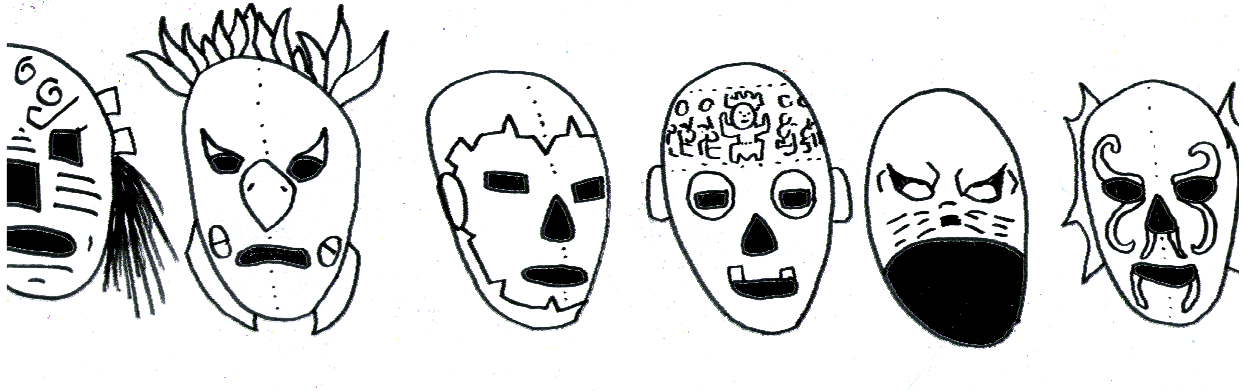
		and shaving off the hair doesn't actually affect the powers given. Within one year of the shaving however the character is forbidden on pain of lifetime ban from sewing more hair on.
94	Winged Mask	This Mask has wings or fins sewn or attached to the sides. The wearer gains Acrobatics at random power Rank Value and Flight at Normal Rank Value.
95	Wooden Mask	This Mask resembles a hockey goalie's Mask carved toughly out wood, with a back section made of wooden strips and tied together with string. The wearer gains power Immunity to Asphyxiation and receives +4RS on all Coordination based rolls.
96	Xipe Totec Mask	This Azteca Mask decorated with flowers and with what looks like eye shadow and lipstick on it is very peculiar. Whoever wears it has their sex swapped. Their physical form changes to the opposite sex whilst it is worn. This requires the character to compete in the appropriate gender wrestling matches but because the Xipe Totec effect is quite well known the Luchador is still allowed to compete in the opposite sex's competition too!
97	X-Ray Specs Mask	This Mask has a pair of plastic X-Ray specs sewn on to it so as to cover the wearer's eyes. This inflicts a penalty of -2RS on all Coordination rolls whilst the Mask is worn. However, the Mask grants the wearer Supersense X-Ray Vision.
98	Yeti Mask	This Mask closely resembles the classic rubber gorilla mask available from novelty shops except its fur is white and its "skin" pale pink or blue. Anyone attempting to hold the character, punch them in the face, kiss them etc. takes 4d6 freezing cold damage instantly.
99	Zep Tepi Mask	This Mask is decorated in ancient Egyptian style with pharaoh head dress. It confers 6 random powers on the wearer each with a random Rank Value.

* the Mask is an actual ancient warrior Mask or modern faithful reproduction created by neo-pagan cultists.

A Cape is a piece of Body Armor with an initial score of Pitiful (2). It is not automatic that any Luchador has one and it is not normal to have one unless it is rolled on the charts. A Cape is however one of the most likely items to have its own superpowers, such as Force Field, Invisibility or Flight.

Likewise Luchador items with powers are very likely to be, if not a Cape, the Mask itself or the Boots. Or maybe the trunks or tights. But not so much.

A Luchador may receive a Mask but no powers, or not enough powers to satisfy the player. If the player agrees, the Luchador can accept a Signature, and roll a random power. The Signature must be appropriate – Code of Chivalry, Heel Persona, Face Persona, or something else that strongly influences how the Luchador behaves. As the game progresses and characters earn Fortune they will be able to collect more powers – very gradually. Powers added to a Mask through Character Advancement (see Referee chapter) might be reflected in some new addition sewn to it- or the Mask may remain as it was, but brimming with new energy!



If you are told to determine the number of powers a character possesses roll d% on the following table:

Roll	Number of Powers
00-9	2
0-59	3
60-89	4
90-98	5
99	6

In Lucharan! powers will either be assigned or provided in a customised list able to be chosen from or randomised. If you roll the same power twice you may elect to either increase the power's Rank Value by + 20 or roll again on the table.

Determining Power Rank Values

Roll d% once on the following table for each Power to determine its Rank Value **only if you are told to randomise its Rank:**

Dice Roll	Rank Value
00-04	1 (Pitiful)
05-09	3 (Dismal)
10- 19	6 (Normal)
20- 39	10 (Tough)
40-59	20 (Gifted)
60-79	30 (Tasty)
80-95	40 (Supernatural)
96-99	50 (Titanic)

NOTE! All powers conferred by Story or Calling (character origin) begin at PITIFUL Rank unless otherwise specified, so **do not** randomise on this chart for conferred powers unless instructed to do so. Lucharan! is a game where character mostly start very small and weak and must work their way up the rankings as a Luchador – and as a hero of the people. The Mask powers all specify their power Rank Value or, as said above before the Mask chart, if no power Rank Value is specified the Mask power is Gifted (25).

NOTE! Whatever rank is rolled, the specific Rank Value must also be rolled. That way even identical powers will still be able to be differentiated.

Once you've determined the number of powers for a character roll d% once for each power on the following table to determine the character's specific powers:

Roll	Power
00	Acrobatics
01	Advanced Skill
02	Animal Brother
03	Animal Command
04	Beast of Burden
05	Beer Drinker
06	Bite
07	Blood Drinking
08	Body Armor

09	Brujeria
10	Burrowing
11	Celebrity
12	Chameleon
13	Ch'i
14	Combat Awareness
15	Contaminant Resistance
16	Detection
17	Eat Anything
18	Elasticity / Rubber Body
19	Elemental Native
20	Entanglement
21	Escape: Aikijutsu
22	Escape: Blink And You Miss It
23	Escape: Breakfall
24	Escape: Cat Spring
25	Escape: Fletcher Turn
26	Escape: Roll Out Of Trouble
27	Escape: Sheer Force Of Will
28	Escape: Snakes of the Mother Goddess
29	Escape: Tough Frame
30	Extra Body Parts
31	Fame
32	Fast Attack

33	Fertilieria
34	Fireproof
35	Flight
36	Force Field
37	Freezeproof
38	Grab: Aikijutsu
39	Grab: Automatic Fall
40	Grab: Break Stance
41	Grab: El aguila
42	Grab: Hand of Cortez
43	Grab: Immunity to Grab
44	Grab: Rana
45	Grab: Rana Rudo
46	Grab: Rana Tecnico
47	Grab: Rudo Fist
48	Grab: Slap
49	Grab: Zoroastrian Engulfing
50	Healing
51	Hold: Hand of Mystery
52	Hold: I'm Everywhere
53	Hold: Excruciata
54	Hold: Pin For Submission
55	Illusions
56	Improved Skills

57	Improvised Weapons
58	Innate Item
59	Invisibility
60	Irrational Strength
61	Mind Control
62	Nine Lives
63	One-of-a-Kind Item
64	One-of-a-Kind Weapon
65	Paralyzing Touch
66	Pet
67	Phasing
68	Plant Control
69	Play to the Crowds
70	Power Lifting
71	Protected Sense
72	Quake
73	Random Thoughts
74	Redline Operational
75	Savagery
76	Shapeshift
77	Sidekick
78	Slam: Head High Throw
79	Slam: Hip Throw
80	Slam: Rana Mysterioso

81	Slam: El yoyo
82	Slam: Guillatina
83	Slam: Ringleader
84	Slam: Submission
85	Snack Based Regeneration
86	Spikes
87	Spirit Companion
88	Steed
89	Superleap
90	Supersense
91	Superspeed
92	Telekinesis
93	Telepathy
94	Toolkit
95	Trait Boost
96	Trait Increase
97	Vehicle
98	Wall-Crawling
99	Weapon

If you roll the same power twice you may elect to either increase the power's Rank Value by + 20 or roll again on the table.

Power Descriptions

Acrobatics

The character gains +4RS bonus on all rolls relating to Slipping, Dodging and Evade.

Advanced Skill

Not exactly a “power,” this result increases the Row Step bonus of one skill to +2.

Alter-Ego (Shadow Twin, Other Me, Mirror Me)

The character possesses another form, a different persona he can willingly change into. Create a second character to use as this character’s Alter-Ego. The second character automatically has no powers and is a Random Normal Person (do not roll for powers or origin but any powers the character has are due to training or magic items). Additionally, the second character cannot possess any primary trait with a Rank Value greater than 30; any result rolled over 30 is automatically reduced to 30.

Animal Brother (or Animal Sister of course)

The character has a sidekick type companion who is an animal. This animal is rolled up as a normal random character with the animal “flavour” preserved. The player needs to determine the basic type of animal – bear, crocodile, bat, horse – before rolling it up. If the Animal Brother is roughly humanoid it is allowed to be a fellow Luchador.

Animal Command

The character can communicate with and control animals. To successfully communicate with an animal the character must roll d% on the Master Table using the Rank Value of this power. A result of red or greater indicates successful communication. To control an animal, the character must achieve a yellow result. The character can control one type of animal (such as birds, reptiles, mammals, sea creatures, etc.), which must be determined at the time of the character’s creation.

Astoundingly Wealthy

Not a “power,” this result increases the character’s Lifestyle by +50 and Repute by +20.

Beast of Burden

The character can carry ten times the normal amount of weight when the item(s) carried are all packed up and tied up as cargo.

Beer Drinker

The character cannot become inebriated from drinking beer, cider, mead or ale no matter the amount consumed or how short the time in which it is drunk. In a competition between characters all of whom have this power the best roll against the power’s Rank Value prevails even if the successful Rank Value is lower than that of another contestant.

Bite

The character has some form of fearsome teeth or tusks, either a natural part of the character's body or a worn item. The character uses the Rank Value of this power to make piercing attacks. Bite automatically inflicts its damage each turn as a free extra action during any Wrestling battle.

Blood Drinking

The character heals by drinking the blood of living beings. Once per turn, instead of taking another action, the character may recover 10 lost Damage points by drinking freshly spilled blood from a still living character. Each time a character uses this power he or she loses 10 Fortune and 1 Repute. There is no limit to how big a negative number either Trait can be reduced to through this form of vampirism.

Body Armor

The character has armor of some kind, perhaps thick hide or a protective bodysuit, which reduces damage by an amount equal to the Rank Value of this power.

Brujeria

The character has made a pact with The Devil. This pact takes the form of black magic power which invests the character with some tremendous boost to their ability. For a Luchador the boost takes the form of being able to re-roll any roll that they fail seven times per game session (or game day if you are playing a campaign) as well as being able to curse another character – forcing them to re-roll a roll that they succeeded on – seven times per day. All normal rules using Fortune to affect rolls and so on still apply. Using Brujeria is an inherently evil act and no character with Brujeria can ever have a Repute above zero – if they have a higher Repute and they take this power their Repute is permanently zero.

Burrowing

The character possesses the ability to tunnel beneath the earth, moving at a rate equal to his normal running speed through any subterranean terrain with a material rank equal to or less than the Rank Value of this power. The character cannot burrow through other characters.

Celebrity

Not a "power," this result increases the character's Repute (see page 9) by + 30. The character is so famous that whenever he would gain or lose Repute (see page 9) the values are doubled. The character cannot possess a secret identity or belong to any guild, cult, secret society or order of chivalry whose members keep their identity hidden.

Chameleon

The character's body, as well as worn or carried items, can be changed at will allowing the character to blend into the surroundings. This is similar to Invisibility except it is easier to detect the character; anyone searching for the character rolls d% and adds the Rank Value of their Awareness trait to the roll and compares it against the character's d% roll plus the Rank Value of this power. If the character rolls higher than the searcher the character remains hidden.

Ch'i

There is a mystical energy field that surrounds all living things. This energy field is called Ch'i. Ch'i flows where blood circulates and can strengthen the mind and the body. Once each hour of game time the character can automatically boost the chosen trait's Rank Value by an amount equal to the Rank Value of this power. For a number of turns equal to one-tenth the newly boosted value (round up), the affected primary trait operates at this new value. After Ch'i boosting ends the affected Trait returns to its normal score.

The character can, instead of the Trait Boost, add Ch'i to the damage of any one attack once each hour of game time.

Claws

The character has some form of claws, either a natural part of the character's body or a worn item. The character uses the Rank Value of this power to make slashing attacks. Claws automatically inflict their damage each turn as a free extra action during any Wrestling battle. A character can attempt to use Claws to aid in Climbing skill; to do so the character must pass a Rank Value check on this power with a Yellow result. If successful the next Climbing roll then receives a boost equal to the Rank Value of this power.

Combat Awareness

The character has a special sense that alerts the character to danger seconds before it strikes. In all instances in which the Awareness trait is used the character uses the Rank Value of this power instead. If this power's Rank Value is lower than the character's Awareness the Rank Value of this power is raised to a score equal to the character's Awareness + 1.

Contaminant Resistance

The character possesses a strong resistance to toxins, diseases, and the like. Any time the character must roll to resist the effects of poison, disease, or similar environmental hazards the character may use the Rank Value of this power or the Rank Value of Fortitude + 10, whichever is greater.

Detection

The character has the ability to detect a specific form of energy, power, or supernatural presence. This Detection is usually either attained by training in some strange discipline or due to a function of the character's Third Eye being active in some way.

Make one up or select one type from the following list:

Enemies	The character can detect evil intent or intent to do harm or restrict liberty directed towards the character and anyone he or she considers a friend or family members within a number of sectors equal to the Rank Value of this power.
----------------	--

Magic	The character can detect magical energy – spells, artefacts, those with the ability to use magic, etc. – within a number of sectors equal to the Rank Value of this power.
Magnetic	The character can detect magnetic fields – usually powers of those possessing magnetic control – within a number of sectors equal to the Rank Value of this power.
Psionic	The character can detect psionic activity or ability –when a power is used or someone possesses a power – within a number of sectors equal to the Rank Value of this power.
Radioactive	The character can detect radioactive energy within a number of sectors equal to the Rank Value of this power.
Spirit	The character can detect spiritual activity – such as ghosts – within a number of sectors equal to the Rank Value of this power.
Traps	The character can detect traps – such as deliberately created traps and natural hazards that operate in a way similar to such artificial traps – within a number of sectors equal to the Rank Value of this power.
Treasure	The character can detect jewels, coins and magic items within a number of sectors equal to the Rank Value of this power, most valuable items first.

The above is by no means a complete listing of available detection powers. Players that wish to possess a form of detection not listed here are encouraged to discuss the idea with their Referee.

Eat Anything

The character can eat any organic material and derive nourishment from it. In addition a successful d% roll against the Rank Value of this power on the Master Table allows the character to eat material that is definitely not edible by normal members of his or her species.

Elasticity / Rubber Body

The character’s body can stretch, allowing the character to attack someone in a different sector. A character with this power can stretch a number of sectors equal to this power’s Rank Value divided by 0 (round up).

OPTION: The player can voluntarily and permanently reduce the Rank Value of this power to zero (Ne) in return for the character losing Elasticity but gaining **Rubber Body**. Rubber Body makes the character innately elastic to the extent that he or she takes no damage from bashing attacks and can roll and bounce out of any fall to a height or distance equal to the character's Fortitude score in sectors.

Rubber Body also gives a +2 bonus on any Disguise skill rolls.

Elemental Native

The character is from or was raised in an elemental civilization and may breathe the element as well as breathing normally on land. When swimming or otherwise travelling through the chosen element, the character moves a number of sectors determined by the Rank Value of this power.

Rank Value	Sectors Moved in One Turn
01-02	1 sector
03-29	2 sectors
30+	3 sectors

This character is immune to all negative effects of being in the element – is not burnt in fire, does not freeze in ice, does not become radioactive or evaporate in light, does not freeze to death or disappear forever into the Inner Dark in shadow, can “swim” as if burrowing through earth and does not asphyxiate in loose soil, can fly or levitate to “swim” through air and does not freeze or asphyxiate in the freezing thin air above the clouds.

One element must be chosen and this is the element of which the character is considered a native:

Air, Earth, Electricity, Fire, Lava, Light, Shadow, Water or Referee and player choose something else that makes sense.

Entanglement

The character has an innate power or item that projects a cord, rope, web, net, energy field, tangle of vines or zone of obstacles which automatically apply a Hold result to a single targeted character or vehicle, as if the character with this power had successfully rolled on the Wrestle chart.

Once Entangled, a character or vehicle is effectively wrestling with the Entanglement effect as though it is an opposing character with Brawn equal to the Rank Value of the power.

Each turn the Entanglement goes on it loses 10 from its Rank Value for that particular instance of the effect until it disappears completely.

A character can use Entanglement once per turn. Entanglement can be used on a target that is already suffering the effect. If so, the new Entanglement adds its Rank Value to whatever existing Rank Value the old effect has.

Escape: Aikijutsu

Any successful attack on the character is automatically downgraded one result rank or step. For example a Third Strike Shatter is a Second Strike Shatter, a bullseye is a nail, a Yellow result is a Blue result.

Escape: Blink And You Miss It

The character can Dodge or Evade any one attack in a turn. How? No one knows exactly, they just seem to blink out of the way. Weird.

Escape: Breakfall

The character always lands safely even if thrown or suffering a pound result. This character takes no stunning damage from being thrown, nailed, pounded or otherwise slammed. Also, an amount of lethal Damage equivalent to the character's Coordination is removed from any other attack effectively operating as a Force Field power.

Escape: Cat Spring

The character always automatically leaps to his or her feet. This does not automatically break a hold but it means they can't receive a three count and they receive a +3RS on their next roll to slip or otherwise escape.

Escape: Fletcher Turn

When Slipping the character is always treated as having succeeded on the roll and obtained a Yellow result.

Escape: Roll Out Of Trouble

The character can dive roll, throw themselves into the foreground or otherwise physically roll out of trouble. All Dodge and Evade rolls receive +5RS.

Escape: Sheer Force Of Will

The character can increase their roll to succeed on slipping or otherwise escaping or breaking free of a hold by subtracting Willpower and adding it to the roll. The Willpower lost in this way returns at the rate of one point per game day (or is all restored next game session, Referee's decision). Willpower cannot be reduced below zero but it can be reduced TO zero. Temporarily.

Escape: Snakes of the Mother Goddess

The character can temporarily become semi-liquid or boneless. This makes them immune to Entanglement effects and adds +6RS when they roll to slip free of a hold.

Escape: Tough Frame

The character can break bonds and break any hold or entanglement with a successful roll on this power. It also enables the character to squeeze into a tight space or get under a large object and inflict damage on the object (or a person) equal to 1d100 plus the Rank Value of this power. The character can either inflict damage or escape, an escape cannot

inflict damage and temporary body expansion and iron hardness cannot also let the character escape.

Extra Body Parts

The character has additional body parts beyond two arms and two legs, either a completely new part (such as a tail) or extras of an existing part (four arms instead of two). Extra parts do not automatically grant a character bonus attacks. Extra body parts function as follows:

- Claws: The character gains the Claws power. If the character already possesses the Claws power the power's Rank Value is increased by +20.
- Extra Arms: The character gains one bonus attack each turn.
- Extra Legs: The character moves faster; increase movement by sector each turn.
- Horn(s): The character has a (pair of) horn(s) or antlers; these are useable as piercing type melee weapon at this power's Rank Value, doing Rank Value damage on a successful hit.
- Shell: The character gains the Body Armor power. If the character already possesses the Body Armor power the power's Rank Value is increased by +20.
- Tail: The character gains one bonus attack each turn and may use the tail as if it were an extra arm. If the character already has a tail the character's melee when using the tail as an extra arm is +20.
- Wings: The character gains the Flight power with the speed determined by the Rank Value of this power. If the character already possesses the Flight power the power's Rank Value is increased by +20.

Fame – see page 9

Fast Attack

A character with this power can attack a number of times each turn based on the power's Rank Value:

Rank Value	Attacks/Turn
0-29	2
30-49	3
50+	4

Fertilieria

The character has fetishes, charms or totems that confer powers. The most common form these powers take is in the form of potions, but it does not have to be the case. Fertilieria is a "do anything" type power.

The character carries with them a selection of liquids, each of which has a one-off effect. Some of these liquids would be drunk, some splashed on a target, others poured carefully on the ground.

The maximum number of potions carried at the start of each game session (or the start of each game day in an ongoing campaign) is equal to the character's Intellect Rank Value.

Using a potion takes the whole of a turn – one comicbook panel.

Each potion generates any one power effect, with a Rank Value of PITIFUL and a duration of a number of turns equal to the Rank Value of the Potions power. Rank Value of Demigodly and above in this power means that the potion effect is permanent, even if this would be undesirable.

In play, the player of this character reacts to a situation and nominates a potion power effect, for example providing Body Armor by pouring one over themselves or another character, using Entanglement on someone, setting someone on fire or putting them out, negating a Trap, and so on.

If the character does not know exactly what effect is needed due to ignorance of the true nature of the situation or effect to be fought against then the potion used might be useless or even harmful.

Summoning potions are perfectly allowable, for example summoning a temporary Sidekick from the aether or summoning a Pet or Steed.

Potions can also be used to generate “simple” effects such as an acid, poison or its antidote and so on.

Another main use of Fertilieria is in curing injuries sustained by Shattering results in combat. When used in this way a successful d% against the power’s Rank Value immediately restores one step of damage – a Third Strike becomes a Second, a Second a First and a First is restored to unShattered state.

Fertilieria is usually in the form of a medicine bundle, necklace of bones, a shrine with little statues and jars full of... stuff or a holy icon surrounded by candles and chicken feathers.

Fireproof

The character is immune to damage inflicted by flame no matter how much damage would be suffered and whether the flame is normal or magical in origin.

Flight

The character can fly either through the use of an item or by innate means. When flying the character can move a number of sectors per turn depending on the Rank Value of the power:

Rank Value	Sectors/Turn
1-2	1
3-5	2
6-9	3
10-19	4
20-29	5
30-39	6
40-49	7

50-74	8
75-99	9
100-149	10
150-999	15
1000+	* The character can circle the world in a single turn.

Force Field

The character has the ability to generate a force field, either through mental powers or a device.

Device: The force field acts as armor with a Rank Value equal to the power's Rank Value. If an attack deals damage in excess of this force field's Rank Value the device is shorted out for 1d10 turns (during which time it cannot be used).

Mental: The force field acts as armor with a Rank Value equal to the power's Rank Value or the character's Willpower + 10, whichever is greater. If an attack deals damage in excess of the force field's Rank Value or the character's Willpower + 10, whichever is greater, the character must roll d% on the Master Table using the Rank Value of the character's Fortitude. A result of black leaves the character dazed and the character must spend 1d10 turns recovering (the character may take no actions during that time). On any other result the character is dazed for one turn.

Psionic: The force field is generated by sheer force of will. The force field acts as armor with a Rank Value equal to the character's Willpower plus their Fortitude, minus their Brawn, to a minimum score of 10.

Freezeproof

The character is immune to damage inflicted by cold, ice and snow no matter how much damage would be suffered and whether the cold is normal or magical in origin.

Fur

The character is covered in thick hair or fur. This functions as armor reducing all Damage by an amount equal to the Rank Value of this power. The fur may also be in a striking pattern such as zebra stripes or silky and shiny like fake wig hair. Fur also reduces all cold based damage by an amount equal to the character's Fortitude before applying its armor effect.

Grab: Aikijutsu

The character can shift any wrestling result on any chart by one color. Black can shift to Red, Blue can shift to Red or Yellow, Yellow can shift to Blue. This can be applied instead of a normal action each turn and can be applied either to a friendly character or unfriendly character and their roll.

Grab: Automatic Fall

The character automatically throws an opponent if the character successfully grabs hold of them. In effect this is a form of shoulder, hip or body throw on the opponent.

Grab: Break Stance

The character gets inside their opponent's stance, ie places their feet next to the opponent's feet and puts them off balance. This doesn't increase the character's chance of grabbing successfully but inflicts a -8RS penalty on the opponent resisting.

Grab: El aguila

The character has specially trained and hardened fingers and hands such that they receive +4RS on any rolls to Catch, grab hold of someone or hold on to someone or something once they have grabbed it.

Grab: Hand of Cortez

The character automatically succeeds when attempting to seize an opponent. The opponent must immediately move to Evade or slip free or is automatically held by this character. All normal rules relating to being held then apply.

Grab: Immunity to Grab

Until this character has suffered a Shattering effect, a Concuss effect or taken half their Damage or more in stunning Damage they are immune from being grabbed. This character needs to be beaten down or exhausted before a grab can succeed on them.

Grab: Rana

The character makes a leaping attack at an opponent and then attempts to catch them with their legs rather than their arms and hands. The leap is automatically successful but the roll to see if the opponent is grabbed is resolved on the Struggling table with a +4RS bonus to the attacker due to the power of the leap. Any power adding to speed, leaping or acrobatics adds its power Rank Value to the Rank Value of this power also.

Grab: Rana Rudo

The character makes a leaping attack at an opponent and at the last second uses their whole body to body slam the opponent into the ground, attempting to move from grabbing them to pinning them for a 3 count immediately. This is resolved as a ranged attack by rolling d% against the attacking character's Coordination on the Master Table. If this is successful they inflict 5d10+Brawn Damage on their target. All normal rules relating to Dodge, Catch and so on apply. The character can add the rank value of any related powers such as Superspeed, Acrobatics, etc. to the Damage this move inflicts.

Grab: Rana Tecnico

The character makes a leaping attack at an opponent and automatically applies an Entanglement effect to them, at the same time doing 3d10 Damage. This character must roll d% on the Master Table against this power's Rank Value to use it successfully.

Grab: Rudo Fist

The character can make a failed Struggling roll into a success by deducting the amount by which the roll was failed from their Damage unless this would lower their Damage to zero or below.

Grab: Slap

The character delivers an opponent a powerful open handed slap doing 3d6 damage. A successful melee attack roll is required. If this slap attack succeeds, the character automatically succeeds in then grabbing the opponent, no roll required.

Grab: Zoroastrian Engulfing

The character has a personal form of Entanglement meaning any one character who the character nominates within touching distance is automatically Entangled with the character's body and must immediately attempt to get free.

Headquarters

The character possesses a secret headquarters. The headquarters size and location must be approved by the Referee. The exact makeup of the headquarters – weapons locker, garage, communications center, prison, etc. – must also be approved by the Referee. The Rank Value of the headquarters should be used as a rough guide.

A headquarters can be of a smaller size than suggested. A Rank Value 50 headquarters, for example, could be a single well-outfitted mansion.

With the Referee's permission, the outside of the Headquarters could be far smaller than would be logically possible.

Rank Value	Possible Size and Contents
1-5	Equivalent to a secret room in an apartment. May include a basic lab or other place to tinker. Nothing sophisticated.
6-9	Cottage, Cave, Very Small House or an apartment. A home gym would be appropriate.
10-19	A villa or house. A few dedicated rooms serve as an armory, a brig, or other specialized duty. May include a stables and/or garage.
20-29	A mansion, small tomb, dungeon or cavern complex. Sprawling, spacious, and loaded with extras.
30-39	A compound or castle. Multiple buildings behind a sturdy fence or wall.

40-49	A skyscraper, Azteca pyramid or tower. Some floors may be rented out as offices or apartments but most of the building is dedicated to the character's adventures and quests.
50+	An orbital complex, subterranean city, inter-dimensional residence, or other highly unusual and/or massive complex.

Healing

The character can by touching another character or their own body instantly heal a number of lost damage points equal to the Rank Value of this power on the touched character. Each use of this power inflicts 1 point of Damage on the character using the power.

Hold: Hand of Mystery

The character inflicts Damage equal to their Brawn on anyone or anything they are successfully holding each turn that the subject is held, starting with the turn after the hold is begun.

Hold: I'm Everywhere

The character inflicts a penalty of -5RS on an opponent they are holding on to who is attempting to escape, slip free or use any power against their hold.

Hold: Excruciata

The character inflicts a Shatter result on a single chosen part of the opponent's body each turn after the turn when the hold has been successfully initiated on the victim. The opponent gets no roll against the Shatter effects. The Excruciata user can vary which body part is affected on their enemy after the first time the power is used, eg swapping from head to feet, but each swap of area affected allows the victim a slipping roll or power use to break free BEFORE the new use of this power even if, based on the characters' Awareness scores, the victim would normally be going AFTER the attacker with this power.

Hold: Pin For Submission

The character instantly throws down and pins any opponent who they have successfully grabbed on the following turn after the successful grab. Any other action by the character using this power, even if they can normally take more than one action, prevents the use of this power. A character or object who suffers the Pin For Submission effect suffers 1d100 Damage immediately.

Illusions

The character can create visions, sounds and smells that imitate reality or another power so well that on a successful roll on the Rank Value of this power any character in range of the effect must successfully roll d% on the Master Table on their Awareness or be immobilised as they hallucinate. Range for the power is a number of sectors in feet equal to the Illusions using character's Willpower. Within this range a single illusion can be maintained so as to affect anyone entering its zone of influence.

Immunity

The character is immune to damage inflicted by a specific attack type no matter how much damage would be suffered. Unless the Referee allows immunity to apply to them, no magical attack of any kind is affected by the Immunity power. Any damage inflicted from any other different source is suffered normally.

Types of Immunity include:

Immune to Asphyxiation – character cannot be killed by lack of air or choking. Worst case outcome is passing out temporarily as if suffering Concuss effect.

Immune to Drowning – character cannot be killed by drowning. Worst case outcome is passing out temporarily as if suffering Concuss effect.

Immunity to Bashing - a character using Pull Your Punch can still physically knock a character with this Immunity back.

Immunity to Normal Missiles (ANY missile other than magical ones including crossbow bolts, arrows, spears, bullets and sling stones) – this Immunity does NOT apply to abnormal missiles including Slapstick, Improvised or weapons to hand such as stone blocks, furniture, etc. Also a character using Pull Your Punch can still physically knock a character with this Immunity back.

Immunity to Piercing - a character using Pull Your Punch can still physically knock a character with this Immunity back.

Immunity to Slashing - a character using Pull Your Punch can still physically knock a character with this Immunity back.

Improved Skills

Not exactly a “power,” this result grants the character two bonus skills and increases the Row Step bonus of one skill to +3.

Improvised Weapons

The character can use any item as a weapon without penalty. Normal penalties due to cumbersome shape, inappropriateness, etc. do not apply. The only surviving requirement is that the character must be strong enough to wield the item in combat.

Innate Item

The character has an item embedded in their body, either as a prosthetic replacement for a lost body part or hidden inside their body. Reroll what power this Innate Item possesses. Examples could include a metallic hand, gemstone eye, clockwork heart, gemstone brain, the transplanted lungs of a magical monster, etc.

The Innate Item could also be a weapon, useable either since it has replaced a hand or eye or because a hatch opens in the character to let the weapon fire outwards before slamming shut again like the door in a cuckoo clock.

Invisibility

The character can become invisible and remain so for as long as desired. Sound, scent, heavy rain, and other methods can still give an invisible character away. The character may also attempt to turn objects or other characters invisible by touching them. Roll d% on the Master Table using the Rank Value of this power, on a result of red or greater the item or character touched is invisible and remains so as long as the character touches it.

Irrational Strength

The character gets stronger the more upset or angry he or she becomes. Once per hour the character's Intellect may be lowered to a minimum of 1 and the points removed put directly on to the character's Brawn. For a number of turns equal to one-tenth the newly boosted value (round up), Brawn operates at this new value. At the end of this time the affected falls unconscious for d% turns.

Mind Control

The character can take over the minds of others. A target of Mind Control must be within visual range of the character and must possess a Willpower Rank Value less than the Rank Value of this power or the character's Willpower, whichever is greater.

To take control of another the character must roll d% on the Master Table using the Rank Value of this power or the character's Willpower + 0, whichever is greater. If the result is black the mind control attempt fails. If the result is red or greater the target is controlled until the character releases the targeted character or the target is ordered to do something out of the ordinary (such as injure a companion) at which point the target rolls d% on the Master Table using the Rank Value of the target character's Willpower. A result of red or greater is needed to break free of the mind control.

Nine Lives

The character is exceptionally lucky. At the start of each game session the character gains a pool of Fortune points (see page 9) equal to twice the Rank Value of this power. These points must be used during that game session to affect die rolls and cannot be saved or used for character improvement. Additionally, once each game session the character may roll the dice without declaring the tens die until after the roll. If the character has this power conferred more than once each extra slot of this power boosts the Rank Value by +17 and allows one more mutant dice roll in each session.

One-of-a-Kind Item

The character owns a unique item of the player's choice which adds its Rank Value score directly to any skill roll or other d% roll related to the area the item is connected to. For example a hammer would give its bonus to carpentry, shoemaking, sculpting and chiselling (provided you also had a chisel).

Melee Weapon: The character makes melee attacks with the item using the item's Rank Value.

Ranged Weapon: Throwing an item not intended to be thrown won't hurt the item in normal circumstances but it incurs a penalty of -6 on any Coordination check to throw it. If the item is such as could be easily thrown, the character uses the weapon's Rank Value when attacking.

Incorporated Power: At the player's discretion one of the character's other powers may be incorporated into the item increasing the Rank Value of the incorporated power by + 10 but losing the use of the incorporated power if the item is lost or stolen.

Reputational Boost: Carrying this item around in public or using it when people will spread the word about its use adds a circumstantial boost to the character's Repute with all civilised people of +10.

One-of-a-Kind Weapon

The character owns a unique weapon of the player's choice which deals damage equal to its Rank Value.

Melee Weapon: The character makes melee attacks with the weapon using the weapon's Rank Value or the character's Melee +10, whichever is greater.

Ranged Weapon: The character uses the weapon's Rank Value or the character's Coordination +10, whichever is greater, when attacking.

Incorporated Power: At the player's discretion one of the character's other powers may be incorporated into the weapon increasing the Rank Value of the incorporated power by +10 but losing the use of the incorporated power if the weapon is lost or stolen.

Oversized Item

The character owns a unique item of the player's choice. The item is not magical although it resists all damage with a roll on its Rank Value. The item is grossly oversized compared to what a normal human sized item would be. Despite this, the character can easily store the item in a pocket, backpack or other small hiding place when the item is not in use.

The item is either something that is already much too big to be believably carried easily, such as a longboat, ladder, miniature one-room castle, bridge or riding animal, or a grossly enlarged version of a normal small item such as a hammer, spoon, cup, umbrella or similar non-combat item.

In either alternative the character, and the character alone, can use the Oversized Item as though it is no heavier and no more awkward to manipulate than a fork. This includes using it as it is intended as well as using it as an improvised weapon. For anyone else it is as if the item is exactly as it appears – big unwieldy and heavy.

To determine the size of this Oversized Item if it is not already something implausibly large such as a longboat, determine its original normal size, then consult the Growth/Shrinking power, generate a random Rank Value and apply it permanently as Growth to the item.

The full weight and damage of the object is applied to anything or anyone it is placed on top of or slammed into when it is used as an attack. If the item is used as intended eg dropping a longboat into a river or sea, dropping a bridge across a chasm, the item functions as normal until the character picks it up again.

OPTION: Once this power is rolled or selected, the character can nominate that there are no other different powers possessed but instead the character has an “Inventory” or “Packrat Pockets”. This means that the character can store up to 100 different Oversized Items of their choice in a pocket, backpack or elsewhere on their person, and pull them out as needed. This is then their only power.

Oversized Sidekick

An Oversized Sidekick is a Sidekick (as per the rules given under that power description) except that the being is either subject to a permanent Growth power effect, or is a member of a race that already is giant-sized. Effectively, they are a pet Monster.

To determine the size of this Oversized Sidekick if he or she is not already something implausibly large such as a troll, ogre, giant, dragon, sandworm or giant eagle, determine its original normal size, then consult the Growth/Shrinking chart in the Referee section, generate a random Rank Value and apply it permanently as Growth to the sidekick.

Examples of “normally” giant races from which a character might have an Oversized Sidekick include:

Giant Sidekicks

Creature	M	C	B	F	I	A	W	Height	Powers
Allosaurus	Ti	No	Ti	To	Di	Gi	To	30'	Superleap(Di)Bite(Ti)
Brass Giant	Ti	Di	De	Go	Ne	No	Ne	240'	Body Armor (Ti)
Cave Bear	Ti	No	Ti	To	Pi	Gi	No	32'	Bite (Gi), Claws (Gi)
Centaur	No	Ti	Gi	Gi	To	Gi	Ta	14'	Superspeed (No)
Cyclops	Su	Gi	Go	Su	Pi	No	No	60'	Oversized Weapon*
Giant Crab	Ti	No	To	To	Ne	No	Pi	20'	Claws (Gi)
Griffon	To	Gi	Gi	Ta	Pi	Ta	No	12'	Wings (To)
Mud Giant	Ti	Ne	De	Go	Pi	Pi	To	120'	Entanglement(Mud) ^A
Ogre	No	Di	Gi	Gi	Di	No	No	9'	Body Armor (Gi)
Pink Dragon	Di	No	Ti	Su	Pi	De	Su	75'	Bite(No), Wings(No)
Purple Ape	Pi	Pi	De	De	Pi	No	Ta	120'	Superleap (Ta)
Troglodyte	Gi	To	To	To	Di	To	Ne	12'	Oversized Weapon*
Troll	Gi	Di	Gi	To	Pi	Pi	No	9'	Freezeproof (Ti)
Wood Giant	Ti	Di	Ti	Ti	No	Pi	No	50'	Oversized Weapon*

*This Oversized Weapon lacks the normal ability to shrink and disappear when not in use. It's just literally a ridiculously oversized weapon.

^This power begins at a random Rank Value.

NOTE! An Oversized Sidekick cannot shrink down, does not have any way of functioning in normal sized society and is usually not a civilised entity. It is the kind of enormous creature more commonly encountered guarding an evil wizard's lair on a mystical lost island or on the lowest level of one of those incongruous subterranean complexes some worlds are riddled with.

Oversized Weapon

The character owns a unique weapon of the player's choice. The item is not magical although it resists all damage with a roll on its Rank Value. The item is grossly oversized compared to what a normal human sized item would be. Despite this, the character can easily store the item in a pocket, backpack or other small hiding place when the item is not in use.

The weapon is either something that is already much too big to be believably carried easily, such as a fallen tree, 100' length of chain, 20' boar spear, perpetually burning fireball, siege engine, or, a grossly enlarged version of a normal small weapon or item such as a warhammer, longsword, rubber ball, scissors or similar potentially lethal or damaging item.

In either alternative the character, and the character alone, can use the Oversized Weapon as though it is no heavier and no more awkward to manipulate than a fork. For anyone else it is as if the item is exactly as it appears – big unwieldy and heavy.

To determine the size of this Oversized Weapon if it is not already something implausibly large such as a longboat, determine its original normal size, then consult the Growth/Shrinking chart in the Referee section, generate a random Rank Value and apply it permanently as Growth to the item.

All Oversized Weapons can automatically strike ALL targets within a total number of sectors of the character calculated from the "height in feet" under Growth power based on this power's Rank Value. The Referee must approve the exact configuration of this area for the particular weapon. For a fireball or a net it might be a circle with radius given by the above sectors range, for a sword it might be a sweep or a straight line.

Paralyzing Touch

The character's touch can render opponents unable to move. To paralyze an opponent the character must first hit with a melee attack, which deals no damage. The target must then roll d% on the Master Table using the target's Fortitude Rank Value to resist. If the result is black the target is paralyzed – knocked down and unconscious – for a number of rounds equal to one-tenth the Rank Value of this power (round up).

Pet

The character has a pet. The pet is either a member of a normal species that has unusual statistics, a creature that has one random power of its own, or a member of an unusual species that has formed an atypical bond with the character. Some Pets have a particular power that is conferred on the character who owns it rather than any power of their own. The two absolute mandatory requirements for any Pet are that it is fiercely loyal or even loving to the character who owns it and that it never engages in combat until the owner, any sidekick, any steed and any adventuring companions have first entered combat. It does not hold back out of cowardice but because its function is not that of a trained warbeast. A warbeast would simply be a non-(Human) Sidekick in fact.

The player and Referee can agree on what the pet character is and how it works in play. The main test is that this is a power and should have some good effect on or for the character.

Phasing

The character's body can change into an insubstantial form allowing the character to "phase" through objects. The power grants the character armor at the Rank Value of this power.

A character with phasing can roll d% on the Master Table against the Rank Value of this power to ignore any one attack each turn by becoming intangible and allowing the attack to simply pass harmlessly through them.

OPTION: The Referee may rule that each Phasing power is affected by a particular substance that prevents the power from working or a Phasing character from passing through an object. Examples would be X-Ray Phasing blocked by lead, N-Ray Phasing blocked by wood, Yellow Phasing blocked by gold and Necro-Phasing blocked by living tissue.

Plant Control

The character can control plants, forcing them to twist and turn and using them to wrestle, attack opponents, or block attacks. The character performs all of these actions, through a chosen plant, using the Rank Value of this power. The character can control a number of plants each turn equal to the number of times he or she can attack in a turn (controlling counts as an attack). The character can only control plants within a radius of a number of sectors equal to one-tenth the Rank Value of this power (round up).

Play to the Crowds

The character draws strength from large crowds, whether they are booing or applauding the character. For every full 100 audience members or observers directly looking in person at what the character is doing, a +1RS on all rolls is given to the character.

Power Lifting

The character can lift as dead weight ten times the normal amount of. The weight lifted over the character's head can be held there for a length in turns equal to the character's Brawn. When used as an attack the character must still use wrestling to Grab a character or object.

Once lifted the Power Lifting character can slam the character or object into the ground doing damage equal to $1d100 + \text{Rank Value}$ of this power.

Protected Sense

One of the character's senses – either a normal sense (sight, hearing, etc.) or a Supersense is completely immune to damage or attacks of a Rank Value equal to or less than the Rank Value of this power. Touch, though a sense, cannot be protected.

Quake

The character has the innate ability or carries an item that generates a miniature "earthquake" effect in a number of sectors around the character equal to the Rank Value of this power.

Every character, vehicle, building and item within the affected area, friend or foe, must make a roll on d% against its Fortitude as though it had suffered a successful Pound result from the character. A Black or Red result applies as normal for items, vehicles and characters but for buildings this result indicates that the building has been literally knocked down or wrecked. Headquarters power buildings are considered unusable until the owner spends Fortune equal to the Rank Value of the Quake power to repair the Headquarters.

Random Thoughts

The character's mental processes are so alien, scattered, Zen, "out there" or insane that no form of mental influence – good or bad – will work on the character. Amongst other things this makes the character immune to Mind Control, Illusions and efforts such as the Lying skill.

Redline Operational

The character cannot suffer Dying results (see Combat chapter). Instead, the character lives on as normal despite any damage taken, with no apparent ill effects, until their Fortitude Rank Value reaches zero at which point the character simply keels over dead. The effects of Dying are applied only to see how long it will take the character to literally drop dead. Injuries or massive trauma that would rip another character apart just mess this character up but the body remains roughly in one piece until death.

At zero Damage and below the character begins to suffer a negative Repute modifier of minus whatever amount of Damage has been taken plus however many points of Fortitude have been lost. Characters with this power are amongst the most confronting, horrifying and indeed terrifying beings to witness. Blood and internal organs spill out, bones protrude, but somehow they remain functional and even cheerful or at least purposeful.

Savagery

The character has an indomitable and animalistic nature. Lower the character's Intellect by the Rank Value of this power. Add the same amount to *both* the character's Melee and Brawn. Intellect lowered by this power cannot be reduced lower than a score of 3.

Shapeshift

The character can turn into any shape desired (animals, other characters, objects) though the character retains the character's original size (unless the character also has the Growth or Shrinking powers). The change is automatically successful unless the character attempts to impersonate a specific thing (such as another character) at which point roll d% on the Master Table using the Rank Value of this power. A result of black means the character fails to adequately copy the character or object and can be easily identified.

Sidekick

The character possesses a sidekick that assists him on adventures (and is the perfect tool when the Referee wants to cause trouble). Create a second character randomly. This new character may possess no primary trait greater than the main character's and cannot possess more than one-half the number of powers (round up) of the main character. Any results that would break these two rules are automatically reduced. The sidekick is under the Referee's control.

A Sidekick must if possible be at least one age bracket younger than the character – Teen for an Adult, Kid for a Teen, fellow Kid for a Kid.

A Sidekick can also be an Understudy. Other than mode of dress the character is EXACTLY like the character but one Rank Value lower in every Primary Trait and power.

Slam: Head High Throw (Piledriver, Atomic Spike)

The character can apply this power only to a held opponent or object. The character flips and slams the opponent from head high directly into the ground head first (or the equivalent) inflicting $1d100 + \text{Brawn} + \text{power's Rank Value}$ as Damage. This power is illegal to use in some contests. Only powers that the Referee rules explicitly apply can be used by a defender to avoid this Damage including Force Field, Body Armor, Escape: Breakfall and so on.

Slam: Hip Throw

The character can powerfully throw to the ground one opponent. This is automatic if the opponent is already held, if the opponent is not held then the character must make a successful melee attack to hip throw them.

Slam: Rana Mysterioso

The character leapfrogs entirely over an opponent. The character chooses which of the following effects this causes:

Knocks the opponent down: The opponent must roll d% against their Coordination on the Master Table or they are knocked flat and can do nothing next turn but get back up, unless they have powers that say otherwise.

Flatfooted: The opponent can take no action next turn as they are too busy looking for where you have gone. Powers that negate this such as Combat Awareness etc. can still apply.

Back to Back: You and your opponent are now next to each other back to back.

Slam: El yoyo

The character can bounce a held opponent or object off the floor, inflicting 3d10 Damage with no possible roll to resist this Damage. The only way for a defender to end the torment is to slip free or otherwise escape the hold.

Slam: Guillatina

The character drops a leg or elbow on to a stunned, prone or held opponent, inflicting Brawn + Rank Value of this power. If the opponent is able to resist, the attacker must succeed on a struggling roll to apply their damage. Success on this struggling roll however does NOT mean the defender is held; Guillatina is applied instead of a hold. Guillatina could in theory be used as the initial grab in a wrestling match.

Slam: Ringleader

The character can either make a touch attack (d% against Melee on the Master Table and automatically knock a target down and into an adjacent sector of the attacker's choice or in the Ring during a Bout slam an opponent directly into the ropes, bouncing them off the ropes and back into the attacker's stiffened arm or fist. In either case the defender takes 3d10 Damage and must spend next turn getting up and can perform no other action.

Slam: Submission

The character uses their whole body to hit the opponent, inflicting Damage equal to the attacker's Brawn plus the Rank Value of this power. If the opponent is already held then this Damage is applied automatically. If the opponent is not held the attacker must first make a ranged attack using their body as the weapon – roll d% against Coordination on the Master Table.

Snack Based Regeneration

The character heals by eating comfort food. Once per turn, instead of taking another action, the character may recover 10 lost Damage points by eating snack foods.

Spikes

The character has some form of spikes, either a natural part of the character's body or a worn item. The character uses the Rank Value of this power to make piercing attacks. Spikes automatically inflict their damage each turn as a free extra action during any Wrestling battle.

Spirit Companion

The character has a ghostly being that only they can see (usually) who has adopted them, come to them after a vision quest or has somehow become entwined with the character's life. This being is a Dimensional (see Foresee Alpha rulebook) but for the purposes of Lucharan! it is a creature that is permanently Invisible as per the Invisibility power and Phasing as per the Phasing power. This Spirit Companion could resemble in form literally anything or anyone from the King of Rock n Roll, to a gecko, to a black jaguar, a mythical

animal, an ancient god, the ghost of a conquistador, a dead civil rights activist, a monster, a sexy genie or a dead relative.

The Spirit Companion will, once per game session or adventure, provide some cryptic but useful clues to what the character needs to do.

In combat the Spirit Companion confers the power Combat Awareness on the character.

In rare circumstances the Spirit Companion can possess a human being or other mortal. If the subject to be possessed resists then a struggling roll is made using Willpower instead of Brawn. The Willpower of the Spirit Companion is $1d100+50$.

A possessed character retains their own Coordination, Brawn and Fortitude but gains Melee of $1d100+50$, Intellect of $1d100+50$, Awareness of $1d100+50$ and Willpower of $1d100+50$ (as previously rolled) for the duration of the possession. Once per day a resisting possessed character can roll on the slipping table using Willpower instead of Brawn to throw out the Spirit Companion.

Walk-Ins: A Spirit Companion can also permanently possess a Dying character or any other character who willingly undergoes Spiritual Death and “vacates” their physical form. A character who becomes a “Walk-In” is restored to full health and cured of any disease or damaging physical condition that they were suffering. A Walk-In is then a Spirit Companion in the flesh. The Spirit Companion retains its ability to become Invisible and Phase as per the powers, with starting Rank Value of Pitiful in each now it is flesh.

Holy Father and his priests teach that the whole purpose of the deceiving Spirit Companion is to achieve this Walk-In status and walk amongst us unseen.

Steed

The character possesses a unique and exceptional riding animal. The riding animal is treated as a vehicle the character sits outside of along with passengers. As a “vehicle” the Steed has Durability, Handling, and Velocity as if a vehicle as well as Primary Traits like any other living being. The Durability, Handling and Velocity are all equal to the Rank Value of this power. The Steed possesses two special systems – weapons, unusual abilities that mimic a power, or any other equipment the Referee will approve – with each system at a Rank Value equal to one-half this power’s Rank Value (round up). If one of these special systems is Flight it is in the form of Wings.

The most likely Steed in Lucharan! is going to be a fine horse of some sort, or possibly a donkey or mule. It doesn’t have to be, but those are the most logical types of creature for this game in particular.

Superleap

The character can jump across great distances. The character may leap up to a number of sectors each turn depending on the Rank Value of the power:

Rank Value	Sectors/Turn
1-2	1
3-5	2
6-9	3
10-19	4
20-29	5
30-39	6
40-49	7
50-74	8
75-99	9
100-149	10
150-999	15
1000+	The character can circle the world in a single turn.

Supersense

The character possesses a single extraordinary sense such as superhearing or supersight. Rolls made to use the heightened sense use this power's Rank. A player may, with Referee approval, have an entirely new sense. For example, a character may be blind but possess echolocation ("seeing" like a bat), X-Ray Vision or Infrared Vision in addition to normal sight allowing the character to see in darkness without penalty.

Superspeed

The character can run at superhuman speeds. The character can move up to a number of sectors per turn based on the Rank Value of this power or the character's Coordination + 0, whichever is greater:

Rank Value	Sectors/Turn
1-2	1
3-5	2
6-9	3
10-19	4
20-29	5
30-39	6
40-49	7
50-74	8
75-99	9
100-149	10
150-999	15
1000+	The character can circle the world in a single turn.

When attempting an unusual manoeuver, such as running across water or up walls, the player must roll d% on the Master Table using the Rank Value of this power. A result of black indicates failure.

Vibrations: A character with Superspeed can also attempt to “run between dimensions” by making a d% on the Master Table using the Rank Value of this power with a -100 modifier on the roll. This means such an attempt will always obtain a White Result unless other modifiers are brought to bear such as Superspeed enhancing item, Magic, etc. If the roll is successful, the character is treated as having made a one-off Dimension Jump.

Telekinesis (Psychokinesis, PK, TK, Mind Power, Stronghold of the Will)

The character possesses the mental ability to move objects without touching them with range of “reach” in sectors equal to the Rank Value of the power. The upper limit of weight the character may lift with this power is the power’s Rank Value. Telekinesis is a “foundation” power for characters who use mind powers or “Psionics”. It can be used to fly as if the character has Flight power at one quarter of the Rank Value of Telekinesis (round up).

It can generate a Force Field as per the power of that name at one half of the Rank Value of Telekinesis (round up).

Telekinesis can temporarily confer the Fast Attack ability for one turn every one hour. This Fast Attack takes place on the turn immediately after Telekinesis is used in this way.

Rank Value	TK Weight
1-2	50 lb.
3-5	100 lbs.
6-9	200 lbs.
10-19	400 lbs.
20-29	800 lbs.
30-39	1 ton
40-49	10 tons
50-74	50 tons
75-99	80 tons
100-999	100 tons
1000+	400 tons
5000+	10,000 tons

Ranged Attacks: The character may also use this power to perform ranged attacks – by throwing an object or simply using telekinetic “force” – using the character’s Willpower in place of Coordination. A successful attack deals damage equal to the Rank Value of this power.

Telepathy

The character can read the minds of others and transmit mental messages. For all actions involving this power the character uses the power’s Rank.

A character with this power may read the mind of any character with a Willpower Rank Value lower than the character’s Rank Value in this. For stronger minds, competing rolls on d% between the telepath and the target are required with the higher roll prevailing if both

characters make successful rolls. A character with this power is automatically aware when someone attempts to read the character's mind. The character may attempt to block the other telepath; both characters roll d% and add the Rank Value of this power or the character's Willpower + 0, whichever is greater.

Telepathy can confer initiative in Combat; in any turn when the character wants this he or she must make a Yellow successful roll on d% with the Rank Value of the power on the Master Table.

Toolkit

The character has a specialised item or set of items whose total bonus to skills is equal to the Rank Value of this power. Each individual Tool from the Toolkit can confer +1 or any other bonus up to the maximum Rank Value. It is thus possible to have a Toolkit be one Tool adding the full Rank Value to one skill, or a Toolkit with a Rank Value of 45 composed of 45 Tools, each adding +1 to a different skill roll. It isn't necessary for the character to have the related skill to receive the bonus on a skill roll from the Tool.

Trait Boost

Unlike Trait Increase (see below), this power is a temporary boost to any one primary trait of the character's choice (chosen at the time this power is acquired). Once each hour of game time the character can automatically boost the chosen trait's Rank Value by an amount equal to the Rank Value of this power. For a number of turns equal to one-tenth the newly boosted value (round up), the affected primary trait operates at this new value. At the end of this time the affected primary trait's Rank Value is reduced to one-half (round up) its normal value for 1d10 turns.

Trait Increase

Not exactly a "power", the character increases the rank value of any two primary traits by +15 each. If this "power" is rolled twice the bonus to each primary trait chosen is increased to +20 each.

Vehicle

The character possesses a unique and exceptional vehicle. The character selects an existing vehicle (see Referee chapter) and then increases the Durability, Handling, and Velocity of the vehicle by one-half this power's Rank Value (round up). In addition to this increase the vehicle possesses two special systems – weapons, unusual abilities that mimic a power, or any other equipment the Referee will approve – with each system at a Rank Value equal to one-half this power's Rank Value (round up).

Wall-Crawling

The character can move normally, either by using a specialized device or innate means, across surfaces from which most people would fall (walls and ceilings, for example). Referees should inflict a RS (row step) penalty when attempting to move across a slippery surface.

Weapon

The character possesses a weapon, or weapons, with a combined total damage equal to the Rank Value of this power.

Example: A character with a Rank Value of 30 in this power could own two swords of Damage 10 each and three daggers of Damage 5 each. Or a bow, crossbow, and rod of blasting each doing 10 Damage.

All Weapon power weapons are inherently Magical, Dimensional, Psionic or some combination of the three. This means all such Weapons are a magical attack rather than Normal or mundane damage.

This power does not confer any extra skill or bonus to the use of the Weapons.

If a Weapon is lost, the character may spend 5 Fortune to Luckily find it again. If they do not, and they do not take steps to recover it, it still exists but is lost to them until recovered. This same Weapon is freely useable by anyone else who finds it.

The character may possess weapons that do not appear within these rules, from Foresee Alpha or in existing **4C System** games or supplements. Such new weapons must be approved by the Referee.

Downsides, Weaknesses and Signatures

Signature

A Signature (sig for short) is a behaviour that a character must perform (including for example an omission such as a dietary law). It is not a physical attribute of the character it is behavioural. Signatures could be styles of crime, picking duels, unnecessary vandalism, extreme politeness, always dressing in Crimson, using a strange and unnecessary speech pattern, always leaving a clue so that your plans can be defeated, sparing enemies, the Code of Chivalry, Bushido, arcane ritual rules of a Cult of Nameless Dread Evil, never killing, and so on.

No character can have more than three Signatures that are *voluntarily* chosen for the character by the player. If the character uses a School of Magic or is a Classed Human with a Signature, each of those conditions counts as one Signature.

For each Signature the character has, a Row Shift of +1 is applied to all d% rolls on the Master Table for ANY roll.

In any game session if the player forgets or avoids using the Signatures of a character he or she is playing, ALL bonuses to rolls conferred by ALL Signatures are lost until the next game session. Alternate names for Signature are Code of Conduct, Geasa, Compulsion, Psychological Quirk, Tell and Behavioural Tic.

Downside

A Downside is a physical, permanently-on version of a Signature. Examples include visible tattoos, body piercing, freakish appearance, monstrous appearance or other appearance highly unusual for the character's species, bizarre coloration, weirdly fat or thin, and similar appearance based or physical based variations that are likely to incite prejudice, fear or pre-judgment from the ignorant, intolerant or evil. However if for example monstrous appearance or tattoos are considered "normal" for the campaign then these can't be a Downside in that world.

Downsides can also apply to a set of powers such as Magic if the powers have a permanent and total Weakness or lack of effect, for example a type of magic that cannot produce any form of healing effect, powers that are always lethal when used, powers that always cause Explosions (see Referee section) and so on.

Weakness

A Weakness is a balancing attribute imposed by the Referee on a creature or power when the Referee thinks it is logical or when it is naturally logically suggested by the nature of the creature or power. Since a Weakness is a balancing attribute it does not confer any benefit to the receiving creature or power.

Skills

Using Skills

Such things as Acrobatics, Investigation, Riding, Medicine, Pilot and Drive are considered skills; discuss the skills you would like a character to have with the Referee for approval. A skill grants a +1 Row Step bonus when making any rolls on the Master Table during an action appropriate to the skill in question.

Skills in Lucharan! other than those with specific Lucha Libre related effects are deliberately not explained in detail. They are meant to be a simple word that explains the kind of roll to which a +1 RS would apply to. If the word doesn't logically conjure up associations with the kind of roll the player wants to make, the Referee should disallow it.

Skills should be given and selected to flesh a character out and not just in the spirit of trying to min-max a super character in some dry as dust bean counter kind of way. That approach is doomed anyway since not all characters even have skills. However, the Luchador skills are very important as they determine pretty much exactly how the character fights, the style and even their earning capacity and popularity.

Grand List of Skills So Far:

1. Accounting
2. Acrobatics
3. Acting
4. Administration
5. Air Force Training
6. A-Level Chemistry
7. Ambush
8. American History
9. Ancient History
10. Animal Husbandry
11. Animal Training
12. Anthropology
13. Apache Lore
14. Apache History
15. Arctic Survival
16. Armor Making
17. Army Training
18. Athletics
19. Auctioneer
20. Aztec History
21. Aztec Folklore
22. Balance
23. Bankruptcy Proceedings
24. Barbecue Cooking
25. Bargaining
26. Bawdy Tales
27. Betting
28. Blacksmithing
29. Blogging
30. Bomb Disposal
31. Bomb Making
32. Botany
33. Bribery
34. Bricklaying
35. Broadsword
36. Bugging and Surveillance
37. Calligraphy
38. Card Games
39. Cargo Delivery
40. Carpentry
41. Car Modification / Pimping
42. Car Theft
43. Car Washing
44. Chat Up Lines
45. Cheat at Card Games
46. Chemistry
47. Chinese Cooking
48. Civil Engineering
49. Cleaning
50. Climbing

- | | |
|-----------------------------------|-----------------------------|
| 51. Clowning | 97. FBI Training |
| 52. Cocktail Making | 98. Federal Police Training |
| 53. Cold Reading | 99. Feign Interest |
| 54. Command | 100. Film Making |
| 55. Comparative Religions | 101. Find Illegal Drugs |
| 56. Computer Programming | 102. First Aid |
| 57. Computer Use | 103. Fishing |
| 58. Conceal Bodily Function | 104. Flower Arrangement |
| 59. Conceal Foul | 105. Folklore |
| 60. Concreting | 106. Folk Medicine |
| 61. Confidence Trick | 107. Gambling |
| 62. Contract Law | 108. Gardening |
| 63. Courier | 109. Geography |
| 64. Criminal Law | 110. Genetics |
| 65. Cross Examination | 111. Genie Tales |
| 66. Crowd Warmup | 112. Glamor (nude) Model |
| 67. Cryptography | 113. God Tales |
| 68. Cult Knowledge | 114. Golfing |
| 69. Curses | 115. Gymnastics |
| 70. Cutlass | 116. Hacking |
| 71. Dagger | 117. Haggling |
| 72. Deactivate Trap | 118. Hairdressing |
| 73. Detective Work | 119. Haymaker |
| 74. Digging | 120. Herbalism |
| 75. Disguise | 121. Heroic Tales |
| 76. Diving | 122. Hide |
| 77. Drive Armored Vehicle | 123. History |
| 78. Drive Bus | 124. Home Handyman |
| 79. Drive Car | 125. Horse Racing |
| 80. Drive Walker (tank with legs) | 126. Hostage Negotiation |
| 81. Drone Ops | 127. Hotwiring |
| 82. Drug Dealing | 128. House Painting |
| 83. Drug Manufacture | 129. Hunting |
| 84. Drugs and Medicines | 130. Identify Dinosaur |
| 85. Economics | 131. Identify Luchador |
| 86. Electrical Engineering | 132. Identify Pariah |
| 87. Electronic Engineering | 133. Identify Witch |
| 88. Electrician | 134. Identify Value of Item |
| 89. Embalming | 135. IED Making |
| 90. Entertainer | 136. Improvised Chemistry |
| 91. Etiquette | 137. Inca Lore |
| 92. Explosives Use | 138. Inca History |
| 93. Extra language | 139. Inspiring Speech |
| 94. Farming | 140. Insult |
| 95. Fashionista | 141. Interrogation |
| 96. Fast Talking | 142. Invention |

- | | | | |
|------|-------------------------|------|---|
| 143. | Item Making | 189. | Occupat'l Health & Safety |
| 144. | Jack of all Trades | 190. | Online Gaming |
| 145. | Jockey | 191. | Paper Making |
| 146. | Jokes | 192. | Paperwork |
| 147. | Journalism | 193. | Parachutist |
| 148. | Jury Tampering | 194. | Paragliding |
| 149. | Kick | 195. | Paranormal Investigation |
| 150. | Kissing | 196. | Passing As "Normal" |
| 151. | Kitbashing | 197. | Phone Tapping |
| 152. | Laboratory Use | 198. | Physics |
| 153. | Lame Puns | 199. | Pickpocket |
| 154. | Laws of the Land | 200. | Pilot Glider |
| 155. | Leather Making | 201. | Pilot Heavy aka
Commercial Large Jet |
| 156. | Leather Working | 202. | Pilot Helicopter |
| 157. | Legal Training (Lawyer) | 203. | Pilot Multi Engine Plane |
| 158. | Library Use | 204. | Pilot Sea Plane |
| 159. | Literacy | 205. | Pilot Single Engine Plane |
| 160. | Local Laws & Customs | 206. | Pilot Small Jet |
| 161. | Local Maps | 207. | Pilot Twin Engine Plane |
| 162. | Lockpicking | 208. | Pizza Making |
| 163. | Looting | 209. | Planar Lore |
| 164. | Lucha Libre History | 210. | Plastering |
| 165. | Lucha Libre Tales | 211. | Plumbing |
| 166. | Lucha Libre Tall Tales | 212. | Poisons |
| 167. | Lying | 213. | Pole Dancing |
| 168. | Mafia Rules | 214. | Police Training |
| 169. | Make Toast (speech) | 215. | Porn Actor |
| 170. | Marksmanship | 216. | Prestidigitation |
| 171. | Masonry | 217. | Psionic Training |
| 172. | Mayan Folklore | 218. | Psychology |
| 173. | Mayan History | 219. | Public Speaking |
| 174. | Mechanical Engineering | 220. | Punch |
| 175. | Medicine | 221. | Real Estate Agent |
| 176. | Meditation | 222. | Religion (choose one) |
| 177. | Mexican Cooking | 223. | Repair Metal Objects |
| 178. | Mexican History | 224. | Ride Bicycle |
| 179. | Midwife | 225. | Ride Motorcycle |
| 180. | Model | 226. | Ride Horse |
| 181. | Monster Lore | 227. | Ride Jet Ski |
| 182. | Monster Tales | 228. | Ritual Magic |
| 183. | National Guard Training | 229. | Robotics |
| 184. | Navigation | 230. | Roof Running |
| 185. | Navy Training | 231. | Running |
| 186. | Obtain Credit | 232. | Sailing and Rowing |
| 187. | Obtain False ID | 233. | Sailor Training |
| 188. | Occultism | | |

- | | | | |
|------|---------------------------|------|------------------------|
| 234. | Scrounge Food | 268. | Sport – Swimming |
| 235. | SCUBA diving | 269. | Sport – Table Tennis |
| 236. | Secure Storage | 270. | Sport – Tennis |
| 237. | Seduction | 271. | Sport – Weight Lifting |
| 238. | Set Fire | 272. | Stage Magic |
| 239. | Sexual Positions | 273. | Sunday Punch |
| 240. | Sheriff Deputy | 274. | Surprise Attack |
| 241. | Sheriff | 275. | Swimming |
| 242. | Shield | 276. | Tax Evasion |
| 243. | Shopkeeping | 277. | Taxidermy |
| 244. | Shopping For Bargains | 278. | Texas Ranger Training |
| 245. | Shortsword | 279. | Torture |
| 246. | Siege Engines | 280. | Tracking |
| 247. | Sign Language | 281. | Translate Language |
| 248. | Sketching | 282. | Trapping |
| 249. | Skiing | 283. | Travellers' Tales |
| 250. | Skip Tracing | 284. | Treasure Lore |
| 251. | Slapstick Fighting | 285. | Treasure Tales |
| 252. | Smart Phone Use | 286. | Trivia: Movies |
| 253. | Sneaking | 287. | Trivia: Soap Operas |
| 254. | Soldier Training | 288. | Trivia: Television |
| 255. | Sport - Badminton | 289. | Tumbling |
| 256. | Sport – Baseball | 290. | Uppercut |
| 257. | Sport – Basketball | 291. | Vehicle Repair |
| 258. | Sport – Football (Soccer) | 292. | Veterinary Medicine |
| 259. | Sport – Golf | 293. | Warehouse Ops |
| 260. | Sport – Hockey | 294. | Water Skiing |
| 261. | Sport – Horse Racing | 295. | Weapon Making |
| 262. | Sport – Judo | 296. | Web Design |
| 263. | Sport - Lacrosse | 297. | Wrestle |
| 264. | Sport – Polo | 298. | Zero-Gravity Combat |
| 265. | Sport - Rowing | 299. | Zero-Gravity Ops |
| 266. | Sport - Snowboarding | 300. | Zoology |
| 267. | Sport - Squash | | |

Contacts

In place of a skill a character may possess a contact. A contact is a friend or acquaintance the character can call on for assistance. Contacts must be cleared with the Referee though any reasonable contact idea should be automatically allowed.

Slapstick Fighting

Slapstick Fighting allows any of the following to be used as if it were a normal weapon with which the character is proficient (ie +1 Row Shift): **Soda Siphon, Wooden Folding Chair, Microphone, Inflatable Sex Doll, Pinata, Length of Wooden Plank, Rubber Chicken, Cream Pie, Length of Rope, Ladder, Frying Pan, Slipper or Shoe, Hat, Potted Plant, Non-magical Tool, Crab, Ball, Barrel, Lobster, Tropical Fish, Octopus or Squid.**

Combat...

Combat Overview

Combat takes place in turns, each of which covers an abstract amount of time equal to the action depicted in a single comic book panel.

A character can perform any action that would fit into a standard panel including attack, dodge, or move.

You may only attack once in a turn (the exception is the Fast Attack or other power which grants characters the ability to make multiple attacks in one turn).

It is possible to move and attack in the same turn but you suffer a -1 Row Step penalty to your attack for every sector you move into unless you perform a Rushing attempt (see section in this chapter). You may also move and dodge in the same turn but you suffer a -1 Row Step penalty to your dodge for every sector you move into.

During a turn the action takes place as follows:

Initiative is determined by going in order of Awareness. For more information consult the Initiative section in the Referee chapter of this book. Please consult the section and thoroughly understand it before play.

The Referee secretly determines the actions of Referee Characters.

The players and Referee each state their actions for the turn in order of initiative of each character.

For example if there are two players with one character each and two Referee characters, and initiative is such that it is Referee character then both players' characters then the other Referee character, first the Referee states what the first character will do. Then the first player states what their character will do. Then the second player's character does its thing. Finally the other Referee character has its turn.

Repeat until the combat is over.

Fencing

Fencing comes from Long Ago, and whether the obsidian bladed weapons like the *mahuatl* of the Azteca or the swordfighting of the Conquistadors it is a deep part of the culture from which Lucha Libre takes its lifeblood. It can be seen that Lucha Libre itself is simply the most perfect and righteous form of Fencing, where instead of a Foil the human body itself becomes the fire-tempered weapon to prove one's honor.

Fencing is a form of sword fighting using a single blade, generically called a Foil. The nature of this blade varies only slightly. It is commonly called a Foil but it could be a heavy

cavalry single edged weapon or a lighter duelling blade or a slightly odd looking Pigsticker from the countryside. The essential difference between Fencing and normal melee is that Fencing uses Coordination to resolve its melee attack. Yes, even though the Fencing Blade is a melee weapon, a sword capable of slashing and piercing, nevertheless it is skill and accuracy that determines its effectiveness.

Fencing combat is resolved in the normal melee way, but the roll to determine a hit is made on Coordination, and the Damage caused is Melee + weapon modifier or extra Damage. Fencing is traditionally taken as a skill if the character's origin provides them with skills. This adds +1RS to the rolls on Coordination. If the character does not have Fencing skill, they may still attempt to Fence, but do so at a -3RS penalty on their Coordination d% rolls.

When using Fencing, a character MUST nominate beforehand if it is intended to be a Slashing or Piercing type attack. Failure to nominate means it is automatically a Slashing type. Nail (see Combat section) and Bullseye (ditto) are both possible with Fencing even though it is close combat and not ranged. Both types of attack are Piercing, indicating that the Fencer has stabbed into or through their opponent.

Quips are ESSENTIAL when Fencing. Any Fencer who Fences but does not Quip foregoes all Fortune for that battle, adventure or session depending on how long the session goes for, at the discretion of the Referee. Those who DO Quip must receive at least an extra 5 or 10 Fortune for the battle or adventure. Fencing Quips are also an excellent way to earn Fame for those with that Trait.

Duels

In a Duel there are two combatants only. Almost always, they agree beforehand as to the choice of weapons- Foils, or whatever identical melee weapons for each Duellist. The combat is to first blood, submission, surrender or to the death and might be an extremely short battle depending on the weapons.

In a Duel, the combat Initiative is rerolled EVERY TURN. This is to reflect the psychological torment and tiny margin for error in close one on one ritualistic combat.

For those with Fencing skill, Duels are always fought using the Fencing skill and a Fencing sword or an improvised equivalent. This is even the case for Wizards, civilised Druids or almost any other character. The only conceivable exception would be a Wizard Duel between opposing magic using characters from competing Schools of Magic but this is very rare. In this book, Duels mean Fencing Duels.

Scarring: rather than inflicting Damage, on a successful attack a character instead choose to scar their opponent. This inflicts a permanent potentially disfiguring mark on a highly visible place on the opponent's body. This does NO Damage, but it heals as a permanent scar. Any character scarred can attempt to shrug off the permanence of the scarring so that it heals up and disappears by rolling d% against their Fortitude and obtaining a Yellow result. If successful the character is scarred, but not permanently. Scars can be healed and made to disappear only with magic or a roll d% against Medicine skill with a -4RS penalty.

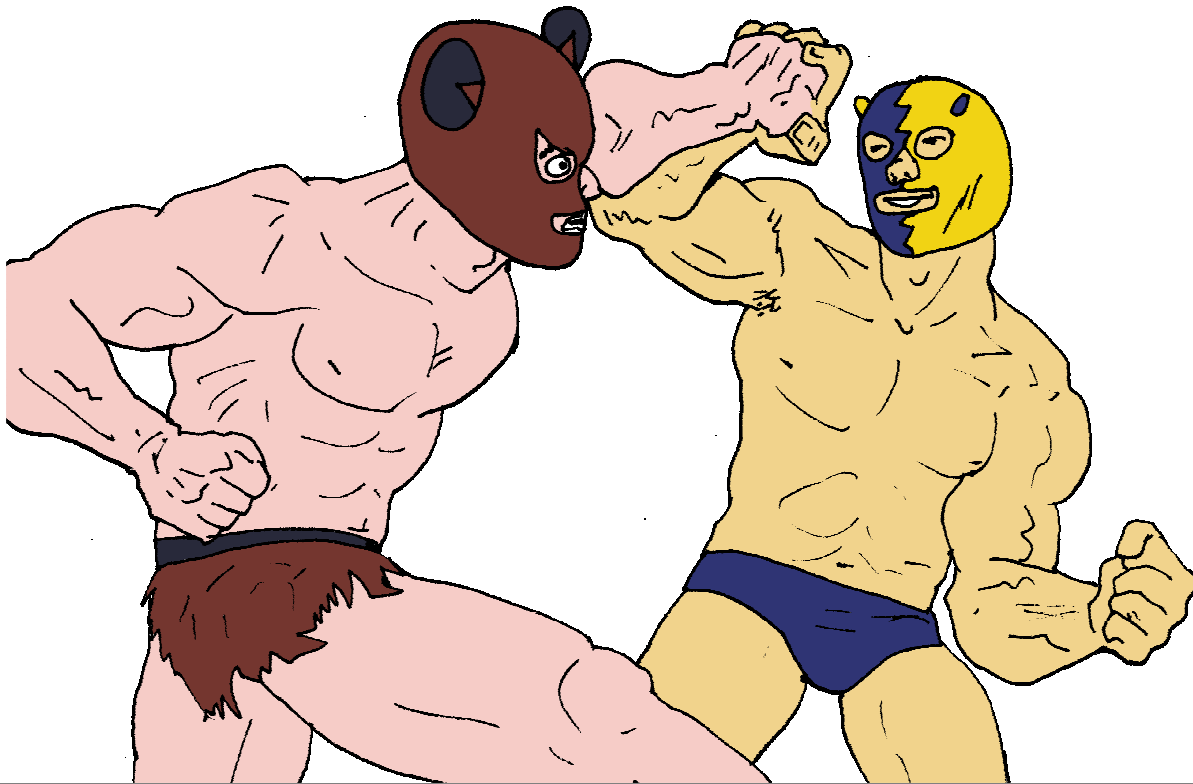
There is one crucial, utterly important thing to remember about Duels. **Killing in a Duel is not murder.** Both combatants have consented to the lethal game. Thus although it may not earn Fortune or not very much Fortune to win a Duel, it does not subtract all Fortune from a character to kill his or her opponent. Duelling is not murder. It's violent and unpleasant but that does not make it murder.

Parrying

Fencers can stop an otherwise successful melee attack by attempting to parry. Each parry is a d% Fencing attack (Coordination). The first parry attempt requires a Blue or better result. If more than one attack on the character needs to be parried in the same turn, each extra attack after the first attracts a cumulative -1RS penalty on the character who is trying to Parry.

Example: Gordo is successfully attacked by two soldiers with dagger thrusts and a slashing attack by their officer using his Sabre. The first dagger requires a Blue result, the second Blue with a -1RS penalty and the Sabre a Blue with a -2RS penalty.

Fencing has nothing directly to do with Lucha Libre. However it is part of the same culture and is used by non-Luchador characters frequently. It could also be used by some civilised and cultured Luchadors when they are not wrestling, or to settle a matter of family honor for example, against someone who can't or won't face them in Lucha Libre.



The Lucha Libre Duel

Almost everything applicable to a Fencing Duel is applicable to the world of the Luchadors.

The Wrestling ring is 3 sector square – nine total sectors. It is bounded by ropes with a padded post at each of the four corners. These ropes and posts can be climbed on top of, and are springy enough to allow characters to slingshot themselves at their opponents. This means a turn spent leaning into the ropes allows a character to immediately attempt Rushing on the next turn. Likewise once a character has successfully climbed to the top of a post he or she can leap from the top doing 2d10 extra damage to an opponent the character successfully lands on.

A standard wrestling Duel goes for ten rounds of one minute each or until a character is pinned for a three count by their opponent. Serious injury ends the fight, and at that point the Referee can decide a winner or rule that the injured character is Disqualified due to injury giving the match to their enemy. This can be a very controversial decision.

In any normal venue for wrestling whether it is a tent, local hall, stadium, arena or ancient Aztec ruin, a number of local spectators will gather equal to the combined Fame of all the Luchadors battling. The Referee may rule that in some situations there is no crowd or the crowd is limited in some way. But even in the lair of an Undead, a Lizardo colony or the secret base of a scientist, the maximum crowd is equal to the combined Fame of all Luchadors fighting. If Saturday morning cartoons involving sports teams and pop bands teach us anything, they teach us this. Crowds gather to see the heroes battle.

Before the Bout the terms of victory and defeat will be announced by the Referee. Firstly the Referee announces the basic type of Bout:

A ganar dos de tres caídas sin limite de tiempo: (“To win 2 out of 3 falls without a limit of time”) aka 2 out of 3 Bout – for a standard ten round match you can win 2 out of 3 falls in any round until the end. If no one has won at the end of round ten, round eleven begins and does not end until someone has won...

OR

A ganar una sola caída con limite de diez minutas: (“To win a single fall with a ten minute time limit”) aka 10 Minute Bout.

In either case if it is a team battle no team has lost until all members of that team have suffered defeat within the time limit.

After this, the Referee announces the victory and defeat terms. There are several types of Bout:

Carrera contra Carrera: aka **Career against Career:** The losing Luchador(s) must immediately permanently retire.

For Fame: Each winning Luchador receives 10 Fame from the loser he or she pinned for the three count.

For the Mask: aka **Mask versus Mask:** The losing Luchador(s) must remove their Mask(s) and not wear them again until their honor is restored.

For Honor: A Luchador with no Mask who wins this type of Bout earns the right to wear a Mask once more. This either restores the type of Mask he or she once wore, or they are allowed to roll up a new one.

For the Points: A normal monthly competition Bout. Winning puts the Luchador or team one point up in the rankings, losing puts them one point down.

For Gold: The winning Luchador(s) all gain +1 to their Lifestyle. Sometimes this is substituted by the gift of a special item, vehicle or a very high quality Cape or Champion Belt. Such Capes and Belts are not recognised in official rankings but nevertheless add +4 to the character's Social Status with all Luchadors and Lucha Libre fans, making the character's Repute +4 with such people.

Máscara contra Cabellera: aka **Mask versus Hair:** A Masked Luchador fights a bare-headed Luchador. If the loser is Masked he or she must remove their Mask and not wear them again until their honor is restored. If the loser is bare-headed he or she must SHAVE THEIR HEAD and not regrow it until their honor is restored.

Máscara o Cabellera contra Campeonato: aka **Mask or Hair for the Title:** As the culmination of a year (or several years) of top level battles, Luchadors can be brought in to fight all out for the top title in the world in their Weight Division. The winner is crowned Champion for the year. The loser must unmask AND shave their head. If the loser didn't wear a Mask he or she can't obtain one and wear it for the coming year either.

Máscara o Cabellera contra retiro: aka **Mask or Hair versus Retirement:** the challenger challenges a Luchador. If the challenger wins the Luchador must retire from the Ring permanently. If the challenger loses he or she loses their Mask and hair. If they don't wear a Mask they are banned from obtaining one for the coming year.

To the Death: This is no part of normal Lucha Libre but is gladiatorial battle to the death, often imposed by Monsters, Villains or Undead or in some savage place where the civilised rules of honourable Lucha Libre are not understood or respected.

A Luchador who "wins" the Masks of others keeps them as trophies. If the Luchador is a Face, each captured Mask gives +1 Repute with Lucha Libre fans and fellow Faces. If the Luchador is a Heel each captured Mask gives +1 Repute with Lucha Libre fans and -1 Repute with Faces, +2 Repute with fellow Heels and +1 Repute with Villains. Of course a Heel may only be a role a good character plays in the Ring; it might be horrifying to a

pantomime bad guy who is a hero in real life to be approached by actual criminals or Villains because of what they do in the Ring. Or not, as the case may be.

As tough as it is, unless a Luchador is a coward and a quitter, he or she must fight on in Bouts, Maskless and potentially depowered, until they regain their honor, and their Mask, or until they find a new Mask – after of course a (game) year without one has passed...

The beginning of each Bout is signalled by the ringing of a bell. During the Bout the Referee stops play with a whistle. The end of each round or the end of a ten minute fight is signalled by three loud bell rings. Then there is usually a small pause before the winner is formally announced and any rewards given or losses imposed.

Each round of a fight (whether one minute or ten minutes) begins with each Luchador in their corner, moving to the centre, and grappling.

All Damage inflicted in a Lucha Libre battle is treated as a stunning attack and rolls on the Concuss chart with the amount of Damage as the Rank Value for "Brawn" being compared to the defender's Fortitude. **Converting to stunning attack is called Pulling Your Punch.**

No Luchador other than the worst of Heels ever does lethal Damage in the Ring. In any normal Bout all Luchadors are ALL converting ALL their Damage to stunning attacks.

Despite this there may still be lethal effects during a Bout. This is all part of the magic and mystery of Lucha Libre.

The standard Lucha Libre battle is: Wrestle rolls on d%. First, highest Awareness character goes first and attempts to grab the opponent using Struggling. If held, opponent attempts to slip free. Both Luchadors attempt to grab the other using struggling. Highest Awareness Luchador tries first. If successful, the other Luchador must then slip free and cannot attempt to grab the character holding them.

Any special moves a Luchador knows will be applied as one of the following four types of special Luchador power: Grab, Hold, Escape or Slam.

It is important that the descriptions of Lucha Libre powers are followed closely as they all affect the combat turn by turn, in some cases radically altering it. For example Fast Attack allows multiple attacks or actions each turn – that allows extra attempts to seize, struggle, slip or bash.

Grab techniques are anything helping the Luchador to initiate a Hold on an opponent. They affect the Seizing chart roll below. Sub-types of Grab include choking and entanglement attacks amongst others.

Hold techniques are used once an opponent has suffered a Snatch or Shatter result on the Seizing chart. They also apply when the Struggling chart is used since Hold techniques help against an opponent struggling free.

Escape techniques reflect effects on the Slipping chart below. They help the character escape Hold techniques their enemy has used against them.

Slam is the general name for any technique or effect that can take an opponent down, either after they have been Grabbed and had a Hold put on them or directly knocking them back or down on to the ring's floor.

A Luchador can also aim a vicious straight arm strike or "clothesline", use their whole body to body check an opponent, leap on them or punch them in the ring. All of these attacks are Bashing attacks and use the chart below:

Bashing: Any unarmed attack with fists or feet or an attack with a blunt weapon or object is a Bashing attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Miss. You whiff.
Red	Hit. You inflict Damage.
Blue	Pound. Your opponent suffers damage and may be knocked down (possibly into an adjacent sector).
Yellow	Concuss. Your opponent suffers damage and may be knocked out.

Grabbing, choking, holding, and similar attacks are all covered under Lucha Libre using the same wrestling charts below.

Roll d% on the Master Table using your Brawn Rank Value and compare the result to the following tables:

Seizing: Use this when you want to grab something out of an opponent's grasp.

Color	Result
Black	Miss. You grab at air.
Red	Miss. Not quite.

Blue	Snatch. You've grabbed the target of your seize attempt.
Yellow	Shatter. You've grabbed the item but broke it.

Slipping: Use this when you're being held by an opponent.

Color	Result
Black	Fail. You're still held.
Red	Fail. Just for a second . . ., but no.
Blue	Elude. You've escaped.
Yellow	Turnabout. You've not only escaped but can also reverse the hold.

Struggling: Use this when you want to grab an opponent and restrain the character.

Color	Result
Black	Fail. Not even close.
Red	Fail. Just out of reach.
Blue	Hold. You've successfully grappled your opponent. Opponent is at -1RS to slip free.
Yellow	Hold. You've successfully grappled your opponent. Opponent is at -2RS to slip free.

Remember to always apply any powers or skills and their effects to the wrestling rolls! They make a crucial difference!

Catching

There are times when a character must catch something (a falling civilian, a thrown object, etc.) This also applies to Catching in the Ring for example catching a fist when an opponent throws a punch, catching a character attempting a body slam type attack or even catching an opponent who has leaped off the top of the ropes or made other Suicida attacks. The Referee will rule in each case as to any extra difficulty relating to a Catching attempt.

When catching, roll d% on the Master Table using your Coordination Rank Value and compare the result to the following table:

Color	Result
Black	Fail. You miss. If it was an object being thrown to harm you, such as a weapon, you're automatically hit.

Red	Fail. You've missed.
Blue	You catch, but possibly harm, it. You must make a second d% roll on the Master Table using Coordination; any result less than Blue means what you caught suffers damage equal to the Rank Value of your Brawn.
Yellow	Perfect catch. Good job! At your own decision you can inflict Damage on the caught object or person equal to your Brawn Rank Value.

When attempting to Catch a person or their leg (not a fist or other small area of the body of the enemy) the Luchador (or other character) attempting to Catch gains a RS bonus or penalty equal to the difference in Rank Value between their weight and the opponent's weight. The RS bonus applies when the Catcher is heavier than the enemy; the RS penalty applies when they are lighter. For example a Pitiful (2) weight Luchador trying to catch a Tough weight (19) Luchador enemy suffers a -3RS penalty to Catch the enemy when he jumps at him. This is because Pitiful is three lower than Tough. Likewise if the situation were reversed the heavier man would receive a +3RS bonus.

If a Luchador catches an opponent they can drop the opponent immediately for 2d10 falling Damage.

Attacking Multiple Targets at Once

When surrounded by multiple opponents in a single sector a character may elect to attack everyone at once. Roll to attack but on a Yellow result everyone is affected as if the result was Red. Any result less than Yellow is a complete miss on EVERYONE. This only works with melee attacks. For example, a single Luchador could attempt to roll multiple opponents in range up in a single writhing ball with a Seizing wrestling roll.

Block

Sometimes it's necessary to stop Brawn with Brawn. A Block is an unarmed Parry. This is the direct clash of flesh on flesh, muscular strength against muscular strength. It is quite different from a Catching technique and has different effects.

When blocking, roll d% on the Master Table using your Brawn Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Your block attempt has no effect.
Red	1 Row Step. For purposes of damage, the Rank Value of the attacker's Brawn suffers a -1 Row Step penalty.

Blue	4 Row Steps. For purposes of damage, the Rank Value of the attacker's Brawn is reduced by 3 row steps.
Yellow	7 Row Steps. For purposes of damage, the Rank Value of the attacker's Brawn is reduced by 6 row steps.

Dodging

Dodging means the character spends the turn ducking and weaving like a Dodgeball expert, trying to avoid being hit by any ranged attack. It is not possible to both Dodge and attack in the same turn for any normal character unless rules specifically say otherwise, for example through the effect of a power or for some other specific reason. Dodging doesn't apply to melee combat. Roll d% on the Master Table using your Coordination Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Not quick enough.
Red	3 Row Step. Anyone attacking you this turn suffers a -3 Row Step penalty to the appropriate Trait.
Blue	6 Row Steps. Anyone attacking you this turn suffers a -6 Row Step penalty to the appropriate Trait.
Yellow	9 Row Steps. Anyone attacking you this turn suffers a -9 Row Step penalty to the appropriate Trait.

Evade

Similar to Dodging above, except it applies to melee combat only. Evade is the act of weaving and bobbing for a turn to avoid an attack. It is not possible to both Evade and attack in the same turn for any normal character unless rules specifically say otherwise, for example through the effect of a power or for some other specific reason.

Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Not only did you fail but you moved into the exact spot your opponent was attacking; your opponent automatically hits you.
Red	Evade. You successfully evade the attack and are unharmed.

Blue	Superior Evade. Not only did you successfully evade the attack but you've also manoeuvred yourself into an enviable position; on the next turn you gain a +1 Row Step bonus to your Melee roll to attack the opponent that you just evaded.
Yellow	Maximum Evade. As blue but your bonus is +2 Row Steps.

In the Ring, the Referee will call a Foul on any Luchador who Evades for longer than two consecutive turns. Repeating the offence will result in Disqualification.

Fortunately Rolling With The Punch

This applies to melee combat only. Fortunately Rolling With The Punch is the act of tracking through a melee combat attack that has hit and will cause damage or an effect. It's already going to hit, there's nothing to be done about Evading it. However, the character can spend 5 Fortune (or Fame) and roll with the punch (or other attack). This may mean no or smaller damage is taken from the strike by the character turning through the thrust or arc of the attack, in effect moving slightly ahead of the strike. Once the Fortune (or Fame) is spent, roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Not only did you fail but you moved into the exact spot your opponent was attacking; your opponent automatically hits you.
Red	Subtract your Coordination from the attacker's damage done to you.
Blue	Fresh Air. Not only did you successfully roll with the punch but on the next turn you gain a +1 Row Step bonus to your Melee roll to attack the opponent whose attack you just rolled with.
Yellow	Punch: Rolled With. As blue but your bonus is +2 Row Steps.

...Combat, resumed

Melee Attacks

Hitting, kicking, stabbing, slashing, etc. are all types of melee attacks. To resolve a melee attack, determine whether or not it is a Bashing (see above), Piercing or Slashing attack.

Piercing: Any unarmed attack with a horn, antlers, spikes or teeth, or a thrusting weapon where the point is driven into an enemy is a Piercing attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Miss. Embarrassing.
Red	Hit. You inflict Damage.
Blue	Concuss. Your opponent suffers damage and may be knocked out. The opponent also suffers ongoing damage of -2 Damage per turn until receiving medical aid.
Yellow	Dying. You've fatally wounded your opponent.

Slashing: Any attack with a knife, sword, or other sharp object is a Slashing attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Miss. Nothing but air.
Red	Hit. You inflict Damage.
Blue	Concuss. Your opponent suffers damage and may be knocked out.
Yellow	Dying. You've fatally wounded your opponent.

Ranged Attacks

Includes shooting a firearm and throwing a weapon or object, in short any attack across a distance is a ranged attack. Roll d% on the Master Table using your Coordination Rank Value and compare the result to the following table:

Color	Result
Black	Miss. Wild shot. On a roll of "00" you've inflicted a Blue result on a friendly target or innocent bystander such as a member of the crowd of onlookers if possible.
Red	Hit. You do Damage to the enemy.
Blue	Nail. You've hit your target; if you did not declare you were trying for the Nail then this is a Hit.
Yellow	Dying. You've fatally wounded your opponent. If you declared a Bullseye and you rolled 90 or more, you succeeded.

Normal Missile type	Range in Sectors
Arrow, Great Bow	30
Arrow, Long Bow	25
Arrow, Short Bow	15
Bolt, Crossbow	4

Ranged attacks include throwing grenades. Grenades inflict their damage in an area of 2 sectors around the target or where they land if they miss. In the sector where they hit the full damage is done. One sector from the target or landing place it does half damage rolled, round up. Two sectors away it inflicts one third damage, rounded up. This area damage is inflicted on ALL characters in the affected sectors, friend or foe.

Bombas (Grenades) come in a very wide selection of effects, all with the same range. The standard Bomba of Blasting is a fragmentation grenade, but other typical grenades include the following, none of which directly inflict normal physical damage:

Bomba Type	Effects
Net	Entanglement power on the target at TOUGH Rank Value
Hypno	Illusions power on the target at TOUGH Rank Value
Paralysis	Paralyzing Touch on all in range at TOUGH Rank Value
Stunning	Inflicts Concuss chart attack on all in range

A character can also throw a flaming torch or brazier. The material value of a wooden torch is 5, a metal brazier is 12 and the fire in either case inflicts an extra 1d4 damage to a target.

Range: Weapons are limited in range as per the accompanying chart.

Boomerang	100
Bullet, Sling	50
Chakram	20
Dart, Blowpipe	5
Dart, hand thrown	Character's Brawn divided by 10, round up
Bomba of Blasting / Grenade	Character's Brawn divided by 10, round up
Pistol	99
Rifle	200
Thrown Knife	3

A Ranged Attack made in the same sector is considered Pointblank Range and confers a +1 RS on the attacking character's attack roll.

Bows typically come equipped with a quiver of 30 arrows, Crossbows with 10 bolts, Slings with 100 bullets. Pistols can be Revolvers or Self-Loaders. Revolvers have six shots before requiring six Ammunition to recharge them up to full. Self-Loaders have between 8 and 22 capacity and so require this many Ammunition to recharge them up to full. Self-Loader Ammunition usually comes in clips pre-filled with the right amount. Rifles may have eleven shots and therefore require 11 Ammunition to recharge fully. Bombas / Grenades are one use items, as are grenades.

Range Penalty

Count the number of sectors from the attacker to the target ignoring the attacker's sector but including the target's sector. For each sector the attacker suffers a -1 Row Step penalty to the effective Rank Value of Coordination for this attack.

Damage

Any successful hit inflicts damage that is subtracted from your Damage total. When your Damage points are reduced to 0, you are Dying (see Dying in the Referee chapter). Any attack doing damage can instead be treated as a stunning attack and roll on the Concuss chart with the amount of Damage as the Rank Value for "Brawn" being compared to the defender's Fortitude. **Converting to stunning attack is called Pulling Your Punch.**

No Luchador other than the worst of Heels ever does lethal Damage in the Ring. In any normal Bout all Luchadors are ALL converting ALL their Damage to stunning attacks.

Despite this there may still be lethal effects during a Bout. This is all part of the magic and mystery of Lucha Libre.

The amount of damage an attack inflicts depends on what type of attack it is:

Melee Attack: Inflicts an amount of damage equal to the Rank Value of the attacker's Brawn if weaponless; a one-handed weapon adds NORMAL damage (2d4 + 1) (see page 11 for

random score) and a two-handed weapon adds TOUGH damage (3d6+1) (see page 11 for random score) points. Martial Arts skills may also add to unarmed damage.

Individual melee weapons may be high quality, enchanted or even Power possessing in a Foresee campaign; in any of these cases they will do different additional damage as the Referee decides in consultation with the players.

A character can also use a flaming torch or brazier in melee combat. The material value of a wooden torch is 5, a metal brazier is 12 and the fire in either case inflicts an extra 1d4 damage to a target. This means that a wooden torch does 1d4+5 and a metal one 1d4+12 damage to a target on a hit.

Melee Weapon Type	Damage
Katana	7d6
Smashing Mace	5d8
Warhammer	4d10
Iron Boxing Glove	5d4
Quarterstaff	4d6
Dagger	1d6
Longsword	2d10+5
Broadsword	3d10
Ball and Chain	1d10+2
Diddyknocker / Baseball Bat	2d10

Ranged Attack: Inflicts a number of points of damage equal to the Material Value of the item thrown. If using a projectile weapon the damage is as for the listed Normal Missile projectile, plus any bonuses. If using a ray or magic spell the description of that Power or item will provide the damage.

Normal Missile type	Damage
Arrow, Great Bow	5d6
Arrow, Long Bow	4d4+4
Arrow, Short Bow	2d4+2
Bolt, Crossbow	5d6
Boomerang	2d4
Bullet, Sling	1d10
Chakram	2d6
Dart, Blowpipe	1d4
Dart, hand thrown	1d6
Bomba of Blasting / Grenade	10d10+50
Pistol	10d10
Rifle	10d10+20
Thrown Knife	1d10

Combat Results

The following is a listing of the various combat results mentioned previously under the different attack types.

Bullseye: This is a called ranged attack on a living being. If successful it kills the target outright if it has less than 1000 Damage and inflicts 1000 Damage on it otherwise. The attacker must state the intention to try for this result before rolling the attack. If a Bullseye is not declared before the dice are rolled this result is treated as a Hit. The Referee has the final say on the effect of a successful Bullseye attack result. As a Bullseye is strictly a piercing projectile type attack the Referee should disallow this called ranged attack if the character is using a Blasting weapon, Bomba, Boomerang, Chakram or any other projectile that is not sharp and pointy at one end. It is NOT strictly automatically relevant whether the victim of the declared Bullseye is very large or very small compared to the character attempting this special marksman shot. Remember that any character killing another in cold blood ie murdering them instantly loses ALL Fortune. Unless this called ranged attack is being used in self-defence, Bullseye could well qualify for that penalty.

Bullseye is not something any normal Luchador would use except in dire situations in self defence against a non-human enemy. But evil people may well try and use it on a Luchador!

Concuss: Compare the Rank Values of the attacker's Brawn to the defender's Fortitude. If the attacker's Rank Value is greater than the defender's the defender must roll d% on the Master Table using his Fortitude and compare the result to the following table:

Color	Result
-------	--------

Black	The defender is knocked unconscious for 1d10 turns. The defender loses all Fortune points and can do nothing until regaining consciousness at which point the defender immediately recovers a number of Fortune points equal to the Rank Value of Fortitude.
Red	-1RS on all fighting rolls for (100 – Fortitude) turns.
Blue	No effect, character fine
Yellow	Character’s head clears, +1RS on all fighting rolls for 1d10 turns.

Dying: You are dying. This process is fully described in the Referee chapter of this book.

Elude: You’ve escaped from the hold and may move into any adjacent sector of your choice.

Hold: You’re firmly holding your opponent. For every Turn you maintain the hold your opponent suffers a number of points of damage equal to your Brawn Rank Value.

Nail: This is a called ranged attack on a specific target. It is used for feats of marksmanship such as severing a rope with an arrow or shooting a gun out of someone’s hand; it deals damage to the target like a normal hit. The attacker must state the intention to try for this result before rolling the attack. If a Nail is not declared before the dice are rolled this result is treated as a Hit. The Referee has the final say on the effect of a successful Nail attack result.

Pound: Compare the Rank Values of the attacker and defender’s Brawn. If the attacker’s Rank Value is greater than the defender’s Rank Value then the defender has to roll d% on the Master Table against their Fortitude to see how badly affected they might be by the heavy blow.

Compare the result to the following table:

Color	Result
Black	The defender is knocked down and into an adjacent sector of the attacker’s choice. The defender must spend next turn getting up and can perform no other action. If there’s an obstacle between the chosen sector and the defender’s current sector; and if the attacker’s Brawn is greater than the Material Value of the obstacle the defender is knocked <i>through</i> the obstacle.

Red	The defender is knocked down in the currently occupied sector. The defender must spend next turn getting up and can perform no other action.
Blue	No effect.
Yellow	Defender gets free attack on attacker.

Shatter: Unfortunately you grabbed the object a little too hard and broke it. If the object could possibly injure someone or something, such as a pistol or grenade, the Referee should roll randomly to determine which character – or important item – in the sector or adjacent sectors was harmed.

When a Luchador Shatters their opponent, that opponent has suffered a physical injury. Use the papercraft Luchador Dice provided as papercraft templates with this game or roll 1d6 on the chart below:

Roll	Result
1	Front of Body
2	Left Side
3	Head
4	Legs
5	Right Side
6	Back of Body

The first time a location is Shattered, consult First Hit in the chart below. On the second, Second Hit. On the third, Third Hit. If for any reason the fight is continuing, after three hits on an area, the Shattered character loses on Rank of Fortitude a turn. When they reach Fortitude zero they die immediately of their wounds unless they have powers that say otherwise. All specific injuries are EXAMPLES ONLY, the important part is the modifier on the fighting capacity of the Luchador (or other creature).

Location	First Hit	Second Hit	Third Hit
Front of Body	Blood on face, -2RS on fighting rolls due to blindness	Broken ribs. Character's Damage is immediately halved.	Critical internal injuries, character fights at -6RS on all rolls, Damage reduced to 1.
Left Side	Numbed limb, character cannot attempt to Slip, -2RS on Struggling rolls	Broken limb, -15 Damage immediately, make a roll for character on Concuss chart	Smashed bones and internal bleeding, character's Damage reduced to 1, -10RS on all fighting rolls.
Head	Roll on Concuss chart	Skull injuries, roll on Concuss chart with -4RS penalty	Character suffers broken skull, knocked out cold, Damage reduced to zero, Dying.

Legs	Sprain on leg, roll on Concuss chart, Movement Rate halved (round down)	Broken leg, roll on Concuss chart with -4RS penalty, Movement Rate zero, character loses 10 Damage per turn from internal bleeding	Smashed hip and leg, character knocked out cold, Damage reduced to zero, Dying.
Right Side	Numbed limb, character cannot attempt to Slip, -2RS on Struggling rolls	Broken limb, -15 Damage immediately, make a roll for character on Concuss chart	Smashed bones and internal bleeding, character's Damage reduced to 1, -10RS on all fighting rolls.
Back of Body	Torn muscles, character cannot make Struggling rolls	Spinal injury, character loses 25 Damage immediately	Spine crushed, vertebrae broken, Damage reduced to 1, -15RS on all fighting rolls.

Snatch: You've grabbed the opponent and have them held. If it is an object in question you have grabbed it and wrested it from your opponent.

Turnabout: You've not only escaped your opponent's hold but can also place your own Hold on the opponent or move to an adjacent sector instead.

Fighting with Non-Weapons or "Weaponised Non-Weapons"

If a character is caught unarmed and needs a weapon, he or she can use any object at hand as an improvised weapon. There is a -6 penalty on all rolls when doing so. This applies to both melee and ranged weapons.

Quips

A character can lose initiative, taking action last in the turn, but make a cutting, witty or funny comment at the BEGINNING of the round before anyone else takes action. If more than one character Quips they dice off for who goes first as per the Initiative rules in the Referee section. It might be that everyone Quips, or that both people in a Duel make Quips. If everyone is doing it, no one loses initiative and the initiative positions are unchanged. Robin Hood and the Sheriff of Nottingham in the 1940s version come readily to mind. Players should make up their own Quips rather than having some bogus rule but the general idea is either to boost the morale of your own team or demoralise, anger or distract the enemy for some purpose. Or just because the character is compulsively talking due to nervousness or fear of death.

Luchadors who do NOT use Quips lose 5 Fortune in any fight where they do not do so.

Rushing

Rushing is charging an opponent, by running at him to shorten the distance between you. It is basically closing to attack as quick as you are able to. It also adds power to the eventual attack since by charging you are adding your speed to the power of your attack on the enemy. Of course, the Rush has to work for any of that to actually matter!

To rush an opponent outside the Lucha Libre Ring you must meet the following conditions:

The opponent cannot be in the same sector as you.

You must be able to reach the opponent in one turn, as determined by the Movement Rate at which your character can actually move.

If these two conditions are met you roll d% on the Master Table using your Fortitude Rank Value and gaining a +1 Row Step for each open sector you move into.

In the Lucha Libre Ring the character simply leans into the ropes and nominates that next turn they are Rushing. They still roll d% against Fortitude Rank Value but with no RS bonus.

Compare the result to the following table:

Black	Miss. You run right past.
Red	Hit. You inflict Damage.
Blue	Pound. Your opponent suffers damage and may be knocked down (possibly into an adjacent sector).
Yellow	Concuss. Your opponent suffers damage and may be knocked out.

Waiting

A character that wins initiative may choose to wait before acting, allowing opponent(s) to act first and then interrupting and taking an action at the best possible moment. For example, a character planning a ranged attack against an opponent may wait for that opponent to move closer (reducing the penalty associated with ranged attacks).

Wrestling Death Himself

Since this is a superhero game in the tradition of 4C, Foresee and the original game that inspired them, it is preferable in ALL cases, even when the rules say Luchador is killed outright, to see if there is some comicbook way to keep the character "almost dead" even if it is in a coma, bubbling tube full of healing gel or stolen away in a fake ambulance by a supervillain, missing believed dead. If the player is happy enough to roll up a new character then so be it and move on. Otherwise let the proud Luchador "wrestle Death himself" if it is at all possible. If even that can't somehow save the character... Vaya con Dios.

Vehicle Combat

Vehicles are attacked like characters; roll the attack and apply damage if the attack hits. Vehicles cannot wrestle or be wrestled except in the case of Giant sized characters or if the vehicle is humanoid or animaloid in shape, ie has arms, legs or tentacles.

Collisions: A collision is when a vehicle hits something (a character, wall, another vehicle, etc.). A vehicle's operator may choose to purposefully hit an object (ram) and the selected target must roll d% on the Master Table using Coordination if on foot or the vehicle's Vehicle Trait (Control, Handling, Manoeuvring, etc.) if operating a vehicle and compare the result to the following table:

Color	Result
Black	Failure. The target is hit and suffers collision damage.
Red	Success. The target gets out of the way.
Blue	Success. The driver or another character in the evading target vehicle can attempt to leap from its own vehicle into or on top of the enemy vehicle.
Yellow	Same as Blue but there are is no penalty for the leap between vehicles if that is what chosen to do.

Collision Damage: The struck object suffers a number of points of damage equal to the vehicle's Durability and the striking vehicle suffers a number of points of damage depending on what was hit:

- *Character:* If the character has armor (either worn or natural), the vehicle suffers a number of points of damage equal to the armor's Rank Value.
- *Vehicle:* The vehicle suffers a number of points of damage equal to the second vehicle's Durability.
- *Object:* The vehicle suffers a number of points of damage equal to the Material Value of the hit object.
- *Characters Inside a Vehicle:* Characters inside a vehicle that is involved in a collision suffer 0 points of damage for every sector the vehicle moved that turn prior to the collision.

A vehicle involved in a collision moves no further that turn.

A flying vehicle applies falling damage to any target it strikes from above if the vehicle plummets ie travels downwards at maximum velocity, calculated as the straight line distance

between falling vehicle and target. Consult the falling damage section of Climbing entry in the Referee chapter of this book.

Durability

This Vehicle Trait is a measure of how much damage a vehicle can suffer before it is destroyed. It also doubles as armor if the vehicle doesn't have a separate armor rating of some kind, reducing the damage the vehicle and characters inside the vehicle suffer from an attack by its value. This Vehicle Trait uses a numerical score (not Rank Value) that is decreased as the vehicle takes damage and increased when the vehicle is repaired; this Vehicle Trait may never drop below a score of 0 and never be raised above its starting value.

Handling

This Vehicle Trait measures the agility of a vehicle. This Vehicle Trait uses a Rank Value. For a steed, this could even be simply a Coordination Rank Value. Performing sharp turns or other unusual manoeuvres is handled with this Trait; roll d% and compare the color result to the difficulty of the manoeuver on the following table:

Color	Difficulty
Black	Easy (standard turns)
Red	Average (sharp turns)
Blue	Difficult (jumping over a broken bridge)
Yellow	Ridiculous (turning a car on to two wheels to slip through a narrow alley)

If the result equals the color or a greater color the manoeuver succeeded. If the manoeuver fails the vehicle (or steed) crashes. A crashing steed indicates that the riding animal loses control of its own movement to the point that it can no longer brake or halt its progress over the terrain or through the air or water, etc.

Crash: When a vehicle or steed crashes its operator must roll for the severity of the crash. The Referee should apply the crash results heroically not in a mean spirited way. Foresee isn't meant to be an Air Crash Investigation simulation game.

Roll d% on the Master Table using the operator's Coordination Rank Value and compare the result to the following table:

Color	Result
Black	Vehicle crashes into an appropriate object, character, or vehicle (as determined by the Referee) in the same sector in which the manoeuver was attempted. If the vehicle crashes into a character or other vehicle there is a chance for the vehicle to avoid the crash (see Collision p. 00).
Red	As black but the vehicle crashes in an adjacent sector to the one in which the manoeuver was attempted.
Blue	As red but the vehicle also breaks into 1d100 pieces scattered over a

	large area.
Yellow	As blue but in addition if it is possible something on the vehicle catches fire or explodes. If not, all characters in or on it are thrown out of the crash impact and must roll on the Pound result chart in the Combat chapter of this book.

For purposes of damage inflicted/suffered, a crash is treated like a collision. If there is nothing but ground to hit in the sector the vehicle crashes into the ground (Material Value 50). For a flying vehicle or steed, additional damage is caused calculated as per the Falling rule under the Climbing section of this Chapter, above. For every 50 points of Damage the crash causes a crater one sector deep and one sector wide is created. Note that this means crashes involving flying vehicles are pretty much assured of being completely lethal.

Velocity

This Vehicle Trait measures the number of sectors a vehicle (or steed) may move in a single turn. This Vehicle Trait uses a numerical score (not Rank Value). For special vehicles and steeds this Velocity score will be most likely replaced with a different score or a modified one at least.

Vehicle Damage and Repairs

A vehicle with its Durability reduced to 0 is completely destroyed; it cannot be repaired. Vehicles are fully repaired between adventures. In a campaign, the owner of the vehicle or the person repairing it must make a roll either on their Intellect plus any bonus from, if they have it, Vehicle Repair skill for vehicles or Veterinary Medicine for a steed, by rolling d% on their Intellect against the Master Table. If successful, the character spends Fortune and/or Fame equal to the damage the vehicle (or steed) suffered and it is restored. This process takes a number of hours equal to the damage in points that the vehicle or steed suffered.

Referee Section

This section is arranged in alphabetical order so when it becomes used repeatedly as a reference it is easier to quickly find the various rules and explanations. To begin with though this might make the section odd to peruse.

Adventures

The main job of a Referee on an ongoing basis is of course to run the game but specifically to think up or otherwise find adventures for the players to play. The monthly Lucha Libre battles in the Ring should be played regularly, some games will focus on this and it will be important, other types of play might almost ignore it for the most part. One thing is for sure, travelling to and from places where the matches are held, commuting to and from training sessions and awards nights, social gatherings and public events where Luchadors have been invited is an excellent way for adventures to be introduced.

The types of opponents for the characters should be varied as well. When the players start off, a lot of them will have quite weak characters. Yes, they may well have powers, but not many of them, on average, will be very strong or tough, and normal firearms and hazards will be quite capable of killing them. Much like any other sort of low level superhero or adventurer, the challenges need to be fair. If the players go looking for trouble and bite off more than they can chew, so be it. But the Referee must still maintain a fun game.

All of the characters should be part of one broad "team". Either literally all the Luchadors should be part of one fighting troop, whether a pair, a trio, an Atómicos (quartet) or a band (5 or more). All of the characters whether Luchadors or not have met each other or heard of each other before play begins. If the Referee allows it some or all of the characters could be competitors if they are in the same Weight Division but if so it's a friendly rivalry more or less.

First: work out for each character where they live. Wherever it is, think up some details for the surrounding area. Think up at least four or five likely people that the character will meet regularly. For a homeless person this could be other bums, a local cop, a local charity workers or street people like pimps, prostitutes, drug dealers and thieves. For a high class or rich character it's going to be other people in nearby apartments or houses, politicians and business people.

Second: work out at least three big threats. Three. Each of these big threats should be a very powerful character or group. They could be of any kind at all: Aztec cultists who somehow survived, a lost city of Incas far to the south who send agents out to do evil (or just carry out their own plans mercilessly and don't care who gets hurt), a secret criminal organisation which uses evil Luchadors as muscle, a secret government organisation researching something truly bizarre, a vampire lord or lady, a daemon of some kind, a billionaire tyrant working on some insane scheme, an alien or alien race trying to take over the Earth, a corporation covering up a massive pollution event that is creating monsters... Anything. Each of these three big threats is almost certainly aware of the others. This might mean they are waging a secret war against each other or it might mean they leave each other alone.

Third: work out at least ten “simple” but weird adventures. These are the classic cartoon type setups such as car breaking down on the way to the wrestling match, haunted house nearby, characters explore, find a “ghost” is scaring local people, ghost is actually an evil Luchador in a ghost costume, he is defeated, characters race to the arena just in time to try and win their match! Similarly it could be a message from a friend or even a news report saying there is trouble somewhere close enough for the characters to get to. These are the opportunities for simple fun and also a way to begin to create a world. Even the simplest adventure will start people thinking about what’s next. Also in some cases there might be valuable items left behind, or a fight against a rival Luchador might turn into a real contest with one of the unusual victory conditions. For example at the end of any adventure where an evil Luchador has dressed up as a monster or a ghost, when he or she is unmasked they are literally being unMasked – they will lose their Mask if they have been defeated in a Lucha Libre fight, whether it was in the ring or not!

If you are too pressed for time or just want to let the dice decide, roll d% on the chart below for adventure ideas:

Adventure Ideas d%:

Roll	Adventure Idea
00	The characters are out in the country side for some reason and encounter a landed OVNI (UFO)! Is it real or some sort of fake with an evil Luchador pretending to be a spook from the stars??
01	While staying at an almost deserted hotel, the characters meet the owner, who is being harassed by strange noises and odd lights at night that scare away his guests! Help him find out what is happening!
02	A small cruise ship has disappeared just off the coast! The authorities seem baffled as to what on Earth happened and the families of the people on board beg the Luchadors as heroes of the people to help them!
04	A pop singer opens up a specialised business trading on their fame. The business is nothing to do with their singing, something totally different. No sooner does the business open than strange things start happening... The characters read about it in the newspaper or are passing by late one night when they see or hear something.
05	A Villain is committing crimes using Animal Command and trained animals of some sort – vultures stealing jewels, apes breaking into banks, sharks menacing pearl divers, etc.
06	A series of weird OVNI (UFO) reports is the cover for a vicious gang of drug runners. Or... is it the other way round?
07	A terrified person comes to the characters for help. They are convinced that their boyfriend / girlfriend disappeared in a small remote town. But everyone in the town including the Sheriff is claiming otherwise...
08	SOMETHING crashes to Earth in a remote province. Now the US government and the local government are cooperating to keep everyone away, even though locals claim there is something attacking and perhaps even KILLING local people!

09	A new Luchador Heel appears, who seems to be unbeatable. People whisper about dark powers helping him win...
10	An OVNI (UFO) cult makes a public announcement that their cult leader has been given Luchador powers to defeat all comers. The winner unmask the loser.
11	A new Lucha Libre school opens. The kids who go there seem to come home hypnotised or... changed... in some way.
12	The characters are blamed for a series of crimes that they KNOW they couldn't have committed! Someone is impersonating our heroes!
13	The ghost of a great but long-dead Luchador has seemingly come back from the grave and is interrupting title matches. For revenge? For justice? What's going on?
14	Villagers come to the characters for help against a local Monster.
15	An oil field is being forced to shut down through a series of mysterious "accidents". Some people claim to have seen a Monster nearby!
16	With an election looming, political candidates start pulling their normal dirty tricks and the characters are sucked in.
17	The characters are hired to guard a special shipment heading north over the border. If it's meant to be a secret, rest assured all the wrong people already know.
18	The characters are hired to guard a voyage taking deadly nerve gas out to sea to be dropped into a deep ocean trench. Everyone from mermaids to Villains interferes with these plans!
19	A swarm of tiny Monsters commit a crime wave!
20	An archaeological expedition claims to have found a previously unknown jungle ruin. Then... silence.
21	A wrestling match takes place but somehow everything is wrong... Almost as though it is deliberately wrong. The characters are only spectators but they and others realise there is something extremely odd going on.
22	Murder mystery! At a famous hotel a simple maid is found dead. Someone murdered her, but why? Is it something simple and sordid or did the maid stumble over something she shouldn't have seen?
23	Murder mystery! A Luchador drops dead in the ring... But then the autopsy shows something strange! Some say he abused drugs, but his widow says no!
24	The characters are walking down the street when suddenly a sniper's shot rings out! Somehow he missed, but SOMEONE is trying to kill at least one of you!
25	Successful businessmen are committing suicide, dressed in pyjamas. WHY?
26	Crop dusting planes keep getting attacked... By a flying dinosaur!
27	The airport has to shut down because of an attack by... a World War I biplane!
28	A famous Luchador is secretly a Vampire.
29	A famous Luchador is secretly a Werewolf.
30	A famous Luchador is secretly the head of a bloodthirsty Aztec cult practising human sacrifice. Only young, fit sacrifices are acceptable...
31	Scientists investigating a volcano report seeing weird "goblins" down in the crater where no human could exist.
32	The characters are on holiday or on a training camp on a tourist island. While on the island strange events begin to happen and a mysterious fisherman warns

	them off “interfering”...
33	A gang of Luchador frogmen is attacking pleasure craft and cruise ships and robbing their guests.
34	A scientific research facility announces a new breakthrough. It could be of great benefit to mankind, a terrible weapon or make someone incredibly wealthy...
35	Mysterious high tech invitations appear, inviting Luchadors to a strange island for a no-holds-barred no-rules Lucha Libre battle for supremacy!
36	A new mall opens, run by a daemon, seeking people’s souls in return for easy store credit.
37	Criminals stumble over technology that gives them all the same power and use their new power to commit crimes. Is this the birth of a Villain? Or even a whole team of Villains?
38	People keep disappearing around an isolated truck stop. Is it people smugglers, drug runners... Or VAMPIRES?
39	The characters meet an eccentric inventor. The inventor has a Robot, Vehicle, One-of-a-Kind Item or an amazing Headquarters. This could be a future Contact, Ally or team mate.
40	Hostage situation! The police need help, whether they realise it or not.
41	Bank robbery! The police need help, whether they realise it or not.
42	Ghost Gang: a group of criminals who dress up like supernatural monsters of some sort to commit crimes or “haunt” an area they use as a hideout or base.
43	A public location like the stock exchange, open air market, cemetery or bus station has begun to be haunted by a “ghost” of some sort. People are being driven away. Is that the plan all along?
44	At the opening of a new public facility of some sort, a Villain attacks!
45	A Villain tries to infiltrate his or her agent into the characters’ team as a new Contact or Ally. Will they succeed? Depends on how subtle they are being.
46	One of the characters starts having strange recurring dreams about an event in the near future. Will the dreams come true? Of course! But not the way the character necessarily expects!
47	The characters become involved in investigating strange occurrences at an abandoned mine.
48	A pack of Ghouls terrorises a local cemetery and the surrounding area.
49	A mad scientist starts making Fleshbots.
50	An evil wizard starts making Deadoids.
51	The ancient gold treasure of an Azteca ruler is discovered and EVERYONE wants it, either for its value in money or because it has magical or even scientific powers!
52	Accused of a crime they did not commit (or DID they?) the characters have to go on the run. They are pursued not just by other heroic Luchadors but also bounty hunter Villains, law enforcement Robots, the FBI, the Federal Policia and the rest of the world’s hero hunters.
53	A runaway bride enlists the characters’ help. She is being forced to marry an evil nobleman. Is this fairy tale story true... Or is it all part of a devious plot?
54	A famous racehorse disappears and everyone is looking for it. Big reward.
55	Racist supremacists start causing riots and setting fires. Is that all there is to the

	story or is this part of some kind of devious plot?
56	Street Racing! Dangerous potentially lethal street car racing is taking over the streets! Will the characters join in? Or join in to stop it?
57	Crazy Racing! For a massive cash prize (enough to raise anyone's Lifestyle at least up to 20), competitors must race cross country, dealing with all hazards (and wrestling matches on the way). There may be other reasons why this race is important apart from the money...
58	Forbidden Island of Mysterious Secrets! The characters are asked to investigate the recent disappearances of several ships and crews near a previously uncharted island...
59	A daemon or other interdimensional creature Grants a Wish to a random normal person, who has now got some bizarre but Ultimate level power. They may not be evil but they are causing ever-greater problems!
60	Mini Magico: a Forerunner (see Foresee Alpha Campaign Modulator #1, but basically a god level alien) taking the form of an imp "adopts" one of the characters as his hero, imitating his or her dress, their powers, everything... But the imp still keeps its own Ultimate (10,000) ability to alter reality. This could get very, very messy...
61	Mirror Gate: A Gate (see Foresee Alpha Campaign Modulator #1, but basically a zoomway ("wormhole") to another parallel world in this case) to a parallel world is discovered in some non-obvious incognito place. Luchadors from the other world are opposite in outlook, Heels are praised and loved, Faces are despised, Saints are seen as evil, Undead are seen as superheroes. Once this gateway is discovered there may be "crossovers" from time to time until this Gate is closed or protected.
62	A character from an Elemental Enclave appears – a birdman from an island floating invisibly above the clouds, a merman from sunken Atlantis, a fire-headed lizardman from a volcano city, an armadillo man from a subterranean world, and so on. The character is not necessarily evil or even hostile.
63	CHUPACABRAS!
64	How does the soap opera actor stay so young? They must be seventy by now!
65	The characters must go deep into the jungle to find a medical cure. Time is running out!
66	A village is terrorised by a killer who leaves a unique calling card next to each victim. This calling card suggests the killer may not be human...
67	The characters are invited to compete in a charity sporting event. Big Fortune and Repute rewards for doing so. It's also a perfect time for Heels to cause trouble for a Villain to attack!
68	A new Heel appears. Silent, menacing and deadly, this Heel always does their best to Shatter or even kill their opponents "by accident". Soon they may win the championship by default since fighters with families aren't prepared to go up against this executioner...
69	A Villain who specialises in Mind Control turns a town into an army of unwilling slaves!
70	Love in the air! A love affair, a sick stalker, an old flame, a sexy competitor...
71	A Villain who specialises in crazy spectacular traps sets one for the characters!

72	RIVALS! The characters arrive to save the day... And someone else already has!
73	Kidnapping! A Villain or Undead has made off with the child of a politician!
74	Dognapping! A pedigree Pet dog of great value has been stolen! By GHOSTS??
75	The entire population of a village disappears overnight – with one exception – and no one believes her!
76	A character appears whose Alter-Ego is literally another physical person – an evil, violent physical person!
77	A ghostly speeding car starts terrorising a highway!
78	Luchadors who should be winning their Bouts have started losing, in record numbers. Fans talk about match fixing, but it's something much stranger...
79	A circus arrives in the area. A circus of... EVIL!
80	A journalist investigating Lucha Libre's dark side is found, insane. What happened?
81	A circus arrives in the area. Thefts go up, arguments go up, wealth goes down.
82	A popular Luchador is found... TURNED TO STONE!
83	A large meteorite falls to Earth nearby. A Monster appears. Connection?
84	A person appears claiming to have proof of aliens at the USA's Area 51.
85	An experiment with people who have sleep disorders unleashes creatures from nightmare into the physical world.
86	A political candidate has literally sold his soul to the Devil to succeed.
87	People on the coast report seeing a glowing creature or object moving around on the sea floor.
88	A friend asks the characters to help them recover sunken treasure of some kind from a shipwreck.
89	What is the secret of the Black Widow who has been the mistress of four different Luchadors in turn, each of them now... DEAD?
90	A new restaurant opens. It quickly becomes a hangout for Faces. This in turn means it quickly turns into a place where out of the Ring Lucha Libre fights break out as Heels and rivals turn up to cause trouble!
91	A "Wizard" appears and offers a huge reward to anyone who can defeat his Luchador Heel in one on one Lucha Libre, Mask versus Prize! After so many Luchadors try and fail the Wizard has over a dozen Masks from the losers!
92	Someone reads out of the wrong book and suddenly there is an outbreak of the Undead! Deadoids overrun a town and need to be destroyed, pronto!
93	A new advertising jingle seems to be sending people crazy. As in, REALLY crazy.
94	A food importer is murdered. Why? Is his soup THAT BAD?
95	A man is brought into a Sheriff's office delirious and raving – the last thing he remembers is being in another country! He has no idea how he got here!
96	A train full of people arrives at its destination – everyone on board is DEAD!
97	The characters get a job protecting a scientific research facility.
98	Someone is CLONING Luchadors to make an unstoppable army!
99	Roll twice and COMBINE the results into one great big saga!

Fourth: take the time to use the rulebook, get it down pat so you know it well, and then roll up some contestants and competitors. Most of them will be ordinary Luchadors, Masked or

not, who simply want to do well at Lucha Libre and make some money, help some local people and be their hero. Some however will be agents of sinister forces, truly evil people not just Heels or even disguised Monsters, Villains or Undead.

With those four steps done to your satisfaction the game is really ready to go.

Altering The Dice (Fame and Fortune)

After a roll is made a character may spend Fortune (or Fame) equal to the amount the roll was failed to turn it into a success. For example rolling 68 when you need 80 or more, you may if you have enough Fortune or Fame spend either to increase the roll to 80. BUT NO HIGHER. Fortune can turn failure into success but it cannot turn failure into triumph. Also if there are any special effects from the original failed roll these remain even if the roll is now considered a "success".

Character Advancement (Experience Points)

Characters may improve their traits and powers as follows:

Traits: A character may spend Fortune or equivalent points of Fame to improve the Rank Value of traits. Increasing a Rank Value by one point costs a number of points equal to the current value. *Example: Joseph wishes to increase his character's Melee from 30 to 31. This costs 30 points.*

Powers: The Rank Values of powers can be increased in the same way as the Rank Value of Traits: Increasing a Rank Value by one costs a number of points equal to the current value.

New Powers: A character may also gain a completely new power – with its Rank Value determined randomly – by spending 1000 Fortune or equivalent Fame points.

This new power must have an in-game explanation (be it an accident, a new gadget, super serum, or any other means approved by the Referee).

Skills: A character can gain a new skill at the cost of 50 points. As with new powers, there needs to be an in-game reason for this new skill (maybe the character has been attending night school).

There are also some unique advancements noted in Powers and for some magic spells.

Character Health

Characters start the game with a number of Damage points. Characters lose these points as they suffer damage throughout the course of an adventure and may die if reduced to 0 points.

Character Sheet

The very last page of this book is a character sheet for you to copy and use. There is no particular place to put powers, either list them under biography with their Mask or list them on the back if there is a lot to record.

Climbing

Every character can attempt to climb a wall, sheer cliff, ladder, mountain or other steep object.

The number of sectors a normal healthy character can climb per turn is given by adding their Fortitude and Coordination and dividing by 3, rounding up. This is the character's Climbing score.

Every turn spent Climbing, the character must roll d% against their Climbing score on the Master Table. Failure indicates they have fallen off the object being climbed. If they are not secured with rope or otherwise able to negate the fall such as by applying Superleap downwards they take the full falling damage as given below.

Climbing is also subject to skill roll bonuses as if a skill and a character can have Climbing Skill or Generalist – Mountaineer and add such Row Step bonuses directly to the Climbing rolls as per normal skill rolls.

Each turn spent climbing inflicts one point of Damage on the climbing character in the form of extreme fatigue. For super characters this is unlikely to matter very much, but for normal mortals it severely limits their climbing.

Wall-Crawling characters directly add their Rank Value to their Climbing ability.

Characters with natural Claws such as wild animals can automatically use their claws to help them climb. Typical (Human) characters with Claws need to make a roll to do so. Some forms of Superspeed apply in mountains and in this case the Climbing is assumed to be part of the power.

Falling Damage: for every sector the character falls after the first, the character takes Damage on impact equal to 2d10 per sector. For the first sector 1 point of Damage is suffered. Thus falling 5 sectors or 50 feet would result in a character suffering 8d10+1 damage. The maximum amount of damage a character can suffer when falling is falling from orbit. This causes 1000 times 1d100 times + 5000 points of damage.

Other than through specific power use there is no way to resist or ignore falling damage. Normal armor rules apply but in most cases the armor is not going to cope with the amount of damage a falling object causes.

Carrying an object and then dropping it on another character from a great height is possible. The Durability or Material Value of the object is subtracted from the character's Climbing before each roll. If the object has both Material Value and Durability the higher of the two is used as the modifier.

If successfully lifted up and taken to a height, targeting a person or object below is resolved as per normal ranged combat.

On impact if the thrown from a height object hits successfully the falling damage of the object is suffered by the object and half of this damage is also added to the damage caused to the target.

Exhaustion rules also apply to Climbing since it is a type of Movement.

Competition

Every in-game month, all Luchador characters must contest at least one two person (them versus an opponent) Bout in their weight division in an officially sanctioned match. If they fail to turn up for this match, even if it is because they are doing something worthy, they suffer Disqualification and their ranking is affected accordingly.

The Referee may rule that for a tag team, trio or Atómicos that they don't have to fight individually but they must still contest one team Bout per game month or the whole team loses team rankings.

The standard Competition Bout is *a ganar dos de tres caídas sin limite de tiempo* (2 out of 3 submissions without time limit), ie the Bout goes on until each Luchador on one team has been pinned and forced into submission for a 3 count.

Winning the monthly competition Bout earns each victorious Luchador a point of Repute. This can be taken as Fame if the Luchador so chooses. Fortune awards for the battle should be between 2 for an easy fight and 10 for a very difficult one with 4 being a normal reward for winning.

Missing or being Disqualified from a monthly competition Bout costs the character 5 Fortune and 1 point of Repute.

Losing the competition Bout costs the character ranking but has no automatic Repute or Fortune cost.

Diseases

In Lucharan! as in Foresee, all Diseases have the following attributes: Initial Symptoms, Infected Symptoms, Delivery System, Effects, Cure? and Throw Off. Initial Symptoms describes what the character suffers during the first day (or longer for slow acting diseases) of infection with the Disease. Infected Symptoms describes what the Disease actually does to the character if not cured. Delivery System describes how you can normally get poisoned, Effect is what it does to you once it's in your system and not cured, Cure? simply answers yes or no as to whether there is one or not, and Throw Off is the d% roll required on Fortitude to throw off ie end the effects of the poisoning. Throw Off will be noted as "average", meaning a normal success on the Master Table using Fortitude, "Red", "Blue", "Yellow" or "White", White meaning impossible and only an antidote will cure the infection. There may also be a note such as -2RS meaning for example "Yellow -2RS" tells you that you must roll d% against your Fortitude on the Master Table with a penalty of 2 Row Shifts to Throw Off the infection.

Attempts to Throw Off the infection can be made once per session or game day, but only if that is the only activity the character attempts. Possible Delivery Systems are Eaten (E), Drunk (D), Combat (C)(delivered on a poison weapon such as an arrow, dagger or speartip, or injected from a hypodermic needle or IV) or Breathed In (B)(in the form of a mist, powder or cloud).

Dying

A character that goes down to Damage of zero is dying. Each turn the character's Fortitude Rank Value drops by one Row Step on the Master Table at the end of each turn until it reaches Rank Value 0, at which point the character is dead. Once a character reaches Rank Value 1-2 the character can stabilize by spending 10 Fortune or Fame points each turn for as long as there are enough points to hold on to life.

If the character receives first aid before it dies, meaning someone spends a full turn tending to the wounds, the character automatically stabilizes; the character's Damage points remain at 0 but the Fortitude Rank Value stops dropping.

Exhaustion

A character can move or fight continuously for a number of turns equal to the Rank Value of his Fortitude before he runs the risk of suffering from exhaustion. The character must roll d% on the Master Table using the character's Fortitude Rank Value:

Color	Result
Black	You collapse and must rest for 3d10 turns.
Red	You collapse and must rest for 2d20 turns.
Blue	Second Wind: No effect.
Yellow	Sugar Rush: No effect.

The character must continue rolling once each turn – at a -10 penalty to his Fortitude Rank Value – until he or she rests for 10 turns.

Fortune (Fluctuating Fortune, Luck and Death)

Characters start the game with a number of Fortune points. These points may be spent to affect the outcome of events in the game. In addition, characters may gain and lose these points based on their actions.

Gaining and Losing Fortune Points

Characters gain Fortune points for positive actions such as stopping crimes, winning fights, donating to charity, keeping appointments, rescuing someone from a fire, making time for friends, etc. The amount of points gained varies by the impact of the action as shown on the following table:

Scale	Points Gained
Personal	+5

Neighborhood	+10
City	+15
Duchy	+25
Kingdom	+50
Empire or Continent	+75
Global	+100
Cosmic	+250
Good roleplaying	+8

Losing Points

Characters lose Fortune points for negative actions such as committing crimes or allowing them to happen, losing fights, failing to keep appointments, failing rescue attempts, ignoring friends, etc. This means that in general villains and monsters that do evil will never have as much Fortune as heroes.

The amount of points lost varies by the impact of the action as shown on the following table:

Scale	Points Gained
Personal	-5
Neighborhood	-10
City	-15
Duchy	-25
Kingdom	-50
Empire or Continent	-75
Global	-100
Cosmic	-250
Murder, Rape, Arson	- ALL

For characters with Fame, any POSITIVE award of Fortune can be applied to Fame instead.

Growing and Shrinking

If a character is bigger or smaller than normal, roll d% to obtain a random Rank Value using the chart on page 39 and consult the chart below to determine their maximum/minimum height:

Rank Value	Maximum Height	Easier to hit bonus:	Minimum Height	Harder to hit penalty:
1-2	9 feet	+1 RS	4 feet	NIL
3-5	12 feet	+2 RS	3 feet	NIL
6-9	15 feet	+3 RS	2 feet	-1 RS
10-19	18 feet	+4 RS	1 foot	-2 RS
20-29	21 feet	+5 RS	6 inches	-3 RS
30-39	24 feet	+6 RS	3 inches	-4 RS
40-49	27 feet	+7 RS	2 inches	-5 RS
50-74	30 feet	+8 RS	1 inch	-6 RS

75-99	60 feet	+9 RS	½ inch	-7 RS
100-149	120 feet	+10 RS	¼ inch	-8 RS
150-999	240 feet	+11 RS	1/8 inch	-9 RS
1000+	480 feet	+12 RS	1/16 inch	-10 RS

For giant characters the Rank Value of the character's Brawn is changed to the Rank Value of this power or the character's Brawn Rank Value +10 whichever is greater. Opponents attacking the bigger character gain a +RS bonus on their attacks as given in the chart above.

All giant characters can strike at any target within "reach" - a total number of 10' sectors of the character equivalent to the "Easier to hit bonus" in the chart above. In effect, their great size lets them reach over someone or something closer to them to attack someone more distant if they so choose.

For shrunk characters the character's Brawn is rerolled on a number of 1d4 equal to the character's height in feet to a minimum of 1d14. Anyone attacking the character when using this power suffers a -RS penalty as given in the chart above.

Giant-Size Smashing Things: Any giant-sized (12' tall or more) character can make a Wrestling check on its Melee score- in other words using its Melee score to make a check as if Wrestling rather than using Brawn- to tear apart any inanimate object one step lower in size than itself. This tearing apart results in the object being ripped to pieces with a maximum number of similar sized pieces equal to the height in feet of the giant, or for human and smaller objects 1-100 pieces.

US Dollars

Foresee uses a Lifestyle rule which means spending money and accumulating treasure are more abstract than many old school fantasy games. Since this doesn't really fit the ethos of those games, if the players wish to, they can accurately assess how many US Dollars or equivalent local currency they possess at any one time by simply using the Rank Value of their Lifestyle Rank Value. That is how many US Dollars or equivalent they own. For anyone whose Value Rank is lower than 14, this loot is NOT in the form of actual coins but in resources, food, possessions and equipment to that total value in gold. If the Referee allows the game to "cash out" the Lifestyle value for the player characters, and they then have enumerated items and cash, whatever the characters do to or with that loot is to be reflected in their Lifestyle score. If they increase their treasure, their Lifestyle score goes up. If they are financially ruined or robbed, down the Lifestyle goes. Whether treated as Lifestyle or US Dollars, the actual numerical Rank Value is still the purchasing power of a character.

Healing

If the game is played by session, all injuries and lost Damage etc. is fully recovered before the next session for all surviving characters. If the game is played as a campaign then each night of normal sleep or equivalent the characters heal a number of Damage points equal to the Rank Value of their Fortitude.

Initiative

In Foresee, Initiative is rolled once and once only PER COMBAT. Until the combat is “reset” by no one taking an action relating to combat in the same turn, Initiative remains the same. Unless other factors are used by the Referee such as powers like Telepathy or surprise attacks and so on, characters take an action in combat beginning with whichever character initiates combat and then in strict order of Awareness scores, with any bonuses to Initiative. In the event two characters have literally identical Awareness scores including any modifier those two characters roll competing d% against their Awareness on the Master Table to determine who can act first, or one can “Yield Initiative” to the other voluntarily- basically let the other character act first in the Initiative order each turn.

Journal

It is highly recommended, URGED in fact, that the players and Referee each keep a journal for the game. In the players’ journal each session should be “written up” and kept with any relevant notes, the story so far, records of villains and monsters faced with information as best the characters know, as well as any props or clues the Referee has given them to puzzle over. In the case of the Referee and given the sketchy rules derived from 4C not only should the journal contain notes on the adventures, maps, timelines and other game related details but also any rules calls made by the Referee when interpreting or changing 4C and Foresee rules.

Players reluctant to keep or update a journal should receive a small Fortune or Fame reward for doing so as an incentive. Once they know they’re getting Fortune or Fame for doing it watch them grab the journal and a pen with their nubbies!

It is also possible for a Luchador to have a reporter or film maker make a story about them and air it. This is a broadcast version of the Journal to date. If the Journal has been kept and is full of detail such a broadcast confers at least four different positive Social Status modifiers for each character named. If however no Journal is kept or it is not well kept then at least two negative Social Status modifiers must be imposed on each character named.

A Luchador controls his press, or his press defines him – for good or bad. Usually, bad.

Lifestyle

Lifestyle measures a character’s wealth and access to other resources as shown on the table below:

Rank Value	Level of Wealth/Lifestyle
0	Homeless person. At best they sleep at an orphanage, in a cardboard box in a barrio or at a monastery or in a stable.
1-2	Unemployment or state benefits.
3-5	Student or part-time employment.
6-9	Full-time, hourly wage employment.

	Highest possible employment for town dwelling freeborn person.
10-19	Professional employment or local gang leader or drug dealer.
20-29	Independently wealthy.
30-39	Small corporation, provincial ruler or owner of a productive mine.
40-49	Large corporation, international Church, rich province or small South American or Caribbean country.
50-74	Small nation.
75-99	Large nation.
100-149	Superpower.
150-999	Global resources.
1000+	Galactic resources.

It is possible to begin the game with a Lifestyle of zero. Lifestyle zero means the character is utterly destitute, homeless and penniless, begging or stealing to survive. Not nice at all. In general, the Referee should allow characters to procure items and services appropriate to their Lifestyle Rank Value unless it would interfere with an adventure. As a general guide if the cost in US Dollars would be less than or equal to the Lifestyle Rank Value the character can obtain such items each session. The number of such items the character can obtain is equal to the Rank Value divided by 10, rounded up. Remember that this is rated in US Dollars.

Lifting things

Character weight lifting – maximum amount a character can lift over its head and hold there for one turn without injury is based on the Rank Value of the character’s Brawn:

Rank Value	Weight
0	5 lbs.
1-2	50 lbs.
3-5	100 lbs.
6-9	200 lbs.
10-19	400 lbs.
20-29	800 lbs.
30-39	1 ton
40-49	10 tons
50-74	50 tons
75-99	80 tons
100-149	100 tons
150-999	200 tons
000+	400 tons per 1,000 Rank Value or proportional fraction thereof

If a roll is made to lift a human being or object, dropping it to the ground inflicts 2d10 Damage to the person or object. Throwing it to the ground inflicts Brawn + 2d10 Damage to the person or object.

This does not take into account whether or not the target is struggling free which has to be resolved separately.

Luchadorisation

Lucharan! is set in a world where the “default setting” for a superhero is Luchador. Just as worlds with “normal” superheroes don’t think twice as to why people wear costumes etc. so in Lucharan! It is just normal for superheroes and supervillains to default to being pro wrestlers.

The thought may well occur given the huge number of 4C and related system stats out there for literally hundreds if not thousands of existing superbeings, do such beings exist in Lucharan!? They do if the Referee says they do.

Likewise it’s very common especially for the littlest gamers to want to play a character close to or identical to one they have seen in a movie. Making up such a character rather than randomising it is called Character Modelling and everyone does it all the time. It’s fun!

The process of Character Modelling in Lucharan! Is know as Luchadorisation.

For any character inspiring a new Luchador be it Face, Heel or Villain, first, their existing costume is GONE. Instead male characters wear trunks and/or tights, a Cape if the character wears a cape, and retains their cowl, mask or helmet as a Mask. For a female character, their existing costume is GONE (calm down). Instead they were a bikini and/or tights or a catsuit, a Cape if the character wears a cape, and retains their cowl, mask, helmet, tiara or outrageous hair.

Next, their powers. Any exceptional ability which the Referee would rate at Tasty (30-39) or above is a power. No character can have more than 6 powers conferred by their Mask. So if the character has six or less powers, abilities or implausible skills that each and all have a Rank Value of Tasty or higher – their Mask provides those powers when worn. If they have more powers than this, or more powers, abilities or skills of Tasty or higher than this, the next 6 such powers or abilities etc. are provided by a Cape. If they do not ordinarily wear one- now they do. Bracelets, Innate Items such as extending Claws, weird appearance or markings, cyborg limbs – all of these remain where logical and where they are not going to “break the game”.

Some existing characters have a LOT of skills. Like, ridiculous numbers at ridiculous scores. The ridiculous scores are fine, they convert directly to RS bonuses of course. The ridiculous number of skills – well, it just means they rolled a lot of “99”s during character creation. So be it.

Finally, the converted character having undergone Luchadorisation, its origin is also Luchadored where necessary. A grim avenging angel of death of some sort was inspired by the murder of her family not to become a wall-crawling vigilante dispensing street justice but a family favourite female wrestler preaching an end to organised crime and corruption. Outside the Ring she may well go round destroying organised crime bases and drug labs – but NEVER taking a life except reluctantly in self defence. Lucharan! is firmly in the Silver Age and there it will always remain.

Most exciting of all, once Luchadorised, these characters inspired by other sources could simply provide a really detailed Legacy Mask in play – as well as providing some extremely tough opponents in the Ring!

Master Table

The Master Table usefulness extends beyond the confines of combat; the Master Table is the key to any and all actions characters perform. When a character wants to attempt an action that will have an impact on the storyline (i.e. leap from rooftop to rooftop or notice an enemy hiding in a dark alley) the Referee does two things: Decides which Primary Trait or power applies to the action and sets a difficulty for a roll.

For example, Brawn for jumping or Awareness for noticing or Superspeed for running up a wall. Then the Referee decides the difficulty of the action based on the following table:

Color	Difficulty
Amber	Automatic
Black	Easy
Red	Average
Blue	Difficult
Yellow	Ridiculous
White	Impossible

The player then rolls d% based on the appropriate Trait or power and compares the color result to the color needed for success; if the result equals the color or a greater color the character's action succeeded. If the action fails, it is up to the Referee to determine exactly what happens to the character as a result.

Color	Result
Amber	No roll required
Black	Failed Attempt. Your action has failed.
Red	Minor Success. Your action succeeded, but just barely; in most instances this will be enough.
Blue	Success. You have succeeded at your attempted action.

Yellow	Major Success. You have succeeded in a spectacular way. Some actions, as determined by the Referee, will require a Major Success.
White	IMPOSSIBLE, automatic failure.

Take a look at the Basic and Advanced System Master Table; it is the key to all actions in the game. To use the Master Table, find the appropriate Rank Value in the leftmost column, roll d%, and find your die result on the table by moving along the row. The number rolled will be in a black, red, blue, or yellow box which will give you the result. Note that in Foresee to allow quicker game play there are also the options of Amber automatic success no roll required and White guaranteed failure without modifiers.

There are two tables from the 4C toolkit. The Basic one suits games where the powers are not as extreme. It's recommended for Foresee to use the Advanced table in all circumstances due to the presence of Gods, Demons and insanely powerful magic.

Material Value of Common Substances

Sometimes the strength of an object will come into play. Objects made predominantly of a material inflict damage based on the strength of that material. In such instances, use the following table as a point of reference:

Material Value	Substance
1	Paper
2	MDF or plastic sheets
3-5	Plastic furniture or objects
6-9	Aluminium
10-19	Brick
20-29	Concrete
30	Bulletproof Glass
31	Hardwood object eg Baseball Bat, Hardwood table, large wooden statue
30-39	Stone
40-49	Iron
50-74	Steel
75-99	Carborundum, Diamond
100+	Magical or alien substance

Using for example a plastic chair in combat adds the Material Value of 4 to the Damage inflicted.

Monsters

Monsters are aberrations of nature or created by magic or science. They are powerful, usually not very intelligent, but brutal fighters. Sometimes they have some secret Weakness. But not always. Monsters are either Independent, meaning even if someone created them

they are now on the loose, or Employed, meaning they serve a Villain, organisation or an Undead.

All Monsters have the following Primary Traits (before any modification): Melee: 1d100+50; Coordination: 3d6; Brawn: 1d100+50 x 1d10; Fortitude: 1d100+10 x 1d100; Intellect: 1d6; Awareness: 2d4; Willpower: 1d100.

Every Monster has random powers. Randomise number of powers and a random Rank Value for each power.

Some Monsters will be obvious in terms of how to create them based on a Villain or science experiment that the Referee has already thought of. However if the Referee wishes to create a random Monster or type of Monster, use the charts below.

Monster Creation Charts:

General type of Monster: d%

Roll	Monster type	Effects if any
00-05	Gelatinous Terror	The Monster is composed of jelly. It might form arms and legs, or a nest of tentacles, but it has no bones. Sense organs will be scattered across its body since it has no real "head".
06-08	Dinosaur	An actual ancient species, may well be somewhat like a gigantic bird or an enormous hippo-like creature etc.
09	Giant Insect	A man-sized insect of some kind.
10	Giant Arachnid	A man-sized arachnid (spider, scorpion, mite, solfugid) of some kind.
11-90	Man In A Rubber Suit	Monster is basically fairly humanoid with head, body, arms, legs, fingers. There is always something really weird though such as a third eye, covered in Fur, fins, huge Claws or teeth (Bite), a floppy tail dragging along behind it or bizarre coloration.
91-93	Hybrid	Roll twice on this chart and combine results. Keep going until you don't re-roll this result if you keep rolling Hybrid.
94-96	DNAosaur™	A modern genetic recreation of what scientists imagined a prehistoric animal to be like. Much more like a movie dinosaur than a real dinosaur.
97	Robot	Roll up the Monster as a Robot. Its appearance is as sinister or threatening

		as possible. Still roll for Monster Appearance and combine the results. It's a Monster after all, it should look bizarre.
98	Pocket Monster	Roll a Rank Value for Shrink Power and consult the Growing / Shrinking section of this chapter. Apply all effects. Re-roll to see specific type of Monster.
99	Giant Monster	Roll a Rank Value for Growth Power and consult the Growing / Shrinking section of this chapter. Apply all effects. Re-roll to see specific type of Monster.

Appearance of Monster: d%

Roll	Monster type	Effects if any
00-05	Fish-like	Monster has staring eyes, smooth skin, a fin or three, flipper feet if it has feet.
06-08	Scaly	Monster covered in scales like a Pangolin, Pine Cone or snake.
09	Hairy	Monster is covered in Fur.
10	Crystalline	Monster seems to be made out of glass, crystal or some sort of semi-transparent mineral.
11-90	Animal-like	Monster is basically fairly humanoid with head, body, arms, legs, fingers. There is always something really weird though such as a third eye, covered in Fur, fins, huge Claws or teeth (Bite), a floppy tail dragging along behind it or bizarre coloration.
91-93	Man-like	This Monster is as human-like as it can be without being a human. Other than fangs, strange hair or fur, gills or a wasp sting as appropriate this creature is very human-like. It's still a Monster.
94-96	Cyborg	Parts of this Monster are Innate Item machines.
97	Robot	Whether it is a Robot or not, this Monster really looks like one, with what seem to be glowing lights for eyes, stitched together skin and visible wires or struts holding it together.
98	Glowing	Re-roll Appearance but the Monster glows in the dark.

99	Winged	Monster has a pair of Wings conferring Flight power. Re-roll Appearance.
----	--------	--

Movement

Foresee games are played on a map (whether imaginary or physical) divided into equal sized arbitrary individual areas known as **sectors**. The number of sectors a character may move in a turn is called Movement Rate and is determined by the Rank Value of Coordination.

Rank Value	Sectors Moved in One Turn
01-02	1 sector
03-29	2 sectors
30+	3 sectors

Giant sized characters 30' or more in height add their height divided by 10 (round down) to their Movement Rate. The Movement Rate is the default speed based on the default means of movement for the character. For a Giant Slug this is sliding on its mucus with its one weird leg, for a human it's walking, for a Giant Eagle it's flying without use of its Wings, ie gliding.

Papercraft Templates

There are two papercraft templates at the back of this book. If you are into that sort of thing feel free to print them out, stick them together as cubes and use them to resolve Shatter results in a more fun way. The blank one allowed you to draw or use other art for your Luchadors.

Poisons

In Lucharan! as in Foresee, all Poisons have the following attributes: Delivery System, Effects, Antidote? and Throw Off. Delivery System describes how you can normally get poisoned, Effect is what it does to you once it's in your system, Antidote? simply answers yes or no as to whether there is one or not, and Throw Off is the d% roll required on Fortitude to throw off ie end the effects of the poisoning. Throw Off will be noted as "average", meaning a normal success on the Master Table using Fortitude, "Red", "Blue", "Yellow" or "White", White meaning impossible and only an antidote will cure the poisoning. There may also be a note such as -2RS meaning for example "Yellow -2RS" tells you that you must roll d% against your Fortitude on the Master Table with a penalty of 2 Row Shifts to Throw Off the poisoning.

Attempts to Throw Off the poison can be made every turn, but only if that is the only activity the character attempts. Possible Delivery Systems are Eaten (E), Drunk (D), Combat (C)(delivered on a poison weapon such as an arrow, dagger or speartip, or injected from a hypodermic needle or IV) or Breathed In (B)(in the form of a mist, powder or cloud).

Drugs and Alcohol are but other forms of Poison. Also medicines injected are “Poisons” except their effects are beneficial. Likewise performance enhancers – all use the same basic rule whether the Effects are beneficial or not. In the case of medicine or performance enhancers a character doesn’t want to resist the dose but the roll must still be made. The body can throw off a beneficial effect the same way it rejects a toxin.

Repute

A character’s Repute is used when a character is dealing with the public; the player rolls d% on the Master Table and checks the color result:

Color	Public Reaction
Black	Unfavorable (“Get out of here you freak!”)
Red	Favorable (“Thanks.”)
Blue	Very Favorable (“That was amazing!”)
Yellow	Extremely Favorable (“You are the greatest!”)

Actions Speak Louder Than Words: The Referee may assign Row Step bonuses and penalties to the d% to reflect the character’s actions prior to interacting with the public. The following are some suggested modifiers:

Circumstance	Modifier
Threatening	-2 Row Steps to reactions when threatening a citizen
Friendly	+2 Row Steps to reactions when treating citizens in a friendly manner

Gaining and Losing Repute Points

Each time a character stops a crime or saves a life (or, if things aren’t going well, commits a crime or kills), and the action is known to the public, the character gains or loses Repute points:

Points Gained or Lost	
Attends church regularly	+4
Beat up photographer	-5
Commit Criminal Activity	-2
Convicted of offence involving violence	-8
Convicted of traffic offence	-2
Dates morning show presenter	+2
Dates sleazy rock star	-2
Defeats foreign Luchador	+3
Donates large sum of money to orphanage, hospital or worthwhile charity	+3

Drinks alcohol to excess	-5
Insults homeland	-5
Promotes road safety	+3
Save a character's life	+2
Smokes	-2
Spend night at nightclub	-1
Stops foreigners from exploiting poor people	+4
Swears in public	-2
Thwart Criminal Activity – major crime	+4
Thwart Criminal Activity – minor crime	+2
Thwart Criminal Activity – political	+3
Thwart Criminal Activity – smashes organised crime	+6
Uses ganja	-3
Uses illegal drugs other than ganja	-8
Visit orphans and entertain them	+4

Social Status: Repute is also constantly modified as characters earn unique bonuses or penalties whilst adventuring. As a general guide if an adventure involved rescuing people or saving them or their livelihoods the character receives a modifier of “+1 with” those people when interacting with them. This might mean saving criminals or evil beings makes them look more favourably even on someone they would ordinarily despise. These modifiers are collectively known as Social Status. The modifiers add TO THE REPUTE STATISTIC itself before it is rolled on in the situation. This may alter its Rank Value for the purposes of this roll.

Example: Grognardus rescued a Dwarf King in the past. This famous deed gave him a +4 modifier with Dwarves. Although his normal Repute is 2, with Dwarves it is effectively 6.

In Lucharan!, the general assumption is that the characters begin as nobodies and earn Repute and Social Status modifiers. The Referee should be very liberal with Social Status modifiers as it is a very important part of the game. Luchadors will have a loyal fanbase but equally fanatical haters. Likewise Luchadors who help police and law enforcement must have good Repute with them but will have terrible Repute with the underworld. Hence: Social Status and its modifiers.

Robots

Robots are machines that have an independent power source and programming or some sort of Intellect that allows them to move around like a normal character. Robots as a general description includes animated statues, golems, clockwork androids, enchanted puppets and so on.

The player of a Robot (or Referee if it is a character played by the Referee) receives 70 points to divide up amongst the seven Primary Traits. These points are added to one or more of the Primary Traits until used up to the player's satisfaction. The character's Repute is reduced to 0. Very few living people give robots any credit, so any Repute award to a Robot is divided by 10, round up.

Robots have three times the normal weight of a living character – roll weight and Weight Division as normal but multiplying the original weight roll by three before any other modifiers.

Robots each have a random number of powers each at a random Rank Value.

All Robots are inherently Immune to Drowning and Immune to Asphyxiation and receive these two powers for free in addition to whatever is rolled for them. However, Robots are more susceptible to corrosion and after each time a Robot is immersed in water for longer than 10 turns it begins taking 1d10 Damage per turn until it is removed from water and thoroughly dried off. The only exception to this is an Amphibious Robot – which would mean the Robot has rolled Elemental Native – Water as a power.

Robots can't receive any benefit from Medicine, First Aid, drugs, healing potions, medicine pills, staunching of wounds or anything else related to living beings. They must be Repaired as if a Vehicle. If the Robot has Rebuilders or Regeneration it repairs itself. Otherwise it cannot heal Damage it has suffered unless the Referee allows it to, perhaps by tinkering with its own damaged systems overnight each "game day" or between game sessions.

For any randomly encountered Robot the Referee should roll d% and consult the following chart:

Roll	Robot type	Effects if any
00-05	Humanoid – Robot is vaguely humanoid in that it has a head, a body, arms and legs	This Robot doesn't look remotely human.
06-10	Android – Robot is outwardly identical to a human being	This Robot looks and acts as close to human as possible.
11-90	Animaloid – Robot is humanoid as above but also has animal characteristics such as a tail, wings, whiskers, ears, etc. as appropriate to the type of animal it is designed to resemble	This Robot doesn't look remotely human or very much like the animal it is supposed to be, more like a Humanoid Robot that has been decorated. Its animal features don't provide any powers unless the powers rolled up somehow match its appearance.
91-95	Sphere – the Robot is a featureless sphere until hatches	If this Robot does not have Flight or Telekinesis then it can roll along the

	open to display any powers it has. Spheres always have at least four metallic tentacles which functions as normal arms and legs	ground at its normal Movement Rate or fling itself along the ground using its tentacles at one quarter of its normal Movement Rate round up.
95	Trash Can – the Robot is basically a cylinder on wheels. It has at least two arm type appendages which it can extend.	This Robot automatically has Skill: Computer Use and Skill: Hacking.
97	Luchadroid – Robot is an Android as above but is fitted with a Science! Mask and made to resemble a Luchador closely	Robot is effectively a “normal” Luchador with very high Traits and a Science! Mask – apply effects of Science! Mask as well as Robot powers.
98	Robot is miniature	Roll a Rank Value for Shrink Power and consult the Growing / Shrinking section of this chapter. Apply all effects. Re-roll to see specific type of Robot.
99	Robot is giant	Roll a Rank Value for Growth Power and consult the Growing / Shrinking section of this chapter. Apply all effects. Re-roll to see specific type of Robot.

Row Steps (RS)

A Row Step represents a shift of one or more rows up or down the Master Table in the effective Rank Value for a single action. A Row Step can be a bonus or penalty. For example, a +1 Row Step moves the effective Rank Value to the next higher row while a –2 Row Step moves the effective Rank Value two rows lower.

Example: Jessica’s character is trying to hit an opponent with a karate chop. The Referee tells Jessica her character gains a +1 Row Step bonus due to favorable circumstances. Her character has a Melee Rank Value of 30-39, so for this one attack the bonus brings it to 40-49.

The temporarily adjusted score is treated as being the middle score of the Rank Value or where that is not possible the lowest possible score within the Rank Value for a positive RS and the highest possible score within the Rank Value for a negative RS.

Sectors

Sectors are the abstract unit of measurement used in 4C and Foresee. In Foresee a sector is a 10 by 10 feet square. A “cubic” sector such as for a section of a Wall or immersion in a liquid is 10 feet wide, 10 feet long and 10 feet high throughout its area. A cube in other words.

Swimming

Without a special power or device, a character moves only a single sector each turn when swimming. A character that sinks may hold his breath for a number of turns equal to his Fortitude Rank Value; after that point the character is Drowning and must roll d% on the Master Table using the character's Fortitude Rank Value:

Color	Result
Black	You are Dying.
Red	You are winded; your Fortitude Rank Value drops by one Row Step.
Blue	No effect.
Yellow	No effect.

The character must continue rolling once each turn, with a cumulative -1 Row Step penalty to his Fortitude Rank Value for each turn since he started drowning, until he reaches breathable air or begins Dying. A character who is not Native to Water cannot be stabilised whilst submerged and must be dragged out of the water before First Aid or Medicine can be used on them successfully.

Undead

Undead are effectively a special form of Robot created from the reanimated remains of a human being, or rarely, an animal of some kind. It is assumed almost all Undead are evil and this book makes that assumption in terms that Undead when encountered will be behind some evil scheme or happening. It is possible however for a character to be Undead, and still a Luchador. Unlikely, but possible.

All Undead are inherently Immune to Drowning and Immune to Asphyxiation and receive these two powers for free in addition to whatever other powers they have by type or random roll. All Undead have three skills, randomised from the Grand List.

All Undead begin with a Repute of 0, -6 with living beings.

To determine the exact nature of the Undead roll d% on the following chart (or simply choose whichever one appeals subject to Referee approval):

Roll	Undeath
00-04	Skeleton
05-09	Ghoul
10-21	Ghost
22-39	Deadoid
40-79	Fleshbot
80-99	Vampire

Skeleton:

The character is literally a magically animated human skeleton. Skeletons have the following powers: Immunity to Piercing, Immunity to Normal Missiles, Fireproof. Skeletons weigh one quarter what a normal creature of the same height would weigh.

Ghoul:

The character resembles a fresh human corpse with prominent blunt teeth, sunken eyes and a ghastly blood-like stain on mouth and fingers. Ghouls regenerate by eating the dead. Each hour spent eating fresh corpse meat restores 10 points of damage and removes any other negative effect from the Ghoul after the first hour. There is a +10 bonus to anyone tracking a Ghoul due to their Downside: disgusting smell. Ghouls have the innate power of Paralyzing Touch.

Ghost:

The character is the spirit of someone who has died... Or so we are meant to believe. The Ghost feeds on "positive energy" making the area within 1 Sector of it half the temperature of the rest of the area. Ghosts drain Fortitude from anyone they touch for a turn – Ghosts feed in this way by making a melee attack to touch someone then a struggling roll to hold on to them long enough to drain energy. Someone who is successfully touched but not successfully held still loses 1 point of Damage even if they are normally Freezeproof – the coldness of a Ghost is no ordinary cold. Someone who is successfully held by a Ghost for 1 turn loses 1d10 Fortitude with any relevant temporary adjustment of Rank Value.

A Ghost has Phasing and Invisibility powers but it is the exact opposite to a living being with these powers – a Ghost must make power rolls to BECOME visible or BECOME solid otherwise their normal state is invisible and intangible.

Deadoid:

The character is a corpse reanimated through Black Magic and infused with daemonic energy. Deadoids have the powers Acrobatics, Elasticity - Rubber Body and Regeneration. Deadoids are unable to be permanently killed unless the black magic that created them is specifically reversed to annihilate them and return them to the dead. Burning them converts them into a Skeleton. Any other result or effect indicating that they have died simply means they have become inactive for a period of 1-100 hours before they revive and become active again. If they have been burnt to ash or chopped to pieces etc. the period before reappearance is 1-100 x 100 hours.

Fleshbot:

The character is a reanimated corpse or "zombi". The physical form will not decay further but it won't get any fresher, either. Fleshbots receive +3d10 on their Brawn as their only power. Fleshbots have their Intellect divided by 10, round up. Other than that, they can be fully functional characters.

Vampire:

The character is a reanimated corpse like a Fleshbot except with extra powers and abilities. The Vampire receives the +3d10 bonus to Brawn, but also has the powers of Blood

Drinking, Mind Control, Brujeria and Regeneration. Vampires all have the Downside: Casts no Reflection and the Signature: Afraid of Holy Symbols. A Holy Symbol held by someone who truly believes in it will inflict Damage when touched to a Vampire equal to the Willpower of the person holding it.

Vehicle Examples

Some vehicles for the Referee to use immediately:

Vehicle	Durability	Handling	Velocity
8-person people mover Van (may be decorated with hippie flowers or cool corporate paint job)	10	10	8 (sectors/turn)
Army Tank*	120	6	8 (sectors/turn)**
Donkey Cart	10	6	6 (sectors/turn)
Family Car	10	10	9 (sectors/turn)
Greyhound Bus	55	7	8 (sectors/turn)
Gyrocopter or personal jetpack	8	33	20 (sectors/turn)
Helicopter	30	99	20 (sectors/turn)
Jeep	16	10	11 (sectors/turn)**
Palanquin with 4 bearers	3	5	3 (sectors/turn)
Police Car	40	24	12 (sectors/turn)
Rickshaw (human pulled)	3	3	4 (sectors/turn)
Robot Horse	100	3	22 (sectors/turn)
Speedboat	55	3	30 (sectors/turn) on water, does not work on land or in air
Sports Car	20	30	12 (sectors/turn)
Truck	44	6	6 (sectors/turn)

*This vehicle also has armor: Body Armor 150 (Cosmic).

**This ground vehicle ignores all the effects of normal terrain other than anti-tank traps and pits deeper than 1 sector.

If someone strong enough uses a Vehicle as a thrown weapon its Material Value is equal to its Durability, plus any Body Armor.

Villains

The Villain is someone who is prepared to do anything, whether illegal, immoral or insane, to achieve their objective. Sociopathic, they may well seem sympathetic or even charming in some ways, but underneath they have no mercy, loyalty or sense of proportion. A Villain is theatrical as well- always appearing in carefully chosen clothes that are a costume, a trademark of the Villain. Luchador Villains always wear a Cape, sometimes even wearing a bodysuit or armor. All Villains have a rigid "heraldry" – they all have Signature items, Signature appearance and Signature behaviour, whether it's dressing purple clothes covered

in green question marks, dressing up like a bat, wearing white business suits, leaving calling cards with trivia printed on them or whatever.

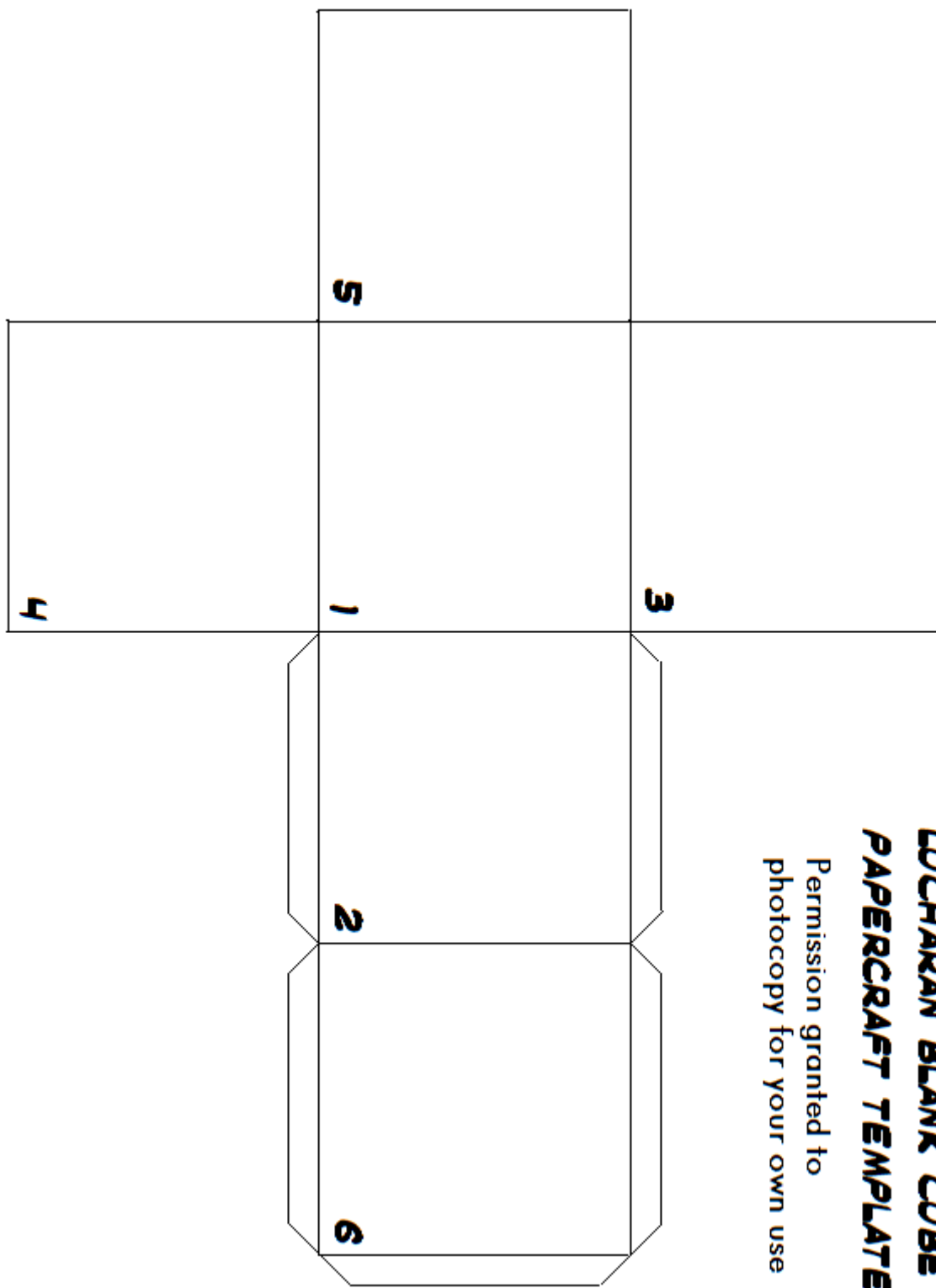
The Villain has One Big Plan, which may or may not be sane. Sane or not everything the Villain does until killed or defeated is in service of this plan. There could be a hundred small adventures the characters experience, and some of them will definitely be parts of a much greater whole. For example the theft of electronics might not be to sell on the black market but to cannibalise for parts to build a satellite, a Mind Control device or a giant Robot Luchador.

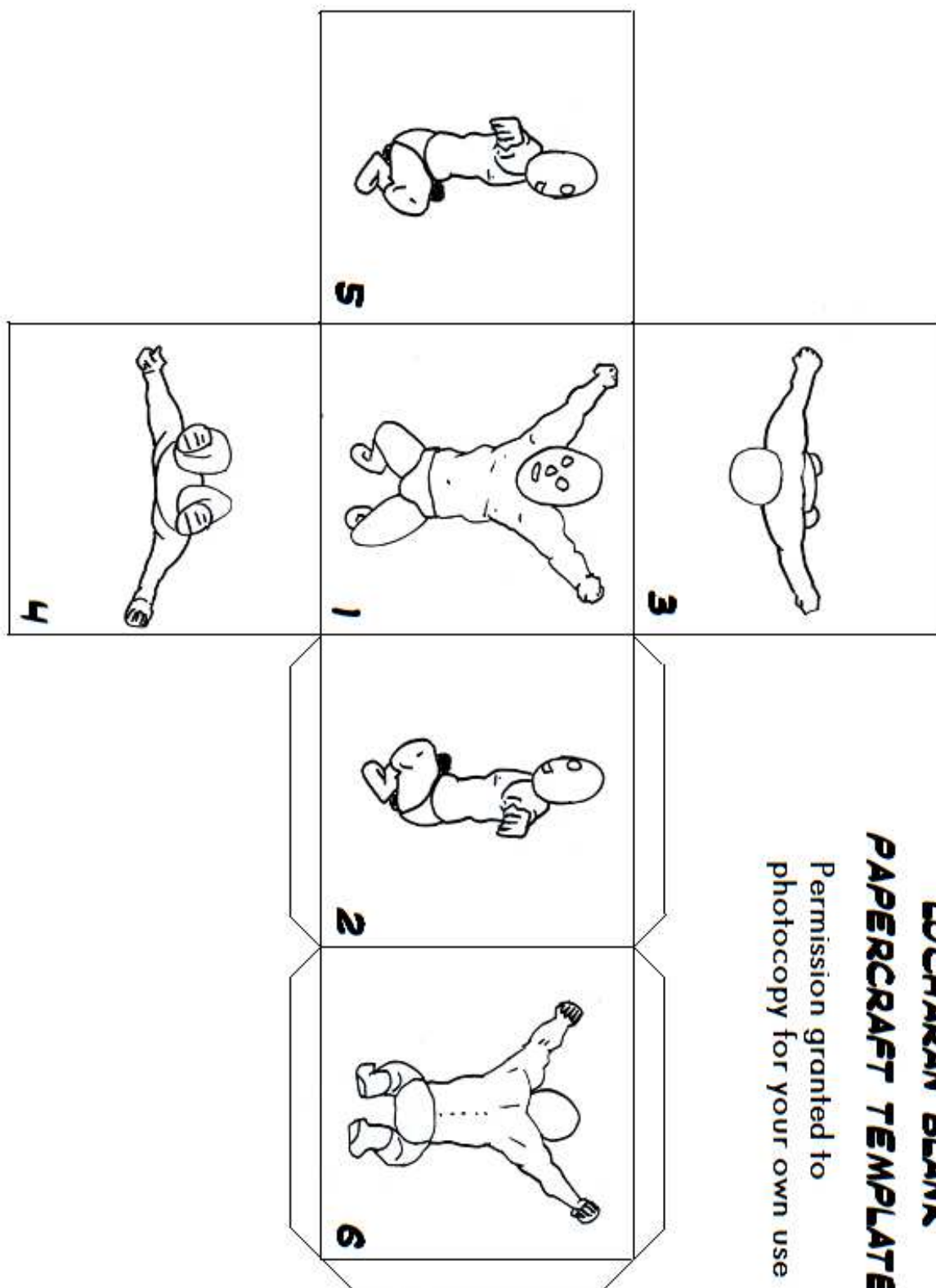
The best way for a Referee to create a Villain is to think in terms of their objective. Is their One Big Plan financial, just plain evil, genocidal, conquest of the region, the country, the continent or the planet, racist, sexist, bigoted, or literally insane – a war against abstract art for example. Next after the objective think in terms of how patient the Villain is. Will the Villain carry out a hundred small crimes to eventually achieve one big goal, or will the Villain get all their power and gear together and just explode on the world stage? This is the Modus Operandi. The Modus Operandi can change.

There are also Recurring Villains. Defeated on one occasion after a suitable pause they return again, possibly to fulfil the same One Big Plan or possibly they have abandoned it and thought up a new one. Another common occurrence is for a single Villain to return with a partner, team or army.

One thing a Villain will never do, is stop. Not unless they are killed or experience something amounting to a religious conversion.

Not all Villains are “evil”, and quite a few have an ethical, if not a moral, code, which they will usually stick to. This means on some occasions a Villain might even team up with the characters against a common foe.





LUCHARAN!

Character Name:

MELEE

COORDINATION

BRAWN

FORTITUDE

INTELLECT

AWARENESS

WILLPOWER

Damage

Fortune

Fame

Lifestyle

Repute

Biography:

Skills:

Skill:

RS+:

.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

Signature:

Weight:

Weight Division:

Current Luchador Competition

Ranking: