



THE LUCHADOR

Although many in this modern world have forgotten the honor of the old ways, I have not.

I am more than an athlete. More than a sports star. More than a mere wrestler.

I am a hero of the people in the legendary tradition of El Santo.

And, when necessary, a fighter of monsters.

I AM A LUCHADOR!

A Monster of the Week hunter playbook by Reid San Filippo.

To make your Luchador, pick a name (both real name and your wrestling persona name). Then follow the instructions below to decide your look, ratings, moves, and gear. Finally, introduce yourself and pick history.

LOOK

Pick one from each line, and write under look on the right →

- Man, woman.
- Hardened body, tattooed body, agile body, strong body, wiry body, rotund body.
- Flashy costume, athletic spandex, normal clothes, fine clothes, street wear.
- Scary mask, simple mask, monstrous mask, elaborate mask, animal mask, flashy mask, heirloom mask.

RATINGS

Pick one line, then mark each rating on the right →

- ☐ Charm+1, Cool+1, Sharp-1, Tough+2, Weird=0
- ☐ Charm+2, Cool+1, Sharp-1, Tough+1, Weird=0
- ☐ Charm+2, Cool=0, Sharp-1, Tough+2, Weird-1
- ☐ Charm=0, Cool=0, Sharp=0, Tough+2, Weird+1
- ☐ Charm+1, Cool+1, Sharp+1, Tough+1, Weird-1

MOVES

You get all the basic moves, and three Luchador moves.

You get this one:

■ **Signature Move:** Like every great wrestler, you have perfected a signature move for the ring. Yours works outside the ring too. Describe your signature move:

Move:	
Description:	

When you **unleash your signature move** on something, roll +Tough.

On a 10+, you do 2-harm and take +1 forward. On a 7-9, you do 1-harm and take +1 forward. On a miss, your opponent counters the move.

Now pick two of these:

☐ **Master Técnico:** When fighting unarmed, you gain +1 to Kick Ass and Help Out.

☐ **Intensive Training:** You get +1 Tough (max +3).

☐ **Noble Heroism:** When you successfully **protect someone**, give a nearby hunter +1 forward.

☐ **Consummate Athlete:** +1 ongoing for vigorous physical feats (outside of combat).

☐ **Machismo!:** Hah! You think that really hurt? By force of will, you can ignore pain and injury. When you suffer harm and just tough it out, roll + Cool.

On a 10+, you heal 1 harm and gain +1 forward.

On a 7-9, you heal 1 harm.

On a miss, pretending to be tough you suffer 1 extra harm, in an embarrassing way if possible.

NAME:	
LOOK:	
RATINGS <i>Whenever you roll a highlighted rating, mark experience.</i>	
CHARM:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Manipulate Someone Highlight: <input type="checkbox"/>
COOL:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Act Under Pressure, Help Out Highlight: <input type="checkbox"/>
SHARP:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Investigate, Read a Bad Situation Highlight: <input type="checkbox"/>
TOUGH:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Kick Some Ass, Protect Someone Highlight: <input type="checkbox"/>
WEIRD:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Use Magic Highlight: <input type="checkbox"/>

☐ **Daredevil Move:** You can attempt a tricky, high risk maneuver to gain an advantage on an opponent. Roll +Tough. On a 10+, pick three. On a 7-9, pick one:

- Interrupt a move someone or something else is making, so they can't do it yet.
- Take +1 forward.
- Give another hunter +1 forward.
- Inflict 2-harm if you are unarmed, and your weapon's harm if you are armed.
- You don't suffer harm in return

On a miss, you suffer 1-harm from your failed move, and leave yourself open to your foes.

☐ **Inspiring Speech:** When you **rally a group with your ringside style**, roll +Charm.

On a 10+, they are pumped and ready to risk life and limb for the cause.

On a 7-9, they are ready to pitch in their help, as long as there is little personal risk.

Choose one thing for them to do:

- Act as an angry mob, unleashed at the target you name.
- Be a vigilant watch force.
- Go wherever you tell them to.
- Help construct a trap.

On a miss, you lose face with the bystanders.

☐ **Sly Rudo:** When you fight, you fight dirty. When you inflict harm on a monster, you can lure it into a trick. Roll +Sharp.

On a 10+, The monster really fell for it, +1 harm and +1 ongoing vs. the monster.

On a 7-9, The monster fell for it, inflict +1 harm.

On a miss, your trick backfires.

GEAR

Despite your natural prowess, occasionally you need to employ other weapons. You also get a stylish vehicle.

Mundane weapons, pick two:

- ☐ .38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ Shotgun (3-harm close messy loud)
- ☐ Heavy chain (2-harm hand area)
- ☐ Sledge-hammer (3-harm hand messy)
- ☐ Big knife (1-harm hand)
- ☐ Brass knuckles (1-harm hand stealthy)

☐ **Fan Following:** Your exploits on Telemundo have not gone unnoticed. When you contact a devoted fan to help you with a mystery, roll +Charm.

On a 10+, they're available and helpful – they can fix something, give you a lift, or do some other favor.

On a 7-9, they're prepared to help, but it's either going to take some time or you're going to have to do part of it yourself.

On a miss, you burn some bridges.

Stylish vehicles, pick one:

- ☐ Foreign Sports car
- ☐ Giant off-road vehicle
- ☐ Limo and chauffeur
- ☐ Tricked out motorcycle
- ☐ Van with custom paint job

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Luchador by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

Hunter	History	Notes
	Close relations. Tell them exactly how you're related.	
	You are (or were) rivals in the ring, while working together as hunters.	
	Romantically involved, or you just have a crush on them. Ask them which they prefer.	
	They are a huge fan of your wrestling. Ask them why.	
	Good friends. Decide between you if it's from way back, or recently.	
	They know your real name and personality, as well as your wrestling persona. Decide between you why that is.	
	They trained together with you a long time ago. Ask them why they choose a different path.	
	You helped them when they had a moment of weakness. Ask them what it was, exactly.	

LUCK

You can mark off a Luck box to *either* change a roll you just made to a 12, as if you had rolled that; *or* change a wound you have just taken to count as just 0-harm. If your Luck boxes all get filled, you've run out of good luck.

Okay ☐ ☐ ☐ ☐ ☐ ☐ ☐ Doomed

HARM

When you suffer harm, mark off the number of boxes equal to harm suffered. When you get to four harm, tick “Unstable.”

Okay ☐ ☐ ☐ | ☐ ☐ ☐ ☐ Dying Unstable: ☐ (*Unstable injuries will worsen as time passes*)

LEVELING UP

Experience: ☐ ☐ ☐ ☐ ☐

Whenever you roll a highlighted rating, or a move tells you to, mark an experience box.

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS:

- | | |
|---|---|
| <input type="checkbox"/> Get +1 Tough, max +3 | <input type="checkbox"/> Take another Luchador move |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Gain an ally (another wrestler who has chosen to fight monsters with you). |
| <input type="checkbox"/> Get +1 Charm, max +2 | <input type="checkbox"/> Gain a haven, like the Expert has, with two options. |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Luchador move | <input type="checkbox"/> Take a move from another playbook |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these, from the list below.

ADVANCED IMPROVEMENTS

- | | |
|---|---|
| <input type="checkbox"/> Get +1 to any rating, max +3. | <input type="checkbox"/> Mark another two of the basic moves as advanced. |
| <input type="checkbox"/> Change this hunter to a new type. | <input type="checkbox"/> Retire this hunter to safety. |
| <input type="checkbox"/> Make up a second hunter to play as well as this one. | <input type="checkbox"/> Erase one used luck mark from your playbook. |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | |

NOTES (MOVES, HOLDS, ALLIES, ETC)