

EL TIGRE

The Mighty Panther of Justice

El Tigre is the first, and most would say greatest, luchador ever. A folk hero and a symbol of justice for the common man, he is the ultimate good guy who uses his amazing skills to win over less scrupulous opponents. He is the Luchador who tells kids to stay in school and become President of Mexico, while he's beating up mobsters, vampires, or vampire mobsters. That said, he is no stick in the mud, and enjoys the perks of being World Champion of Mexico, such as fast cars, cerveza, beautiful ladies and wearing khaki explorer suits. But he is ever ready with a plan and to leap into action when called. El Tigre's style is simple but solid. There are bigger, like el Tigre's friendly-rival, Monstruo Rojo, or even more technically varied wrestlers out there like El Hombre Millones y Uno, but you would be hard pressed to find anyone as flawless in his style as El Tigre. He is a ring general, always able to think ahead of the opponent, leading his teammates through good strategy and the power of camaraderie.

AG D10
SM D10
SP D10
ST D10
VI D10

Skills

- Climbing D8
- Driving D8
- Fighting d12+2 (WD is D10)
- Knowledge (Lucha Libre) D8
- Notice D8
- Persuasion D10
- Streetwise D8
- Swimming D8

Pace 6
Parry 7
Toughness 7
Charisma +4
Bennies 3

Edges

- Improved Charisma: +4 to Persuasion
- Improved Level Headed (draw 3 cards take best)
- Master Fighter: (Wild Dice is D10 for Fighting)
- Natural Leader (can share Bennies, and has 1 additional bennies per player **just for sharing**)
- Mano a Maino: Once per game (specifically at the Main Event), El Tigre can have his Tiger Head themed doorway just...be there... and can enter to the original Spanish version of Eye of the Tiger. If the entrance is described amazingly, all bennies and wounds for all players are replenished!

Hindrances

- Code of honor (Lucha Libre)

Fighting Style: Técnico superioridad!

- Fights clean (+2 to spirit checks when countering a dirty attack!)
- Cannot use improvised weaponry
- Focuses on technical moves over brawling
- Piledrivers are strictly forbidden!

Finisher! Pata del tigre! (Camel Clutch)

+2 to damage with a successful Grapple roll. In addition, every round this hold is applied, a cumulative bonus of +1 damage applies (+2 first round, +3 second round etc)

EL AUTÓMATA DEL TIGRE

A Gargantuan (Size 10) Mech, designed in El Tigre's trademark Black and Orange motif.

AG	ST	VI	Size	Toughness
D10	D10 +10	D10	10-Gargantuan	27 (17)

- 10 points of armor
- (10 - opponent's size) bonus or penalty to strength rolls and damage
- + 4 to be hit by anything human sized
- All attacks considered Heavy Damage.

MONSTRUO ROJO

The Beast of the Gulf

Monstruo Rojo is probably the second best known Luchador, after El Tigre. Once a Rudo (bad guy), Monstruo turned to become a Técnico (good guy). There is friendly rivalry between him and El Tigre; The argument of who is truly the greater Luchador is one that has gone on across Mexico for years. That said, Monstruo Rojo is no stranger to fighting crime or monsters, and has teamed up with El Tigre and El Hombre Millones y Uno to fight all manner of villains.

Monstruo can be pretty hot tempered, and sometimes his feud with El Tigre riles him the wrong way, and people best give this big man space then. He is a hard drinking and hard living man, who enjoys his burgundy double breasted suits and jeeps as much as the next wealthy man.

The fool underestimates Monstruo as a simple strongman – Monstruo is a skilled technical wrestler, more so when he gets a hold in that allows him to use his size and power to additional advantage. He is the tank, who charged into the center of combat and brings the opponents in close to let teammates flank.

AG D6
SM D8
SP D8
ST D12
VI D12

Pace 6
Parry 7
Toughness 11
Charisma +0
Bennies 3

Skills

- Climbing d10
- Driving D6
- Fighting d10
- Intimidate D8
- Knowledge (Lucha Libre) D6
- Streetwise D8
- Survival D8

Edges

- Brawny (+1 toughness)
- Imp. Tough as Nails
- Mighty Blow (Double damage on Joker)

Hindrances

- Bad temper
- Code of honor (Lucha Libre)

Fighting Style: Los tentáculos!

- Fights fairly clean (+1 spirit check to counter a dirty attack)
- Any move that involves pure power gets an additional +2 damage (slams, kicks, grapples)
- Piledrivers are strictly forbidden!

Finisher! The Red Octopus! (Octopus Hold)

No additional damage, but Blue Steel Demon's weight is on the opponent's shoulders, with a free arm to spare and balance. Any attempt to escape the hold are at an additional 12 – opponent's size.

MONSTRUO ROJO ROBO

A Gargantuan (Size 12) Mech, designed in Monstruo Rojo's trademark Red and Blue motif.

AG	ST	VI	Size	Toughness
D6	D12 + 12	D12	12-Gargantuan	35 (23)

- 12 points of armor
- (12 - opponent's size) bonus or penalty to strength rolls and damage
- + 6 to be hit by anything human sized, +2 anything between size 8 - 12
- All attacks considered Heavy Damage.

EL HOMBRE MILLONES Y UNO

The Million and One Move Man

El Hombre Millones y Uno is the third of the great Luchadors, alongside El Tigre and Monstruo Rojo. Whereas El Tigre is flawless in classical Lucha, and Monstruo is the most physically powerful, El Hombre Millones has adopted numerous different styles and moves into his skilet. He is enigmatic, and constantly evolving.

What is not fluid about El Hombre Millones is his commitment to justice. El Hombre Millones tends to work alone, but has teamed up with El Tigre and Monstruo on occasion. While calmer and more clinical than other Luchadors, he still enjoys motorbikes, and expensive white cotton suits.

El Hombre Millones normally works solo, but he is extremely skillful working in a team, flanking and using unorthodox tactics.

AG D12
SM D10
SP D8
ST D6
VI D8

Pace 8 / D10 running
Parry 10
Toughness 5
Charisma +0
Bennies 3

Skills

- Climbing d10
- Driving D6
- Fighting d12
- Intimidate D8
- Investigation D6
- Knowledge (Lucha Libre) D6
- Notice D8
- Piloting D6
- Stealth D10
- Streetwise D8
- Throwing D8

Edges

- Acrobat (+2 to AG on nimbleness rolls)
- Fleet footed
- Imp. Block
- Imp. Dodge (-2 to be hit by ranged attacks)
- No Mercy (can spend bennies on damage)

Hindrances

- Small
- Code of honor (Lucha Libre)
- Cautious

Fighting Style: Adaptado!

- A clinical Técnico, will use a frowned upon move when it is the best move.
- His style is flexible and capable of countering any penalty: He can spend a benny to automatically neutralize an opponent's special abilities for a round. If he has been in combat for more than 5 rounds with same opponent, can ignore the opponent's special ability by getting a raise on the fighting roll.
- Piledrivers, foreign weapons are a last resort

Finisher! Torbellino (Backflip Bulldog)

Requires multiple actions, a jump roll to get into position, and then a fight roll to get a grapple (both at -2). On a double success, the attack counts as a targeted attack to the face and does +4 damage.

EL MECH MILLONES Y UNO

A large (Size 8) Mech, designed in El Hombre Millones y Uno 's trademark White and light Blue motif.

AG	ST	VI	Size	Toughness
D12	D6 + 8	D8	8 - Large	21 (13)

- 8 points of armor
- (8 - opponent's size) bonus or penalty to strength rolls and damage
- + 2 to be hit by anything human sized
- -2 to be hit by anything size 9 or larger.
- All attacks considered Heavy Damage.

SEÑOR BANDITO

The Dude-o of Rudo!

Being the Rudo (bad guy) isn't easy, but none make it look as easy as Señor Bandito. Whether it's wearing an American flag or robbing a Técnico's car before a match, Señor Bandito always has some new trick.

Unlike El Tigre, Monstruo Rojo or El Hombre Millones y Uno, Señor Bandito didn't search out crime to fight, and often committed minor ones, though usually in a way that robs from the rich and gets the poor drunk. Though if it was mobsters or demons, the sort of jerks who didn't have the Lucha code of honor and weren't fun to party with, well they were fair game! He is a man who could not live without tequila, a pick up truck and a purple blazer with green pants. He may be garish, but he's honest.

In a group, Señor Bandito runs distraction, flanking and antagonizing his opponent. While not the most technical of wrestlers, he is still an extremely skilled fighter, and more than capable of beating a foe who assume he is all bark and no bite.

AG D10
SM D12
SP D8
ST D8
VI D8

Pace 6
Parry 6
Toughness 6
Charisma +2
Bennies 4

Skills

- Driving D10
- Fighting d8
- Gambling D10
- Investigation D8
- Knowledge (Lucha Libre) D8
- Lockpicking D8
- Notice D10
- Shooting D6
- Streetwise D10
- Survival D10
- Taunt D12
- Throwing D8

Edges

- Alertness (+2 notice)
- Charismatic
- Danger Sense (Notice-2 to detect ambush)
- Strong Willed (+2 to Intimidate & Taunt)
- Lucky

Hindrances

- Code of honor (Lucha Libre)
- Greedy
- Outsider (Rudo), -2 Charisma in polite company

Fighting Style: "Me Gusta!"

- A dirty cheating Rudo, all about brawling, going for soft spots, and taunting
- Focus on disorientating opponent (+ 2 to Taunts)
- Once per fight, nominate a weak spot (knee, eyes etc). While this targeting adds a penalty of -2 per roll, Every attack that hits this spot adds a cumulative +1 damage to the roll.
- objetos internacionales! + 2 when using foreign objects (improvised weapons).
- Piledrivers are for when the referee can't see!

Finisher! 3 amigos! (Triple rolling vertical suplexes)

On a successful grapple, roll a straight strength roll; if the result beats the opponent's size, the opponent is suplexed up and over, and takes a damage roll. This can be done 3 times in a row, all part of the same action, so can make up to 3 strength vs size and 3 damage rolls.

Señor Banditotron

A Gargantuan (Size 10) Mech, designed in Señor Bandito's trademark green and purple motif.

AG	ST	VI	Size	Toughness
D10	D8 + 10	D8	10-Gargantuan	26 (16)

- 10 points of armor
- (10 - opponent's size) bonus or penalty to strength rolls and damage
- + 4 to be hit by anything human sized
- All attacks considered Heavy Damage.

PADRE ÁGUILA

The Flying Padre of Santa María de la Plaza de los Patos

Padre Águila is not the greatest Luchador of all time, that would be El Tigre. Nor the second, that's Monstruo Rojo. Nor even the Third, that would be El Hombre Millones y Uno. In fact, it would be hard pressed to rank Padre Águila anywhere in the top hundred Luchadors, having never been a World Champion of Mexico or even a main event fighter. But what Padre Águila has in bucketloads is Spirit. Padre Águila is the priest who secretly snuck out to wrestle and raise funds for his orphan wards. A man who, even when beaten by low grade Rudos (bad guys), managed to keep his head held high and even soften a few roguish hearts.

Padre Águila eschews the wealth and luxury of many professional Luchadors, spending his earnings on the orphanage he runs. A simple man, he is content with his bicycle, corn on the cob and traditional folk dancing. And beer. He's still human, after all! Padre Águila is something of a wild card in a group. Not technical or orthodox in any great way, his passionate style, unexpected endurance and good fortune throw his foes off.

AG D6
SM D6
SP D12
ST D8
VI D10

Skills

- Driving D6
- Fighting d6
- Knowledge (Lucha Libre) D8
- Knowledge (religion) D4
- Notice D10
- Persuasion D8
- Streetwise D4
- Survival D10
- Taunt (Accidental) D10

Pace 5, d4 running
Parry 6
Toughness 8
Charisma +3
Bennies 6

Edges

- Act of God (On a Joker, ignores effects of Clumsy and Wild Dice for Fight and Jumping becomes D10)
- Charismatic: +1
- Status (Priest) +2 in polite company
- Divine Luck: So many Bennies!

Hindrances

- Clumsy (roll of 1 is fail)
- Code of honor (Lucha Libre)
- Pacifist (Major)
- Obese

Fighting Style: "Hombre Religioso!"

- Tries to fight clean, but given limited talent some moves are unorthodox - +2 to grapple when trying a completely new and unheard of move (GM's decision if it's sufficiently awesome)
- Heart of Gold: +4 to spirit rolls against dirty fighters and their taunts.
- Cannot use improvised weaponry
- Piledrivers are strictly forbidden!

Finisher! El Clasificador Águila! (flying clothesline)

Needs to make a successful Jump roll from a size 9 creature's shoulder height (30+ meters tall, though wing it for effect), and then a Fighting roll. The higher result of the two is applied as the attack roll, and the opponent is automatically pinned, and can only attempt to kick out. Also, due to special Eagle themed boosters, Padre Águila's jumping range is FIVE times normal distance.

PADRE 5000-Á

A Gargantuan (Size 9) Mech, designed in Padre Águila's trademark brown and gold motif.

AG	ST	VI	Size	Toughness
D6	D8 + 9	D10	9 -Gargantuan	26 (17)

- 9 points of armor
- (9 - opponent's size) bonus or penalty to strength rolls and damage
- + 4 to be hit by anything human sized
- All attacks considered Heavy Damage.