LUCHA LIBRE ROLES

BASIC ROLE: Técnico. You obey the rules of honor and respect. Counting as a Babyface for Heat purposes, Técnicos use this Role Move instead of the Babyface Move: When you demonstrate your technical prowess in the ring or make a big deal of respect, spend 2 Momentum and pick 1:
» gain +1 Heat with your opponent
» an ally comes to your aid
» win the match (regardless of booking)

BASIC ROLE: Rudo. You’re selfish, disobedient and disrespectful. You count as a Heel for Heat purposes. Rudos use this Role Move instead of the Heel Move: When you do something to save yourself at the expense of another in the ring, or show disrespect for an authority figure or teammate, spend 2 Momentum and pick 1:
» gain +1 Heat with your opponent
» cause a legit injury
» win the match (regardless of booking)

MATCH STIPULATIONS

TWO OUT OF THREE FALLS: A match with multiple falls proceeds according to the standard rules, except that Creative reveals the booking for each fall individually during the match. Each fall can be swerved or overridden by Moves as normal, but the match continues until a winner is declared. A wrestler who’s booked to win a multiple falls match only makes their Finishing Move on the final fall.

CATCH-AS-CATCH-CAN: This match is specifically built around the wrestlers using their knowledge of legitimate grappling, holds and counters in order to demonstrate their skill and wow the audience. Under this stipulation, wrestlers can roll on +Real for the Wrestling Move when they use their legitimate grappling skills. Wrestlers only gain Momentum from the Wrestling Move for rolling on +Work or +Real (if they would gain Momentum from rolling on another Stat, just ignore it).

STRAIGHT MATCH: Use this to run any match where you don’t book the ending ahead of time.
» When someone rolls a 10+ for the Wrestling Move, they pick 1:
  » gain +2 Momentum
  » gain +1 Heat with your opponent
  » go for the victory

Going for a victory is a pinfall attempt or a submission hold (or anything else that could win the match). When you go for a victory, your opponent can use Interrupt or another Move to kick out or otherwise break the pin; if they cannot do so (or choose not to), then you roll for your Finishing Move and abide by that result (remember that some Finishing Moves may end up with the the other person winning the watch!). If someone uses a Move that overrides Creative’s booking before a pin attempt is made (such as the Heel Move or making a Run-In), then that becomes the booking for the match, and can thus be overridden in turn by other Moves. Whoever’s booked to win still needs to go for the victory to end the match and roll their Finishing Move.

Creative still has oversight over the general events of a straight match, and can still have the referee rule it no contest or narrate (for example) how a brawl sprawls outside the ring and the match never resolves with an official finish, based on how the wrestlers treat the match and following the action of the scene in general.

Generally, straight matches should be matches between players wrestlers. If a player/NPW straight match does come up, Creative should turn any botches the player makes into victory attempts by the NPW.

STROKE

Wrestlers always have Stroke equal to current Audience. Wrestlers use Stroke to turn backstage, off-camera situations to their favor. Creative sets the Stroke needed, as per this scale:

✶ 1 Stroke – the situation is relatively minor or just for show
✶ 2 Stroke – the situation is significant
✶ 3 Stroke – the situation is important and what you want would disrupt some serious plans
✶ 4 Stroke – the situation is critical or dire
✶ +1 Stroke – there’s physical injury or other harm on the line (for example, if wrestlers are getting in a shoot fight or abusing substances as part of the situation)

If you have enough Stroke, you get what you want out of the situation.

If you don’t have enough Stroke, you can spend Momentum on a 2-for-1 basis to give yourself more Stroke for that scene (so if you need 3 and you only have 1, you can spend 4 Momentum to give yourself 2 more Stroke for that scene).

If there’s another wrestler in the scene that doesn’t want what you want, whoever has more Stroke gets what they want. You can each (or all) spend Momentum 2-for-1 for more Stroke, until someone runs out of Momentum.

Stroke is not spent, it’s just checked at the time that it’s needed (and temporarily boosted by spending Momentum).
**INTERNATIONAL INCIDENT MATCH STIPULATIONS**

**MOUNTEVAN’S RULES MATCH:** Use the standard Wrestling Move, but replace the results chart with this one:
- **On a 10+** you hit it great, retain control and pick one: gain +2 Momentum; gain +1 Heat with your opponent; you trick your opponent into taking a Public Warning
- **On a 7-9** you hit it pretty well, pick one: retain control and transition into the next sequence; give your opponent control and gain +1 Momentum
- **On a Botch,** give your opponent 1 Momentum and pick one: take a Public Warning and retain control of the match, or your opponent counters you and you take control of the match.

In addition, when you **INTERRUPT,** you can take a Public Warning instead of spending 1 Momentum.

When you take your third Public Warning, your opponent is awarded a fall. Public Warnings concern any formal rules infraction (such as pulling the hair or tights, choking or striking with closed fists, throwing your opponent over the top rope on purpose, holding your opponent in the corner past a count of 3, etc), so if you choose to take one, make sure to narrate what the warning is actually for.

This is a suitable stipulation to run as a Two-Out-Of-Three-falls match, a Straight match, or both.

**SPOTFEST:** This match proceeds using the standard Wrestling Move. However, Creative does not declare when to end the match. Rather, anyone in control of the match can go for their **Finishing Move** instead of making the standard Wrestling Move. Anyone else in the match can **INTERRUPT after a Finishing Move** is rolled and continue the match (the results of the Finishing Move are still applied), making it a false finish. If a Finishing Move is Botched, the Interrupt happens automatically without any Momentum spent, after the Botch effect is chosen and/or applied, and the match continues.

  » The booking of the match changes with the Finishing Moves. In general, any successful Finishing Move wins that wrestler the match. Using other Moves to change the booking (like the Heel Move) can give that wrestler control and the opportunity to hit their Finishing Move, but that could potentially still be a false finish itself.
  » The match ends once someone hits a Finishing Move without it being Interrupted.

When you work a Spotfest, ignore the +4 Heat Audience gain rule (at the end of the match, even if you have +4 Heat with your opponent, you DO NOT gain an Audience). The opportunities for gaining Audience come from the false finishes during the match, instead of the storytelling payoff at the end.

**DEATH MATCH:** Everyone involved in a Death Match has to agree to be in it. If someone is booked into a Death Match by somebody else (through the use of a Move), they can decide to pull out of it with no negative repercussions (though using it as a storyline building moment could be relevant).

  » When a Death Match starts, each competitor gains +1 Momentum.

The match proceeds using the standard rules. In addition, anytime a wrestler has control of the match, they can narrate how they send their opponent into the barbed wire, glass, fire, etc - this is called the Bad Shit.

When someone is throw into the Bad Shit, they can spend 1 Momentum to pull up just short of going into it. This counts as the **Interrupt Move** if the wrestler going into the Bad Shit wants to take control of the match as a result.

  » Once each wrestler has paid 1 to avoid the Bad Shit, the cost goes to 2. Once each wrestler has paid 2, it goes to 3, and so on.
  » Wrestlers can still use the Interrupt Move as normal to interrupt the standard flow of the match, but if it would be to stop from going into the Bad Shit, they still must pay the current Momentum cost.

Once someone goes into the Bad Shit, they immediately take an Injury, gain (1 + Current Injuries) Momentum and take control of the match. If the match is still underway when one wrestler ticks off their last last Injury box, Creative must call for the end of the match. If both wrestlers fill their Injury tracks at the same time, the match ends with both of them passing out in a no contest.

Whoever is booked to win a Death Match adds their +Real or +Audience to their Finishing Move, whichever is higher.

After a Death Match, all participants roll +Real

  » **On a 10+:** the wounds were superficial, you’re just tough enough that you can deal, or both. Erase down to 1 Injury check, if you have more than 1. Choose: you and your opponent both gain +1 Heat with each other, or appear in the next segment of the Episode and gain +1 Audience.
  » **On a 7-9:** you survived. Erase 1 Injury check (if you have more than 1), and gain +1 Heat with your opponent from the match.
  » **On a Botch:** you need serious medical care. You are evacuated to a local medical facility immediately and you must miss the next Episode as you recover (play another NPW if appropriate). When you return, you make the Over Move even if you’re not in the Top Spot.
PROMOTION REFERENCE SHEET

Name:
Description:

Tags
- Devoted Following
- Mainstream Appeal
- Regional Reach
- National Reach
- International Reach
- Home Arena
- Touring Shows
- Broadcast Deal
- Cable Deal
- High-Concept
- Theatrical
- Trustworthy Management
- Strongly Kayfabe
- Inclusive
- Traditional
- Motivated Roster
- Large War Chest
- Elite Production Staff
- Kid-Friendly/PG
- Well-Connected

Troubles
- Niche Fanbase
- In Debt
- Hostile Silent Partner
- Disgruntled Talent
- Green As Grass Roster
- Overreaching
- Poor Maintenance
- No Merch
- Strong Competition
- Unlicensed
- Tax Write-off For Unrelated Venture
- Bad Sponsorship Deal
- Blacklisted
- Outlaw Federation
- Umbrella Federation
- For Unrelated Companies
- Fractured Creative Committee
- Bloated Roster
- Behind the Times
- Pointlessly Bureaucratic
- Inmates Running the Asylum
- Convoluted Lore
- Theatrical...Pretensions

Audience Threshold

Promotion Advancement

The Promotion gains Audience (and all wrestlers reset their Audience):
- **At the beginning of an Episode**, if the total Audience of all wrestlers is greater than (# of players x3). Note this Audience Threshold above.
- **During an Episode**, when all Basic Moves have had a Mythic Moment. Once a Mythic Moment is checked, nobody else can have that Moment until Audience resets (and you erase all checks on Mythic Moments). Check off the boxes below as Mythic Moments are made.

MYTHIC MOMENTS

Whenever a player rolls a straight 12+ (dice + Stat hits 12+, before spending Momentum) on a basic Move, they can choose to spend all remaining Momentum to make it a Mythic Moment. If they have no Momentum, they cannot make a Mythic Moment. If they have a negative stat, they can still make a Mythic Moment on a natural 12 of the dice.

**BREAK KAYFABE:** Your action becomes the symbol of **when things changed**. Pick 1:
- You have complete creative control over your wrestler’s storyline and booking until the next Audience reset. Your “Audience starts and resets to” number permanently goes up by 1 (Max 3).
- You expose something backstage impossible to ignore. Creative must acknowledge this on screen and you book the rest of the Episode in order to highlight the changes you want to see happen in the promotion. Gain +1 Audience.

**CUT A PROMO:** Your promo becomes part of professional wrestling canon. Pick 1:
- Simply referencing this promo counts for the Cheap Heat Move, for everyone on the roster, forever.
- Your promo goes viral, and everybody knows it even if they don’t know you. Your “Audience starts and resets to” number permanently goes up by 1 (Max 3).
- This takes you to the next level of your craft. Take an Advanced Role right now (without spending an Advance or taking an Episode off).

**FEAT OF STRENGTH:** You’ve exceeded human capacity, and with style. Pick 1:
- The fans go bananas, and your feat becomes one of those things imitated worldwide. Gain +1 Audience, and your “Audience starts and resets to” number permanently goes up by 1 (Max 3).
- You become immortalized in the highlight reels, intro packages and retrospectives of the company. Describe exactly how that looks. Gain +1 Momentum when you make your first appearance in every Episode from now on.

**WORK THE AUDIENCE:** They’ll never forget being in this crowd. Pick 1:
- You turn them against your opponent – they can no longer Work the Audience or get Cheap Heat for the rest of this Episode.
- You whip them into a real frenzy. Gain +1 Audience as they storm the ring!

**RUN-IN:** You’ve perfectly captured the turning point in the storyline. Book the result of your run-in on the fly (this overrides Creative’s booking). Gain +1 Heat with each other and you pick one:
- It’s turned to a blood feud. You can only be booked against each other until this thing is resolved.
- You’ve gained the upper hand. You can pick any stipulations you want for your opponents matches until the next Audience reset (whether you’re booked in them or not).
- This is going to get settled right now. Creative books a match with your opponent, and its the new main event of the Episode. You and your opponent both gain +1 Audience, as the crowd gets exactly what they want.

**WRESTLING:** This move goes into your highlight reel. Keep control of the match, and Pick 1:
- You are now booked to win the match.
- You steal the show. Gain +1 Audience.
- You do your job. Your opponent gains +1 Audience.
- You upstage someone. Say who comes out to interfere with the match, and you gain +1 Heat with each other.