

# Lucha Libram!





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### **Inspirations/Credits**

This game uses the PBTA dice mechanic first seen in Vincent Baker's *Apocalypse World*. Beyond that, the rest of the game was fueled by my love of indie RPGs, luchadores, and all things fantasy.

**Cover Art by Rupam Grimouvre (<https://grimoeuvre.com/>)**

### **Playtesters**

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## Overview

You want to be a luchador wizard? Of course you do. Since you were a child, you wanted nothing more than to be a magical wrestler. You split every waking moment perfecting both your mind and your body, hoping for the chance to realize your dreams. To soar on the wings of an eagle on your way to deliver a thunderous elbow drop. To suplex your opponent into a swarm of writhing tentacles. To know the crowd loves you as much as you love them.

Well, now's your chance. Your first match awaits. Welcome, my friend, to the Lucha Libram Wrestling Federation!

## Wait, what?

Lucha Libram is a GMless, rules-lite RPG that puts players in the roles of masked wrestlers who also happen to be powerful mages. You and your opponent(s) compete to win over the crowd and become the most beloved wrestler of your generation. Use your physical attacks to build up Magic points. Spend your points and cast fantastic spells to please the crowd. The first player to gain 20 Crowd Points is the winner of their bout.

## Tone

This is a goofy game of over-the-top action and gonzo magic. It's not meant to be a bloody, vile game or a game that focuses heavily on body horror and the like but hey, if that's what everyone at the table wants, go for it! Just make sure to set expectations so that everyone is having fun. To ensure everyone's on the same page and is having a safe and fun time, why not try using one of the many established safety tools that are so wonderfully prevalent throughout the indie RPG scene? Golden Lasso Games has a great writeup on a number of them: <https://goldenlassogames.com/tools>

## Materials

- Rulebook
- Index cards (one per player)
- Pen/Pencil
- Dice (2 D6s)

## Game Setup

Each player should fill out their index card/scratch paper so it looks something like this:

Name :	School:	
Mask/Costume:	Role:	
Grace:	<b>Magic</b>	<b>Crowd Points</b>
Power:		

Take the 2d6 and place them where all players can reach them.

## Character Creation

First, roll (or choose) a school of magic from the following options:

1. Conjuration – You summon a rabbit from a hat
2. Necromancy – You raise a zombie rabbit from the dead
3. Evocation – You blast that poor, poor rabbit with a ray of eldritch fire
4. Transmutation – You turn the rabbit into a chair
5. Mind Warping – What’s this, now there’s six rabbits?
6. Roll again

This choice defines the sort of magic your luchador can use. If you have a different idea that doesn’t fit nicely within the provided categories, do that! The most important thing is that you have a distinct style to your magic that is different than what your opponent will bring to the match.

Next, choose what mask your character wears and what their costume looks like. You can decide this for yourself or consult the following table for inspiration. Remember, your mask is the key to your wrestler’s power and pride. Make it unique! Make it glorious!

	Colors	Themes/Elements/Motifs
Conjuration	Green, white, yellow, brown, light blue. Light and natural.	Plant and animal life, horns, glyphs, natural elements.
Necromancy	Black, grey, purple, midnight blue, white, red. Dark and muted.	Skulls, blood, bones. Creeping animals. Rot. Death. Religious elements.
Evocation	Red, blue, yellow, orange, pink. Bright and saturated.	Garish patterns, sequins, wings, heavy embroidery, subtlety be damned!
Transmutation	Any and all metallic colors. Gemstones. Artificial and severe.	Heavy structure. Seems built more than sewn. Robotic. Schematics. Bolts and screws.
Mind Warping	Pink, purple, yellow, sickly green, black, white. Strange and unearthly.	Eyes, cowls that cover the face in shadows, long capes, spirals, shifting patterns.

Your character has two attributes, Grace and Power. Put a two next to one of these attributes and a one next to the other. When you roll to attack your opponent, you will add one of these to your roll depending on what sort of attack you're making. Picking your opponent up and throwing them through an announcer's table? That's an attack using Power. Somersaulting off the turnbuckle and smashing your opponent with a leg drop? That's Grace all day. If there's some debate or confusion over which it should be, the player with narrative control (explained later) has the final say.

Almost done! Next, each player should roll 1d6. The player with the highest number is the técnico (babyface/good guy) and the player with the lowest number is the rudo (heel/bad guy). This should color how you pander to the crowd and how you fight. It'll also determine who goes first, which will be covered later.

Lastly, name your character and think about what their entrance is like. Your name should tell your fans what to expect from your wrestler in terms of style and your entrance should be as over-the-top as you can make it. After all, this is the Lucha Libram Wrestling Federation!

## Arenas & Locales

Can't decide where your fight should take place? Roll on our lovely d66 table! To roll, assign one of your d6s as the tens and the other d6 as the ones. You'll note that a wrestling ring is not on this list. I figured if you wanted to wrestle in a regular ol' ring, you wouldn't bother with this table in the first place...

11	At a kid's birthday party	41	While falling from a great height
12	The Grand Colosseum	42	In the middle of a hobgoblin camp
13	In the caldera of an inactive(?) volcano	43	On stage at the opera
14	In an illegal underground fighting pit	44	Inside the skull of a dead godling
15	In a dome deep underwater	45	On a mesa in a vast, unforgiving desert
16	In hell in front of a crowd of demons	46	At the top of a wizard's arcane tower
21	On a ghost pirate ship	51	In a cave with far too many bears
22	Inside the churning stomach of a titan	52	On top of a massive cog in a giant clock
23	On the back of an impossibly large turtle	53	On top of a barely frozen lake
24	In a Wild West saloon	54	In a treetop village of the elves
25	At the funeral of a beloved mentor	55	Inside the Barrow of the Forgotten King
26	On top of a train	56	Somewhere lost in a haunted labyrinth
31	In a legally distinct version of the Thunder Dome	61	In the middle of a hive populated by giant sentient bees
32	In the elemental realm of fire/air/etc.	62	A three-story library. Shhh!
33	On a rickety rope bridge over a river	63	On an active construction site
34	At an All-You-Can-Eat buffet	64	At a carnival/theme park
36	On a dragon's horde for their amusement	65	On a lighthouse during a storm
37	In the middle of a busy intersection	66	In a high school gymnasium for charity

## Gameplay

At the start of the game, each player describes their wrestler's entrance in all its glory. Really ham it up. There aren't any rules governing this other than at the end of your description, your wrestler must enter the ring and prepare for battle. **The rudo player always goes first**, both in their introduction and to start the bout.

The wrestling match takes place over a number of turns with each player vying to gain narrative control so they can impress the crowd with their spectacular feats. Over time, they will gain Magic points which they can then spend to unleash terrific spells on their opponent. If these spells are successful, they will win the favor of the crowd represented by a number of Crowd Points. The first player to reach 20 Crowd Points is the winner of the match.

Only the player with narrative control can act. They can choose to either attack their opponent physically or spend Magic to attack their opponent with spells. Physical attacks generate Magic and, in some rare instances, Crowd Points. Use the areas on your character sheet to track the changes to your Magic and Crowd Points

To make a physical attack, a player must first describe what they want to accomplish. They then roll 2d6 and add the appropriate attribute. The results of the dice differ depending on if the player is attacking using their +2 attribute or their +1 attribute. Also, feel free to use a little magic in the descriptions of your physical attacks. A flaming punch. Floating above your opponent before frog-splashing down on them. You get the idea. Doing this does not cost magic points and does not count as casting a spell.

### **If attacking using the +2 attribute**

14 Critical success: All the 10+ effects plus you gain 1d3 Crowd Points

10-13 Success: +2 Magic and you retain narrative control. What did your attack look like?

7-9 Mixed Success: +1 Magic and narrative control goes to your opponent. What did your attack look like? Your opponent can describe how they took advantage

4-6 Failure: Lose 1 Magic and narrative control goes to your opponent. Your opponent describes how you fail.

### **If attacking using the +1 attribute**

13 Critical Success: All the 10+ effects plus you gain 1d6 Crowd Points

10-12 Success: +3 Magic and you retain narrative control. What did your attack look like?

7-9 Mixed Success: +2 Magic and narrative control goes to your opponent. What did your attack look like? Your opponent can describe how they took advantage

3-6 Failure: Your opponent describes how you fail and takes narrative control.

### **Casting a Spell**

A player with narrative control can forgo making a physical attack to cast a spell at their opponent instead. To do this, the player will spend up to three Magic points to power their spell and will describe what they want their spell to do. The spend and description are done before the dice are rolled. Remember, the more Magic you spend, the more spectacular your spell should be. Next, the player will roll their 2d6, adding to the roll the number of Magic points spent.

10+ Success: Gain an amount of Crowd Points equal to the amount of Magic points spent. Your opponent gains narrative control.

7-9 Mixed Success: Gain an amount of Crowd equal to half the amount of Magic points spent, rounded down. Your opponent gains narrative control.

2-6 Failure: Your opponent describes what it looks like when your spell goes haywire or fizzles out. They gain narrative control.

If you'd need inspiration for what sort of spells you can cast in each school of magic, here's a few examples.

Cost	Conjuration	Necromancy	Evocation	Transmutation	Mind Warping
1	You summon a chihuahua to nip at your opponent's ankles.	A ghostly hand trips your opponent.	You throw a shower of sparks in the face of your opponent.	The mat beneath your opponent becomes pudding-like.	You convince your opponent their legs have no bones.
1 or 2	You disappear briefly, only to reappear behind your opponent, ready to strike!	Your face contorts to that of a demon, causing your opponent to run from you.	A ray of pure cold shoots from your hand, freezing your opponent.	Your fingers grow sharp claws or your mouth sprouts vicious fangs. Or both!	You turn invisible to your opponent but not to the crowd. I mean, what'd be the point?
2	You summon a folding chair from the ether and crack your smack your opponent in the head.	You summon a zombie/ghost from the crowd that attacks your opponent.	The sound of your punch is like a thunderclap, stunning your opponent.	For a moment you're the fastest person alive, a masked blur of violence.	You convince the referee they're your new best friend.
2 or 3	You form a portal beneath your opponent that transports them 60' above the ring.	You conjure the ghost of your opponent's grandmother who is very disappointed in them.	A wall of fire encircles your opponent, trapping/slow roasting them.	You take a folding chair and make it sentient, allowing it to attack on its own accord.	Your opponent now sees five of you, all of whom attack in unison.
3	You summon a genie who grants you one wish. Be very careful...	You age your opponent 50 years.	You call down a meteor to smash your opponent into a fine paste.	You turn your opponent into a chicken. Alive or cooked is up to you.	You pluck your opponent's greatest fear from their mind and bring it to life.

## Ending the Game

The first player to reach 20 Crowd Points is the winner of the match. They describe, in luxurious and decadent detail, the finishing move they used to make their opponent fall one last time so they could pin them for a three-count. The crowd goes wild and the wrestler has etched their name in the annals of Lucha Libram history.

## Alternative Modes of Play

**Tag Team** – Of course we've got to include rules for team ups, right? These rules are meant to be used in 2 vs 2 tag team matches but could be used for larger teams.

-Partners share a pool of Crowd rather than tracking it individually. The goal is to get to 30 Crowd first instead of the usual 20. Magic is still tracked separately.

-Players can assist one another with attacks or with spells.

- To assist with an attack, the helping player rolls 1d6 plus whichever attribute best describes how they're helping the player with narrative control. On a 5+ the player with narrative control can add a +1 to their next roll. On a 2-4, the player with narrative control takes a -1 to their next roll. The player with narrative control can refuse help. Further, the crowd sees this underhanded attack and judges the team harshly. The tag team loses 1d3 Crowd Points.

- To assist with a spell, the helping player declares how many Magic points they will spend to assist. The player with narrative control gets a bonus to their spell attack based on how many points the helping player spends. Spending 3 points gives the player with narrative control a +2 on their next spell roll whereas spending 2 points gives the player with narrative control a +1. If successful, the helping player gains Crowd Points equal to the bonus conferred to the player with narrative control. If the spell fails, the tag team loses 1d3 Crowd Points for their shenanigans.

-At any time, the player with narrative control can choose to give narrative control to their partner. This represents them tagging out.

-When a player loses narrative control, it switches to the opponent currently in the ring unless they say they are tagging out, in which case it transfers to their partner.

**Battle Royale** – instead of a one-on-one or tag team match, toss a crowd of folks in the ring and let them fight until only one person remains! There are a few special considerations, of course.

-Firstly, players do not gain Crowd Points in the usual way. Instead, each player starts with 20 Crowd Points which will be reduced whenever they are hit by a spell or attack. Once a player's Crowd Points hit zero, they are eliminated from the match.

-Attacks and spells now work slightly different:

### - If attacking using the +2 attribute

14 Critical success: All the 10+ effects plus you regain 1d3 Crowd Points (Max 20)

10-13 Success: Deal 1d6 damage to your opponent's Crowd Points and you retain narrative control. What did your attack look like?

7-9 Mixed Success: Deal 1d3 damage to your opponent's Crowd Points and narrative control goes to the player on your right. What did your attack look like? Your opponent can describe how it didn't quite work out.

4-6 Failure: You take a hard fall. Reduce your Crowd Points by 1 and narrative control goes to the player on your right. Your opponent describes how you fail.

**- If attacking using the +1 attribute**

13 Critical success: All the 10+ effects plus you regain 1d6 Crowd Points

10-12 Success: Deal 2d6 damage to your opponent's Crowd Points and you retain narrative control. What did your attack look like?

7-9 Mixed Success: Deal 1d6 damage to your opponent's Crowd Points and narrative control goes to the player on your right. What did your attack look like? Your opponent can describe how it didn't quite work out.

3-6 Failure: Your opponent describes how you fail and takes narrative control.

**Casting a Spell**

A player with narrative control can forgo making a physical attack to cast a spell at their opponent instead. To do this, the player announces how many points of Magic they will spend (max 5) to power their spell and will reduce their Magic by that number. This spend is done before the spell is resolved. Then they will describe what they want the spell to do to their opponent before rolling 2d6.

10+ Success: Deal an amount of damage to your opponent's Crowd Points equal to the amount of Magic points spent. narrative control goes to the player on your right.

7-9 Mixed Success: Deal an amount of damage to your opponent's Crowd Points equal to half the amount of Magic points spent, rounded up. Narrative control goes to the player on your right.

2-6 Failure: Your opponent describes what it looks like when your spell goes haywire or fizzles out. Narrative control goes to the player on your right.

-If a player targets more than one opponent with a spell, the cost to cast it goes up by one for each additional person targeted beyond the first. The amount of Crowd Point damage dealt by spell cannot exceed the initial cost of the spell. For example, if El Tiburon Magnifico was targeting four opponents with a spell that would normally cost three Magic, this spell would cost six in this instance: three for the first target and one additional for the other three. If successful, El Tiburon Magnifico would still only deal three Crowd Point damage to each target.

-Players can assist one another with attacks (but not with spells!).

- To assist with an attack, the helping player rolls 1d6 plus whichever attribute best describes how they're helping the attacking player. On a 5+ the player with narrative control can add a +1 to their next roll. On a 2-4, the player with narrative control takes a -1 to their next roll. The player with narrative control can refuse help but must do so prior to the would-be assistant's roll.

-NOTE: When rolling an attack with someone assisting you, the target numbers for Critical Successes change to 14+ for the +2 attribute and 13+ for the +1 attribute