

## What the Game Should Do

- Promote inter-character drama
- Provide big scenes
- Bring out the passion in the characters

## Stats

### Sangre

*Sangre is a measure of your blood, your physical abilities. Use Sangre when you **lash out in anger** or **escapemove**. Characters high in Sangre are physically strong, confident in their prowess, and strong personalities.*

### Pasión

*Pasión is a measure of your passion, your emotional abilities. Use Pasión when you **seducemove** or **keepyourcoolmove**. Characters high in Pasión are charismatic, emotional, and driven.*

### Mente

*Mente is a measure of your mind, your intellectual abilities. Use Mente when you **readapersonmove** or **flashbackmove**. Characters high in Mente are intelligent, quick thinking, and conniving.*

### Pureza

*Pureza is a measure of your purity, your status as a protagonist or an antagonist. Purity is used in conjunction with other stats and may shift up and down during play. Characters high in purity are well intentioned, caring towards others, and desire things like true love. Characters negative in purity have malicious intentions, harm others haphazardly, and want flesh and power.*

## Basic Moves

### Sangre

**Lash Out In Anger-** When your passions get the better of you and you **lash out in anger, physically or verbally**, roll +Sangre. On a hit, inflict stress and choose 1:

-Take something from them

-Clear 1 stress

On a 7-9, also chose one

-They may push or pull your purity

-They cause you stress as well

**Escapemove-** When

### Pasión

**Seducemove-** When you **show someone your hidden passions** roll + Pasión. On a 10+, they choose 2. On a 7-9, they choose 1 and your purity is pulled by your target.

- Give yourself to them
- Promise something you think they want
- Your purity is pulled towards them

## **Mente**

**Read a Person-** When you try to **figure someone out** roll with Mente. On a hit, hold 2. On a 7-9, they hold 1 on you as well. While you're interacting with them, spend your hold 1-for-1 to ask their player a question.

- What do you truly desire?
- Who is pulling your strings?
- Why can't you get along with \_\_\_\_?
- Who were you last intimate with?
- What would it take for you to \_\_\_\_?

If you have previously shared a moment of intimacy, ask 1 additional question, even on a miss.

**Flashback-** When you **remind someone of your sordid past together** roll +Mente. On a hit, describe a brief flashback scene you had and take +1 forward when acting on that information. On a 10+, describe the whole scene. On a 7-9, you begin the scene but they finish it.

**Purity-** When you **stare longingly into the camera hoping for a better life** roll + Purity. On a hit, choose someone to help you achieve a goal, once you do they mark XP. On a 10+, they also take -1 against you until the goal is achieved.

## **La Empleada**

Brief Fiction

### **Names**

10 Nombres

### **Passions**

-1 Sangre, +0 Pasion, +1 Mente

**Starting Purity: Choose +2 or +3**

### **Look**

Tell everyone 2 things they'll notice when they look at you (besides, of course, your subdued beauty).

### **Belongings**

You get two items from this list in addition to your worker's outfit

- A cart full of chemicals
- A very incriminating love letter
- A surprisingly slinky dress
- A rosary from your grandmother
- A rotating cast of flowers in your hair
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### **Last Time On** (choose 1):

- You had a very close brush with romance with \_\_\_\_\_. We're talking eyes meet, slow lean in, lips almost... Tell us more about it.
- This goes deeper than you'd realized... You caught \_\_\_\_\_ and \_\_\_\_\_ in a moment of plotting.
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### **Goals**

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### **Moves:**

**WORKMOVE:** Choose a family or a place of business that you currently work for and explain what your job is. You have keys to every room in this location except for one, tell us what it is.

During any scene in this location (whether you are in it or not), you may roll + Purity to see something you shouldn't have. On a hit, you saw what just happened. On a 10+, you got away without being spotted yourself.

(choose 1 out of 3)

**Confesión:** When you tell someone of your wrongdoings, raise your Purity by 1. If your Purity is already +3, raise their Purity by 1.

**Las Dos Marías:** When you use seducemove, you may choose to roll using your Purity instead of Pasion.

## **El Jefe (The Boss)**

Brief Fiction

### **Names**

Ernesto, El Generalísimo, y 8 Nombres

### **Stats**

*Take these stats:*

Sangre +1, Pasión -1, Mente +0

### **Purity:**

Choose -3, -2, -1 or +0

### **Look**

Tell everyone 2 things they'll notice when they look at you

### **Belongings**

You get two items from this list in addition to your well tailored suit.

- An exaggeratedly large revolver
- A mansion on the verge of being a castle
- A guard with no neck who follows you around
- More money than you know what to do with
- Blackmail materials
- A big, scary knife
- A truck full of drugs
- An eyepatch
- An old style, high ranking military uniform with hat
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### **Last Time On** (choose 1):

- \_\_\_\_ got in your way. For the last time. So you did what you had to do, you killed them. Tell us about it.
- \_\_\_\_ just woke up from a coma that you put them in. Do they remember or will your face appear to them in a dream?
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### **Moves:**

(choose 2 out of 4)

### **Dangerous Passion:**

When you roll a hit on **lash out in anger** they also select an option from the **seducemove**.

**Something, something, getting info on people:**

For any character, you may roll once with Mente. On a 10+, hold 2, on a 7-9, hold 1. Trade hold 1 for 1 to ask the following questions.

- Who is the family member you most care about?

- Where do you spend the most time?

- What criminal activity are you involved in?

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### **Plata o Plomo:**

When you **demand something be given to you** roll + Negative Purity. On a hit, they choose to hand it over or immediately take 1 harm. On a 10+ choose one also.

- Threaten 2 harm instead of 1

- Pull their purity

## **El Lucha**

Brief Fiction

### **Names**

10 Nombres

### **Passions**

+1 Sangre, +0 Pasion, -1 Mente

### **Starting Purity:**

Choose -3, -2, +2, or +3

### **Look**

Describe your mask. What are its primary colors? Should it strike fear or inspire confidence?

### **Belongings**

You get two items from this list in addition to your luchador outfit.

- A key to a local wrestling gym
- A big roll of cash from your last win
- A lucha who will tag in if you need a friend
- A lowrider styled to match your mask
- A gun and a handfull of bullets
- A prop weapon that fits your lucha character.
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### **Last Time On (choose 1):**

- When you were down on your luck \_\_\_\_\_ loaned you some cash to get through to the next competition.
- \_\_\_\_\_ has seen your real face.

### **Goals**

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### **Moves:**

(Choose 2 out of 4)

### **Bad Movies**

Alongside wrestling competitions, you are also contracted to star in a series of truly terrible movies. They didn't earn you much cash but grant you a certain amount of fame. Get a +1 to rolls+passion vs children or characters who have admitted to seeing your movies.

### **Shocking Reveal**

When you are **in an verbal or physical conflict with someone**, you can choose to unmask yourself and reveal your true identity to them. It will be so shocking that it will either turn the tide of the argument in your favor or the conflict will be forgotten. The person gets 2 {strings} on you.

### **Enter the Ring**

Whenever someone **mentions your name** you can choose to enter the scene.

### **Otherworldly**

Something about your character is supernatural. When you **Lash out in Anger** roll + purity  
On a hit your strange persona adds to the the effect of your actions.  
On a 10+ they believe your character is really supernatural.



## Hooks

You start the game with 2 Hooks (choose 2):

- 1
- 2
- 3
- 4
- 5
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- 7
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- 10
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