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Hola, chicos y chicas!

In a little barrio on the California-Mexico border, there's a place where everything of value is decided in the Ring! This is of course, the **THE FOREMOST WORLD RENOWNED INTERNATIONAL SCHOOOOOL! OF! LUUUUCHAAAAAA!** Of course, this isn't for any frivolous reasons. This is a strange world, and Lucha is the unifying theme that ties together the strangeness, from evil doppelganger leprechauns to ancient Egyptian wrestlers to evil Masked Toilets. It's a potent energy that apparently lays dormant inside all luchadors, and could be behind the strangeness...or it could just be a quirk of this place? Who knows? You'll be staying 10 years in this little border town, but there'll be plenty to do here over the course of that decade, even if it's just clawing your way into fame and fortune in the ring!

You'll get

+1000 CP

For your stay here, and just remember the four precepts of Lucha: Honor, Family, Tradition, and Donuts!

LUCHAAAARAAANNNN!

Backgrounds

Drop-in(0): Maybe you don't quite belong in the ring, but that doesn't mean Lucha doesn't have a place for you. Someone's got to make the judgement calls and sell the crowd, after all. Not to say you aren't going to be a star in your own right, but you're damn good at making people excited with your voice rather than your muscles. Even if you can't be the big man in the ring, you can be the boss behind the luchadores.

Tecnico(0): You're the squeaky-clean high-flyer of Lucha, your place is winning that match with colorful techniques and good honest sportsmanship. As such, you're regarded pretty highly by luchador enthusiasts everywhere and can get a big following as a masked wrestler with some hard work and dedication. You're the face of good in the ring, mask or no mask. I'm sure you can live up to it.

Rudo(0): You're the rough and rumble 'Bad boy' in the ring, bending and sometimes even breaking the rules of Lucha to get ahead in a match. What separates you from a mere garbage wrestler is that you have a certain panache that can't help but draw the crowds. Just cheating wouldn't be enough. Cheating FLAMBOYANTLY is what gets you the big heat and a bigger name. As long as you can put the 'charming' in charming rogue, you're going to make a real name for yourself.

Cabellera(0): Masked wrestling? Screw that. You don't need honor, tradition, or doughnuts to make your name in the ring! All you need is to be loud and be proud! Fame's all that matters, anything that makes you a star's fair game. Show those luchadors what's what. You've got the charisma and right amount of obnoxiousness to do so, after all.

NON-BACKGROUND PERKS:

Lucharan!(0 for this jump, 200 to keep post-jump, discounted Drop-in, Tecnico, Rudo): A world where everything's settle by a nice match of Lucha, but it's not like you can drop everything and run to the nearest gym, right? Well, apparently that's just taken care of in this world. Whenever you and a willing combatant are ready to square off, you can just shout "LUCHAARAAAAN" and spawn a regulation-sized masked wrestling ring, sturdy enough to take the abuse of the following match and ready to de-spawn once the match is done. It doesn't matter HOW ridiculous it becomes, you'll always find a ring somewhere around...even if it's made out of unorthodox materials, like trees and vines...or solid dark matter if you're in deep space.

It's a Way of Life!(free for Rudo and Tecnico, 100): What's a masked wrestler if you can't wrestle? You've now got some training in the basic performance wrestling moves, able to toss elbow drops and chokeholds as well as any Luchadore. You're not superly strong with them, but you can toss in enough force to be a competitor in any ring.

Super Special Finishing Move!(400, discounted Rudo and Tecnico): Ooo...You're a real prodigy if you've got your finishing move this early. It usually takes years of concentrated effort and lucha skill before you can get something like this! You gain a flashy and powerful strike, though it takes a massive amount of stamina to use...This strike can be based on anything, from a pinball to a bulldozer to even elemental powers or becoming an amoeba. However, no matter the flash, this'll never be able to do more damage to someone than a severely powerful physical strike. The transformations themselves tend to subside after doing the attack itself, as well...Still, in a world where your look in taking someone down is as important if not more so than the force involved, you'll be glad you have this. This kind of attack can take down a lot(like, 20+) of untrained wrestlers or fighters and can bring the hammer down on a combatant of your skill, if need be. Doing it once is comfortable enough, but it takes a lot of stamina to keep up constant finishing attacks. They're best used to cap off a fight stylishly, but if you've got the strength of will and body to...you can spam them all day long, if need be.

Part of the Mask(400, discounted Rudo and Tecnico): You're pretty invested into your gimmick, huh? That's pretty cool, actually, since your investment means you get some neat tricks themed around your 'gimmick', usually what your luchadore mask and costume are themed around. Examples include a mime who can make actual invisible walls, a magma themed wrestler who can heat things up with their hands, even a science-themed wrestler able to make one-use gadgets! However, your investment means you're also liable to get affected by anything that'd counter your gimmick, as well as finding it difficult to NOT stick to it. You take the "Method Wrestler" drawback for no extra CP.

Muy Buena!~(300): Oof, I know that luchadores and luchadoras were a sight to behold, but you're something else. You could get promotions just on how gorgeous you are, in all honestly. You've got a natural alluring flair and beauty, even in the middle of a fight, and you're pretty good at making everyone in the audience extremely happy you're wearing spandex...Speaking of which, you can wear even the most skintight of clothing with no physical side-effects as well, no chafing and no loss of mobility either. Lucky you, hermosa!~

DROP-IN PERKS

100 cp perk is free, rest are discounted for Drop-ins

Are you rrrready to RRRRUUMMBLEEE?! (100): You've got a set of brass lungs, kid, go out and use them! You have the strength and volume of your voice to be heard over the din of any wrestling venue, entirely unaided! Your ability to babble on without needing to take a breath is pretty spectacular as well, due to your powerful lungs. Lastly, if you couldn't before, you now can speak spanish with a fluency and ease that you could talk a mile a minute in the language...which is great, due to living on the border.

An Eye For Talent(200): You know in this business that some people can make themselves great, and some are destined to job. It's not always who you expect, either. Some chumps become champs and some champs become chumps, with enough time. But you can't afford to gamble your time and money on figuring out who's who. So now you don't have to! You've got a great instinct for knowing who's got the 'right stuff' to make it big in whatever you need them to do, whether it's wrestling or handling paperwork, saving you the entire screening process right out of hand. You don't have time to see who'll be great, so screw waiting around for it!

Make Yourself Famous, Kid!(400): You need your people to be up and at 'em, even if they've been doing a month-long tour across the Americas(North, South, and Central baby!) and can barely stand. You've got the ability to light a fire under anyone with just the right words and get them to work harder, even in their deepest lows! Maybe it'll push them past their safe limits...but there's no gain without pain. If they wanna make their dreams come true, they need to work themselves to the limit, and thankfully you're always able to inspire them, no matter the situation.

Best in the Biz(600): It's about time these promotions learned who's the real big boss, here. You've got the charisma, business smarts, guts, and ruthlessness to run an entire wrestling promotion, the whole nine yards...so well and so good that you could run out almost every other gig in town. It's almost kind of scary...you can apply this to any business really, but you've got a BAD tendency to be the biggest, best and sometimes ONLY outfit in whatever you damn please...Take good care with this, yeah? You might be the killer of whole industries that way.

TECNICO PERKS

100 cp free, rest are discounted for Tecnicos

By the Book(100): You've got an encyclopedic knowledge of the Code of Masked Wrestling, which is a feat considering it's a hideous dense book passed down the ages. This means you have a strong idea of the traditions, rules and regulations of Lucha from its inception to modern day, mostly helpful when dealing with other luchadors and establishing credentials in the Lucha world.

Children Are Pure, They Know Who's the Strongest(200): You've got an air of trust and good nature that's visible to everyone, but especially visible to the young and to animals. Young children of any species will see you as someone to look up to, and animals will naturally trust you no matter what the circumstances. In general, people tend to see you as gentle and trustworthy, though again, the strongest effects are on the youngest of them. Don't squander something like that, okay?

High Flyer(400): You don't get by on just fighting alone. Sometimes, you just have to fall with style! Your acrobatic and athletic prowess is superb, easily among the best in this world, and you're able to both fight and leap with amazing precision in your movements. You're immensely graceful and controlled in your stunts, and using this as part of your Lucha style means you'll often be as untouchable as a bird to most wrestlers here. You're about as close to flight as you can be without a cape or some wings, now.

Superman(600): As a pillar of goodness in the Ring and an honorable Luchadore, you find that as long as you're playing by the rules and sticking to your honorable way in a duel or a contest, or any other 'structured' conflict...You get an amazing boost in strength, speed and durability! Your luchadore skills are also head and shoulders above anyone's while you're in this state! However, this power is tied to your ability to honor the rules. If you bend or break them to get ahead, this benefit is lost. Being right gives you might, at least in a fair fight...

RUDO PERKS

100 cp free, rest are discounted for Rudos

Rulebreaker(100): It's not surprising that someone like you hasn't really read the rules as much, after all, you're not SUPPOSED to be the kind of person who follows them...but you actually are amazing at bending them despite this! You're pretty slippery when it comes to regulations and have just the way of making sure that you're able to get past them no matter what. This isn't perfect, and sometimes you just break a rule without any way to get around it, but you're a lot better at avoiding that sort of thing than most.

Cheap Heat(200): Any attention's better than none! You can transform anger and jeering into positive attention pretty easily, as long as you stay short of maiming and death, you'll find any meanspirited shenanigans you pull in or out of the ring give you a rascally kind of allure and popularity, getting away with cheating and jackassery as long as you do it with a smile on your face and willing to do it stylishly. The more inventive and amusing these shenanigans are, the greater their effect, even if they're cruel in the long run.

Magnificent Bastard(400): You're a bit more basic in your fighting style than your tecnico counterparts, but you make up for this by being an AMAZING cheater. Honestly. You're able to get away with breaking damn near every rule in a structured fight, the refs don't care, and in an honest-to-god brawl your dirty tactics mean you can often get an edge on people who simply wouldn't go that low otherwise. You also have a knack for finding 'foreign objects' in places you wouldn't expect(and where they weren't before, even if they're checked), usually solid and simple blunt weapons like chairs or baseball bats and can use them to their best efficiency. A Barfight or a Lucha match, you're always prepared to go where the other guy won't and do what they can't.

Noble Blue Demon(600): Despite your cheating and your dirty tricks, surprisingly...nothing about you breaks the Code's true intentions. You settle things in the ring, you treat your opponent as your equal, and you say true to Honor, Family, Tradition and Donuts...even if the first one's a bit hazy for you. Other luchadores and your fans can see this, and they'll recognize it despite your deeds. You are, in the eyes of others, never beyond redemption and your fellow luchadores will always side with you against another who's done them wrong even if you've done worse before. This contrast actually strengthens you, and you'll find that if you're allied with someone who's opposite of you in ideals, both of you will be significantly stronger and more competent for it!

CABELLERA PERKS

100 cp free, the rest discounted for Cabelleras

Doing the Job(100) : Losing sucks. It really does. Even when it doesn't kill you, you're often kinda humiliated or look even worse to an audience most of the time. But hey, sometimes people can't just help but admire that you stand back up and get ready to go again, even if you're knocked down. You're now an amazingly graceful loser and can build up fans and fame even if you don't win a match, just admiring your determination and the ability to keep going despite it all. As a bonus, you're also good at putting other people over, you bring out the best in people who beat you(or who you allow to overcome you, as an act), meaning that it's often a win/win for both of your careers. It's not glamorous, but it's a job and you're the best around.

Glitz over Glory(200): Let's get this out of the way. You're not here for honor, family, tradition, or any of that nonsense. You're here because this is entertainment, this is a show and you're an actor. The biggest and best thing someone with your mentality can become is marketable, and baby you've already got an action figure line set up. You have a very specific kind of charisma, now, the kind that makes people essentially want to buy things with your brand. Your image is now immensely profitable and that by extension makes YOU a hot commodity. Get ready for cameos in movies, son. Unfortunately this doesn't help you with your actual skills in the ring, and you may just not draw in any crowds when you actually DO do some Lucha...but at least you can take solace knowing people love buying posters of you after the show.

The Big Show(400): Just because you're an actor doesn't mean you don't get bloodied once in a while, this is violent entertainment, after all. If you weren't before, you're a pretty strong and fit dude, you could easily become an athlete in any field if you wanted...and you get a repertoire of basic and awesome looking wrestling moves. All the classics, elbow drops, suplexes, slams and throws galore. However, while those moves can hurt, where you shine is making those moves flashy and making them safe. You're able to use martial, barehanded attacks without so much as causing a bruise, despite them looking about as painful if not more so to the outside observer! As such, you can administer a brutal beatdown for the audience while still letting the other guy go home and eat steak that night, even if it looks like you should have just deprived him of his all of his teeth. That's the kind of finesse only a professional has, and baby that's just what you are.

Only Sells T-Shirts(600): Have you ever heard of the term “Wrestling Psychology”? It signifies your acting ability in the ring. Your ability to make fights look real and the things you do in the ring seem authentic...Unlike the luchadors here, you aren't actually beating down your opponents most of the time, instead you're working with them to create a thrilling show using violence as the medium. In the world of wrestling Psychology, you're basically Jung. You can easily deceive people on how much force you're using, your fighting style, and your skill as well as how much damage you're actually taking. You're also able to control the 'flow' of the fight, more or less able to define what the fight looks like to an outside observer, though this ability only works with a willing opponent. (i.e someone who's also in the know that this is a fake fight.) You have the ability to 'no-sell' damage and act as if you aren't harmed, though you're obviously not going to actually ignore the damage itself...you're just good at pretending you aren't. The opposite of this is that you're also able to easily oversell damage and look much more beat up than you otherwise would be...Every match for you, tells a story, and you're damn good at defining that story. It's why they pay you the big bucks.

GEAR

The Mask(0, restricted and mandatory for Rudo and Tecnico): Say hello to your face for the next 10 years, luchadore. This mask is a perfect fit and feels almost like your second face with how comfortable it feels. It comes with a matching spandex wrestling outfit and both are themed after whatever gimmick you feel like, meaning you'll stand out quite a bit with the crowd.

HOWEVER...you have to keep this on, for the sake of your wrestling honor. I'm not joking, a luchadore without his mask is worse than naked, and a lot of people in this world often live out their lives wearing their masks. Still, it'll never be a problem to wear, and if you're in private you can usually take it off. Still, you'd be better off not wearing underwear than forgetting your mask if you're a luchadore.

Print-A-Doc(100, free drop-in): It's more for paper pushers than luchadores, but it's damn good for them too if they feel like some self-promotion. This is a printer-scanner that has the ability to 'fill out' documents that you could sign yourself(i.e paperwork) when you scan the documents into it, filling them out as perfectly as if you had written onto them yourself, as well as having damn near infinite paper and ink...It can even print posters if you adjust it right. It's not good for much else but it can speed up paperwork and make promotional printing(posters, flyers, handouts) costs nil. At the very least, it feels nice to have a printer that never jams.

Microphone(200, discounted Drop-in): A simple stand-alone mic, it doesn't really connect to anything...but if you tap it and think about the general range of who you want to hear it (you can't select certain people, but you can pick up to about line-of-sight with who you want to hear what you have to say), you'll find it has an amazing acoustic ability, It also possesses the ability to allow whatever you say into the mic be heard by everyone in your chosen range. This doesn't have any other requirements, and it DOES work even in a vacuum...odd.

Money in the Bank(400, discounted Drop-in): Promotions aren't run on hopes and dreams, son. In this briefcase(a flashy one, too!) there's exactly enough money to act as start-up capital for whatever business, organization or project you're thinking of. Of course, it's gonna be the bare basic costs, so for example if you wanted to start a burger chain, you'd get enough money to make a store or two and the necessary expenses to run it for a few months. Any other projects get a similarly basic level of start-up cash and if the project's something that simply can't be accomplished with money in the world you're opening it in, you're out of luck. It's not quite useful for day to day spending, but it means you can skip the financing process of whatever dream you're thinking of and get right on with it!

Family, Honor, Tradition, And -(100, free Tecnico and Rudo): Donuts. Ah, yes. No matter how much or little the wrestler puts emphasis on the first 3, these little sweet breads tend to unite them. As such, you have a everfilling box of donuts of every color, shape and size, easily able to feed a family in one box and refilling upon a simple open, close, and open again. The donuts inside are randomized, however, so you may have to close the box again if you got any preferences. Still, it's infinite donuts.

The Code of Lucha!(200, discount Tecnico): An ancient book, passed down the generations with care and concern. It's been appended with every tradition, rule and regulation...when they say to wrestle by the book? This is the proverbial Book. Other than making good reading material and being a relatively thick book if you need to kill a large bug, this particular version has an index of all your fellow Luchadores and their gimmicks, meaning it's a good way of knowing who's who.

La Máscara del Santo(400, Discount Tecnico): You have been chosen, Jumper. This mask has been long held in regards for its previous owner's virtue and courage in the ring, and now a measure of that virtue is infused into the mask. You may fuse this mask with any mask you currently own, but while wearing it, you'll find it much much easier to call upon willpower, courage and positive emotions than otherwise...Making you "good" by a strong measure while wearing it, and giving you a resolve in your heart you may have lacked otherwise. It urges you to live up to the name of the Silver Saint, as long as you wear it...

The Scoundrel's Rulebook(200, discount Rudo): You must have been a naughty jumper to get a hold of this... You have a scrapbook of every cheap, dirty play ever used in Luchador history, in and out of the ring. Consider it something to learn from, if you're really ready to go that route. You get the famous and subtle ones, as well, and...as a bonus, you also know WHO did them. Some of them still wrestle with squeaky clean records to this day. Could be some fun information if you ever run into those particular Luchadores with dirt like this.

La Máscara el Demonio Azul(400, discount Rudo): This is the pinnacle of your advancement here, jumper. You've 'found' the mask of the Blue Devil, one of the best Rudos in lucha history and legendary rival to the Silver Saint. You may fuse this mask with any other you own, except the Silver Saint's(They refuse to become one). As long as you wear this mask, you'll find that your ruthlessness and determination to come out on top against all else are boosted heavily, with resultant strength added to your willpower and allowing you to carry out dastardly things you might not have done otherwise. You'll become the king of the ring, one way or another.

The Chair(100, free Cabellera): You know it. You love it. It's a metallic folding chair that's ready to go whenever you need it. It won't break no matter how hard you smash it on something, though it doesn't get any stronger for it. It's still a metal folding chair. Still, sometimes you just need to hit someone over the head with a chair.

Contacts and Contracts(200, discounted Cabellera): The difference between a jobber and someone who gets the big billing is who you know, in this business, and you have a lot of people who owe you favors. This is a list of some people who have reason and the means to get you work in the wrestling business, which can save you a lot of work and a lot of heartache in this town.

The Championship Belt(400, discounted Cabellera): I don't know how you got this and I'm not sure I want to. It's a big fancy belt, that it is, and whenever you wear it, you gain a sense of prestige and gravitas that is simply undeniable. Anyone who meets you wearing this belt knows: "This guy's the boss." It's great for establishing you are not someone to be messed with!

DRAWBACKS

In case you need a bit more of a budget....

No drawback limit here!

Ay, Basura(+100): Yeesh. You've got a bad habit of getting into...extremely embarrassing and absolute clusterfuck situations. Anything from having to dive deep into Rudo territory, to having to fight off your annoying doppelganger, to having increasingly odd yet nonlethal shenanigans occur. Prepare to have your patience tested again and again.

The Monterrey Screwjob(+200): God, you can't get a BREAK in this town. Every match is rigged against you one way or another and you get garbage promotional work as well. You'll have to beg and grovel to get any work here, even the most menial of jobbing, which isn't helped because you now need to get at least one publicized match a month to justify your stay here. If you ever go a month without so much as a minor bottom of the barrel match, your chain is over. Unfortunately, the matches you'll be challenged to from the other drawbacks won't count for this. Tough luck, chico.

No Honor, No Family, No Tradition, No Donuts(+400): Oye, chico, are you sure about this? Alright. If you didn't get The Mask from the gear options earlier, you get it now. Hold onto it for dear life, because now if ANYONE sees you not wearing your mask, your chain's ended. Not only that, but you have to accept and honor any "Mask vs. Mask" or "Mask vs. Hair" match, where your mask is on the line if you lose. You'll be finding that those matches will be a lot more common, as well...You better lucha like you've never lucha'd before!

The Greatest Show On Earth(+600): You've been chosen, Jumper, for a pretty heavy burden. Earth and your life are at stake...Ancient and alien Wrestlers alike are rising and will challenge you as Earth's Champion, to high-powered and high-stakes Lucha bouts. Even old enemies with newly found luchadore chops will return to try and defeat you in the ring. You'll have to face them in a fair match with your luchadore skills(though you'll still retain your powers, it's still suggested you not abuse anything that would effortlessly or boringly net you the win and risk disqualification.) If you lose once, your chain is over and this world is lost to your foe. Stand tall, Jumper. You've got an audience waiting for you.

IT'S THE END

Well, you should know what your choices are from here on:

- Return to Home: You've had your fill of masked silliness, it's time to return home with all you've gathered up till this point.
- Stay Here: You're probably tired from travelling, at this point...Might as well stay here, now. You've fought and lucha'd hard, my friend, so rest well.
- Move on: You've got much, much more to do, and you can't stop here! You take everything you've purchased here and move on to the next world!