

LUCHA UNDERGROUND JUMPCHAIN COMPLIANT

"I have opened my doors to the best fighters from all over the world. And I wanna give them the opportunity to either kick ass or get their ass kicked. Because this is not a stadium where the children can cheer for their heroes. This is a temple – my temple! Where we honor ancient traditions like courage, honor, and my personal favourite... Violence."

- Dario Cueto

Kayfabe? You won't find any of that here. In this world, wrestling is completely real - the rivalries are genuine, the fights are unscripted and any claims of supernatural powers are most likely true.

You're now in the world of *Lucha Underground*. It's almost identical to ours, with some key exceptions. Located in Los Angeles is *The Temple*, a wrestling arena where proud Luchadores face off against actual dragons, time travellers and undead monsters, all for the chance to win *Lucha Underground*'s very own Championship belt.

The Temple will open its doors for the first time in just a few days, and you've just signed a lucrative 10 year contract with Dario Cueto for an important role in the many matches to come. This gives you job security, but be careful not to disappoint your boss - he won't fire you, but you could end up being taken out by his goons, *The Crew*, or even hunted and eaten alive by his brother: the monster known as Matanza Cueto.

To help you survive and thrive in this ancient place of war, you've been granted:

1000CP



BACKGROUND

Now, how did you draw the attention of the devilish Dario Cueto?

Choose one of the following.

(Any origin can be taken as a Drop-in option, by not gaining any of the associated memories or backstory details. You will instead appear before Dario and have to prove your worth with several practice matches before he agrees to sign the 10 year contract. You do not necessarily have to win them all, but failing to impress him enough to sign will result in failing the jump.)



Luchador

You're a masked wrestler with a rich Mexican heritage dating back to the early days of Lucha Libre. You've just started your career, but you've been trained by the best, and are ready to prove your worth in your upcoming debut, arranged by Dario. You may import or design a new mask which you wear in all your fights - to have this mask taken from you is the greatest dishonor a Luchador can face, so be careful what you put on the line in your matches.



High Flyer

The match was almost at an end, your teammates had given up, and your opponent was gearing up for a pin, when out of nowhere, you dived straight from the rafters in what looked like a suicidal leap. You were left battered, bloody and bruised, but you had just enough strength left to go for the win.

Your first match (as part of a real world wrestling organisation of your choice) made the history books and your acrobatics earned you your place in the temple, but can your body keep up with the strain you put on it each night?



Heavyweight

You've spent most of your life in the gym, and it shows. You're absurdly ripped and most wrestlers would struggle to move you, let alone bring you in for a pin. You've recently joined Dario's Temple after a series of failed drug tests dashed any hopes of joining any other major wrestling organisation. Comes with your choice of a cheesy catch phrase, which sends cowardly wrestlers running for the sidelines and riles up the audience.



More than a Man (100CP)

You're not like the other wrestlers. They may have their fighting prowess, but you have something else, a supernatural gimmick which gets you the audience's attention and might even give you a slight edge in the arena. You could actually be a legendary beast trapped in human form, a time traveller with long-lost wrestling techniques from the distant past, or you may even be possessed by an Aztec god, preventing you holding back and pushing you past your body's natural limits.

You may choose any gimmick within reason, assuming it isn't strong enough to trivialize fights with the other non-powered wrestlers - its main effect should be the awe it invokes from the audience.

It's because of this supernatural power that Dario has offered you a place in his Temple - he hopes you'll entertain the audience and perhaps even pose a challenge to his brother.

PERKS

Next, you should choose some perks to help you in your matches. You may take any option, but those under your origin are 50% off, and your origin's 100CP perks is free.

Luchador

Last Luchador Standing (100CP)

Even when you're the last Luchador left, you'll keep fighting as hard as you can until you drop or your opponent taps out. When allies and friends you care about fall while fighting with you, a fraction of their power is transferred to you until they recover or the battle ends, whichever comes first. You gain about 10% of their power in total, although this is raised to 25% if you have an incredibly deep bond with the ally.

Técnico (200CP)

(Mutually exclusive with Rudo)

The audience roars when you come into the arena, and for all the right reasons too. As an honorable Luchador, you find it much easier to gain the admiration and support of those around you when they see you fight for what you believe in. Crowds will take your side in wrestling feuds, passers-by will be inclined to hear you out when they see you campaigning for a social cause, and even your enemies will have to begrudgingly admit that your dedication to stopping their plans is admirable.

Rudo (200CP)

(Mutually exclusive with Técnico)

You're an expert at in-ring trickery and don't know the meaning of a fair fight. When you face an opponent who values honor or has a similar code of morals they hold themselves to, your mind is capable of quickly picking out possibilities to take advantage of their beliefs. For example, you may figure out that a Técnico is bound to let his guard down when you reach out to shake his hand, or that knight will definitely turn for a moment when you cry that there's a damsel in distress just over the hill.

Mask vs. Mask (400CP)

This mask was passed down to you by your father, from his father before him, and if your opponent wants it, he'll have to pry it from your cold dead hands.

With this perk, you find your physical combat and analytical skills are greatly improved when you are fighting over something or someone with great importance to you. This scales with how much you value the object of the fight, so an object with some sentimental value may cause you to occasionally notice openings in the opponent's attacks and hit for slightly higher than average damage, whilst your true love's life being at stake would cause you to see and capitalise on almost every mistake your opponent makes, hitting well over twice as hard as what you'd usually be capable of.

A Unique Opportunity (600CP)



You may be an underdog, but when things get serious, you always find a way to grab the victory - most of the time, anyway. In dire moments, when your plans have failed and you seem to be doomed, events will align to give you one last shot at success. Another wrestler might take a moment to address the audience before they finish you off, whilst a firing squad could be distracted for just a few seconds by a landmine going off nearby. This won't guarantee that you'll manage or even be

capable of seizing this opportunity, and if you miss your chance, you really will be doomed. With that said, even a god would fall prey to this power, inexplicably choosing to fly within your range before making their final attack.



High Flyer

Cocky Charm (100CP)

For whatever reason, the audience loves your devil-may-care attitude, and so does everyone around you. Light-hearted jokes and risqué comments which others might have found offensive before are now laughed off without a second thought. Your playful banter would be taken in stride by all but the most uptight and self-important tyrants, and you'll find yourself much less likely to be reprimanded, assuming whatever you said was in jest rather than a serious criticism or threat.

Injury-Prone (200CP)

In this business, injuries happen a lot. Even more so when you spend every match up on the ropes, performing elaborate maneuvers which typically end with you crashing down to the arena floor. Now, you have much less to worry about - your wounds and injuries heal much quicker for you. Cuts and scrapes will disappear overnight, whilst broken bones will only have you out of a commission for a week at most. Even what would be a career-ending injury will be gone in a couple of weeks, assuming you get plenty of rest in that time.

Break a Leg (400CP)

Angelico would be proud. You're now able to survive any fall unharmed simply by finding a living being around your size or bigger to land upon. It doesn't matter if you've fallen ten feet or from the atmosphere at terminal velocity, as long as you collide with somebody at the end. The force of your impact is similar to that of your strongest physical attack, but with a substantial boost of power from your velocity as you land. You won't even feel staggered and are able to easily transition from your landing to a pin or other maneuver, assuming there's anything left of your opponent by this point.



Life on the Line (600CP)

You miss your jump and smack hard against the arena floor, cracking several ribs and tearing a tendon in your foot. And yet, you stand right back up, looking none the worse for wear as the referee gives the signal to continue. You now have the ability to not just ignore pain, but also to ignore the inhibiting effects of non-fatal physical injuries as long as you are mid-battle. You'll be able to charge at your opponent regardless of your broken legs and punch just as hard despite the shattered wrist, but any body part which is completely severed or damaged beyond repair is still unusable, and the injuries affect you in full force the moment the threat has passed. Using this power causes a great amount of fatigue, and you may pass out or not have enough energy to resist a pin after more severe wounds are suppressed. You can also choose to have the injuries be unnoticeable during the battle, making you appear unharmed to any onlookers.

Heavyweight

Immovable Object (100CP)

Your opponent can try all they like to drag you out the ring, but they won't have an easy time. Trying to move you is like attempting to push a boulder, and only the heaviest of heavyweights stand a chance of forcing you out the ring when both your feet are planted on the floor. Be warned, the moment you lose your balance or lift a foot off the ground, this ability will cease to work and they'll be able to shift you as normal, which will likely still be difficult due to your enormous build.

Weapon X (200CP)

You now have a signature wrestling finisher. A move you can pull on a weakened opponent to not only take them out, but also to send a message to everyone watching the fight. Whatever you choose as your move, all witnesses become acutely aware of your physical prowess and technical ability as you perform it, and any of your target's allies with even the slightest doubts about facing you will likely run the opposite direction the moment you hit this devastating finish.



I'M A MACHINE! (400CP)

Everyone is close to passing out from sheer exhaustion - everyone but you. You're still warming up as the Iron Man match approaches its final hour. You now have absurd amounts of stamina, capable of fighting for hours at a time before you start to feel the need to stop. If you put your attention to things other than combat, you could stay up for a couple of weeks working on a project with only minor sleep deprivation, or run multiple marathons before stopping to catch your breath.

No-Sell (600CP)

In a fight, your most terrifying maneuver involves simply standing in place and doing nothing. When you use your No-Sell ability, you can take a single attack of any form without even reacting, let alone taking damage. It appears to strike you at full force, but when the dust clears, your opponent will find you completely unharmed. This ability requires at least a week to recharge, so it might be a good idea to capitalize on your enemy's confusion and retaliate whilst they're busy questioning why their ultimate attack didn't even phase you, rather than awaiting a second blast.

More than a Man



Cero Miedo (100CP)

You are completely and utterly immune to the concept of fear. Whilst you can still reasonably understand and assess the danger of situations, you will never back out due to cowardice. This also applies to magically induced or supernatural fear effects - if it involves scaring you, it has no effect due to your CERO. MIEDO.

Fire in the Cosmos (200CP)

Just like Aero Star, you're now capable of flying through the air and cosmos at your maximum speed on land. Not only that, but you're also immune to the negative environmental effects of the vacuum, and able to breathe within.

Desolation of Drago (200CP)

You may appear human, but you have draconic blood flowing deep through your veins.

You are capable of breathing large bursts of fire at will, as well as sprouting small dragon wings which let you fly at your walking speed and dragon horns which are simply cosmetic. You can instead choose to exchange these for weakened traits of a different supernatural being, assuming they have a similar level of utility and combat strength to the dragon example given above.



The Monster Matanza (400CP)

All cower in fear at you. You now have the raw physical strength of at least five incredibly strong men, empowered by the spirit of an Aztec god which dwells within your

subconscious mind. When you give in to acts of violence and brutality, you please the god, and they grant you greater strength, up to a maximum of the

equivalent to twenty bodybuilders for truly depraved acts, whilst pleasant acts like mercy and kindness will cause the gifts to be withheld, as will simply going several weeks without a good fight.



Man of a Thousand Deaths (600CP)

You remember that day well. You were a young boy in Mexico city when an earthquake caused your home to collapse. Your family died in the rubble, but you pulled yourself out, and found yourself surrounded by a wasteland dotted with corpses. That was your first death, but it was not your last.

Now, you have an unbreakable coffin in your warehouse (it can be moved, but is recalled back to the warehouse if lost). Once per jump, when you die, you awaken in the coffin to find you have been revived, with your physical strength having tripled. Alternatively, you can forfeit the use of that power for a jump by placing another person's body in the coffin instead, reviving them as a mindless Disciple of Death (this can be done three times per jump). They will be completely loyal and retain their abilities, although they only understand the most basic of commands.

COMPANIONS

Roster (100CP each)

Each time you purchase this perk, you may choose one wrestler, announcer or other notable character from the world of Lucha Underground. You are guaranteed to have several favorable encounters with them over your 10 years here, and if they choose to do so, they can join you at the end of the jump as a companion.

Debut (50CP each, 200CP for eight)

For 50CP per person or 200CP for eight, you may import companions to join you as recently hired wrestlers in Lucha Underground's Temple.

They each get to choose an origin and have 400CP to spend on perks or to put towards the 100CP cost of the *More than a Man* origin.

They are also given their own wrestling attire and the free item for their origin.

ITEMS

If you've got some points left over, it might be a good idea to get some items to help you win your fights and the hearts of the audience members.

Wrestling Attire (free)

You may create your own costume to wrestle in, which will define you to your opponents and the audience. Other outfits may be imported to fill this role, assuming they would be allowed in a typical wrestling match and don't clearly provide a huge advantage (Spider-Man's suit would be accepted, Iron Man's armor would not).

Mask (50CP, free Luchador)

Create or import a mask to supplement your Wrestling Attire. If you chose the Luchador background, this mask has a deep significance to your family, and to lose it would be a serious dishonor to those who raised you.

First Aid Kit (50CP, free High Flyer)

A small box containing various modern medical supplies (bandages, gauze, tweezers, etc.) necessary for any kind of emergency medical procedures. Upon closing this box, it will be fully refilled as soon as it is next opened.

Steroids (50CP, free Heavyweight)

You have a small supply of mundane steroids in your warehouse which replenishes almost immediately after use. These work identically to those in our world, increasing muscular strength and recovery rate, but coming with numerous health risks.

Red Bull (50CP, free More than a Man)

A symbol of violence and bloodshed, this Red Bull statuette has no magical powers or properties in of itself, but is identical to the one possessed by El Jefe himself - Dario

Cueto. You'd have to ask him to find out why it holds such sentimental value, but I wouldn't recommend it.

Arena (200CP, discount Luchador)

Your warehouse now contains a large arena, which can be used by you and your companions to spar and practise combat. Any battles which happen within result in no permanent injuries, and you can press a button to raise and lower a steel cage around the arena.

Highlight Reel (200CP, discount High Flyer)

You have a small device which, when hooked up to a monitor, plays a highlight reel of the best moments of each jump you've been in, complete with appropriate background music. It can either play an overall video for your entire chain, or more in-depth videos for individual jumps.

Trophy Room (200CP, discount Heavyweight)

You have an extension to your warehouse - a large room with many empty shelves and display cases, with space for all the championship belts, trophies, awards and mementos you've collected through your jumps. When an item is placed in an empty space, a plaque appears nearby, detailing what the object is and which jump it was obtained in.

Gift of the Gods (200CP, discount More than a Man)

A belt containing seven Aztec medallions, each one representing one of the seven ancient Aztec tribes. Other than their significant historical and monetary value, they can be 'cashed in' with a week's notice to Dario Cueto in exchange for a guaranteed match for the championship belt. The belt can be obtained without this purchase, but Dario will give one medallion to each of seven wrestlers, and one will have to beat the others over the course of several weeks to gain the remaining six medallions.

Wrestling Promotion (300CP)

You want to bring Lucha Underground with you in future jumps? Very well. With this option, you gain your own custom underground wrestling promotion, which follows you from jump to jump. The appearance and style of the promotion changes to fit the jump it is located in, and it contains its own recurring roster of mundane wrestlers. You are the boss, and can choose to interact with the cast in any way you please, booking matches and stirring up drama between fighters as you see fit. Even without your intervention, the promotion will quickly manage to build up a small but loyal fanbase in each jump, and excess profits will soon find their way to your warehouse.

DRAWBACKS

So you're running low on points? You can choose some of the options below to help you out. There is a drawback limit of +800CP.

Continuity (+0CP)

The WWE jump may not be directly linked with Lucha Underground, but the wrestling organisation exists within the setting, and some of the Lucha Underground cast have their own histories with the WWE. With this drawback, you'll have moved to Lucha Underground after your 10 years with the World Wrestling Entertainment, and some of their roster may also move to the Temple in their attempts to settle old grudges.

Impress Me (+100CP)

A 10 year contract? Don't be ridiculous. Dario is willing to give you one match to prove yourself, and if you impress him, he'll give you another. As long as you keep him and the crowd entertained, Dario will keep inviting you back to the temple, but he now has no obligation to keep you there if the audience is getting bored, even if the reason is that you defeat your opponents too easily. You're an entertainer, act like it.

Clichéd

(+100CP, Técnico/Rudo exclusive)

If you're a Técnico, you find yourself oddly susceptible to trickery and deception. No matter how many times you end up getting burned by your gullibility, you'll still find yourself reaching out to give your Rudo opponent a handshake, or bending down to help that enemy who's clearly just stalling for time while his friends set up an attack.

If you're a Rudo, you'll instead find that your cockiness leads to your downfall. Each fight will end with you monologuing to your opponent before you prepare a final blow, and you'll regularly get distracted with rants to the audience, giving your enemy the perfect chance to land a blow from behind.

Adrenaline Junkie

(+100CP, High Flyer exclusive)

Most wrestlers prefer to play it safe in the ring, but not you. You live for the rush of danger, and almost all your moves will involve a high risk of serious injury. If your opponent is fleeing the ring, you won't be able to resist the urge to dive straight out and into them, regardless of the risk it might pose to your longevity or the potential for them to counter you. Opponents will take advantage of this, so try to look before you leap.

Hunted (+100CP)

Choose one member of Lucha Underground's regular wrestling roster. They want nothing more than to humiliate you in front of the crowd, and depending on who you choose, possibly even kill you. This isn't a regular grudge either; it will continue for the entire 10 years, never letting up for even a moment. If you kill or otherwise end the career of the wrestler with a grudge, a new fighter with a similar gimmick will appear and carry on right where their predecessor left off.

Power Down (+200CP)

This drawback cannot be taken with 'Power Up'.

In case you want a challenge, you may take this drawback to bring your powers down to the level of the Lucha Underground wrestling roster. This ensures your fights are a challenge, but prevents you having any significant advantage from your perks. Let's hope you've picked up some knowledge of fighting in previous jumps.

Power Up (+200CP)

This drawback cannot be taken with 'Power Down'.

So you want a challenge but you don't want to lose your powers? With this drawback, your enemies will instead be powered up to match you in strength. Non-powered wrestlers will be capable of superhuman feats that make them a threat and those with supernatural powers will be capable of overpowering you if you aren't careful.

Enemy of El Jefe (+300CP)

He may have signed you up for the temple, but Dario Cueto has no obligation to like you. In fact, he hates you, and although he won't outright fire you without a good reason, he'll make sure the odds are stacked against you in your matches, and might even organise interference whenever it looks like you're winning.

Expect a lot of work to even get considered for a championship match, and if you win, Dario will exploit your weaknesses to ensure you cannot hold onto the belt for long.

You cannot kill or otherwise attempt to remove Dario from his position - he's the boss for a reason.

Disciple of Death (+600CP)

You might want to rethink taking this drawback. You're now a servant of Mil Muertes, the man of a thousand deaths. As one of his Disciples of Death, your costume involves a mask which covers your entire face with a nondescript skull, and you (and any companions you've brought) are undyingly loyal to him, following his orders even if they involve killing other wrestlers. If you fail at one of the missions he assigns to you, Mil Muertes will likely end up adding another skull to his throne.

ENDING NOTES

You've spent 10 years here at the Temple, and whether you claimed the championship title, overthrew the management or simply spent your time as a jobber, it's time for you to decide what to do next.

Return Home

After a decade of grapples and suplexes, you've come to miss the (presumably) less physically demanding place you came from.

It's time to hang up the mask and head back home.

Stay Here

You can't leave! That would count as forfeiting your championship title.

Your affairs back home will be sorted out, and you'll be able to remain in this world. If you want, more powerful wrestlers will arrive over time, just to ensure you always have a challenge.

Move On

It's been a fun time, but there are plenty more bad guys out there to hit with steel chairs. You move on to your next jump with all the knowledge you picked up from your time in the ring.