

NAME _____
 CLASS _____
 CLASS ABILITIES _____
 QUOTE _____



LUCHADOR

WAY OF THE MASK
 CHARACTER SHEET

PRIMARY STATS	RATING	LEVEL
STRENGTH (S)		
AGILITY (A)		
CONDITIONING (C)		
PRESENCE (P)		
WITS (W)		
DETERMINATION (D)		

SKILLS: SKILL POINTS / EXPERIENCE _____

COMBAT SKILLS:				WRESTLING SKILLS:				MIKE SKILLS:			
RATING	LEVEL	COST		RATING	LEVEL	COST		RATING	LEVEL	COST	
STRIKE				GRAB				PROMO			
THROW				HOLD				INTIMIDATE			
TACKLE				SLAM				TRICK			
ARMED				DROP				BEG			

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE			10 + A + W
FATIGUE			C + D
RESILIENCE			S + C
VITALITY			5X RESILIENCE
HEAT			NONE
FAME			NONE

EXTRACIRRICULAR SKILLS:

SKILL	RATING	LEVEL	COST

SKILL	RATING	LEVEL	COST

DAMAGE:

FATIGUE LOSS VITALITY LOSS INJURY POINTS

VITALITY LOSS NEEDED	WOUND LEVEL	LOD	REACTION	RISE
1x RESILIENCE	UNHARMED	0	COUNTERATTACK	NO CHECK
2x RESILIENCE	BRUISED	+1	COUNTERATTACK	A-CHECK
3x RESILIENCE	BATTERED	+2	DEFENSIVE ACTION	A-CHECK
4x RESILIENCE	BROKEN	+3	DEFENSIVE ACTION	FULL ACTION
5x RESILIENCE	BEATEN	+4	NONE	FULL ACTION

SIGNATURE MOVES

NAME	MOVES	XP COST



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SKILL POINTS / EXPERIENCE _____

COMBAT SKILLS:				WRESTLING SKILLS:				MIKE SKILLS:			
RATING	LEVEL	COST		RATING	LEVEL	COST		RATING	LEVEL	COST	
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THROW				HOLD				INTIMIDATE			
TACKLE				SLAM				TRICK			
ARMED				DROP				BEG			

SECONDARY STATS	RATING	LEVEL	FORMULA BASED ON THE STAT LEVEL
INITIATIVE			$10 + A + W$
FATIGUE			$C + D$
RESILIENCE			$S + C$
VITALITY			$5X \text{ RESILIENCE}$
HEAT			NONE
FAME			NONE

EXTRACIRRICULAR SKILLS:

SKILL	RATING	LEVEL	COST

SKILL	RATING	LEVEL	COST

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