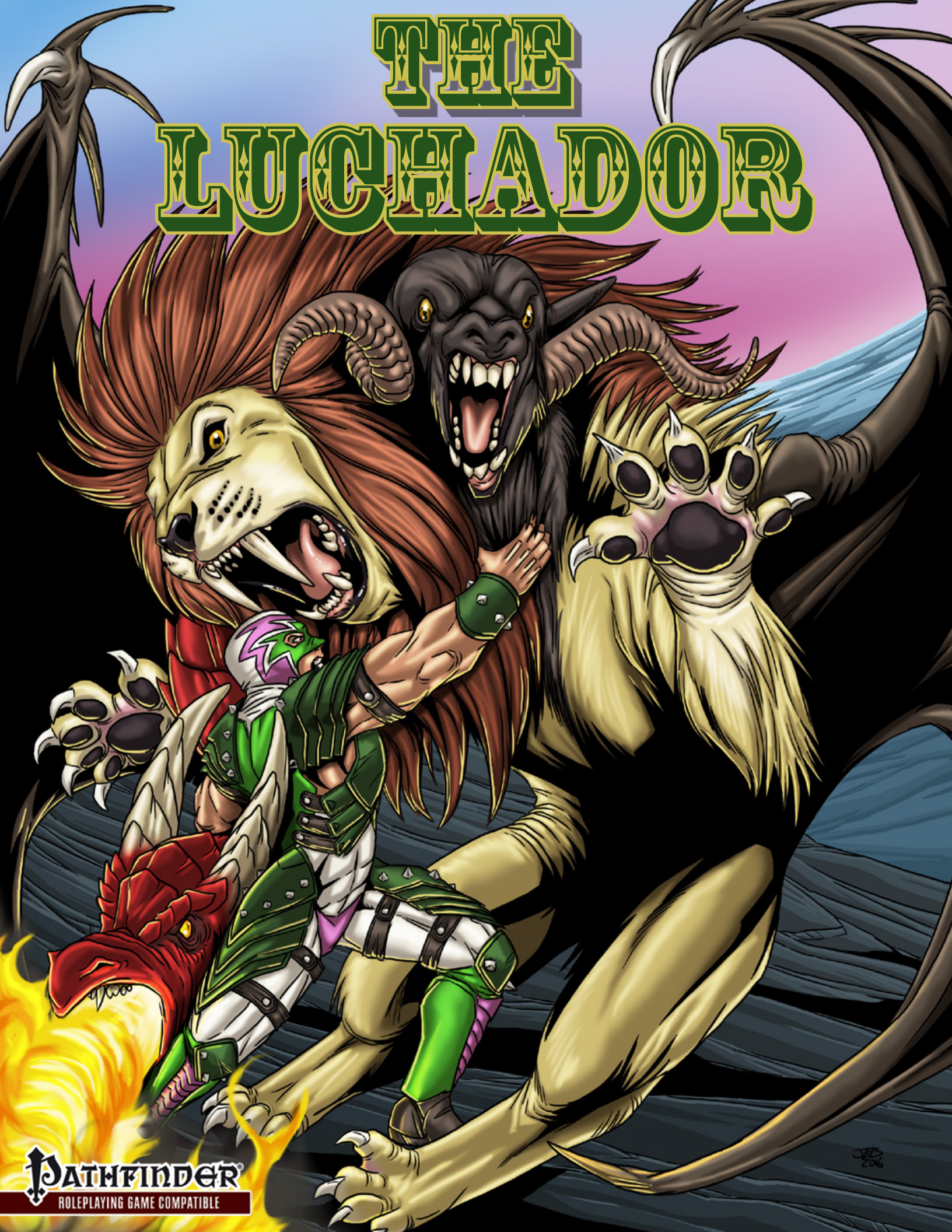


THE LUCHADOR



THE LUCHADOR

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THE LUCHADOR

Masked warrior, hero, actor, and villain. A luchador is all these things at some point in his career, and occasionally more. Specializing in maneuvers, holds, and unarmed attacks, the luchador does not seek to kill his opponent, but rather to defeat him, basking in the glory of his victory and the shame of his opponent's defeat. Leaving a defeated foe alive is both just, and proper; after all, how can one have a rematch of the century if one leaves no opponent alive for a rematch?

The luchador is a hybrid class of the monk and vigilante, combining the monk's unarmed prowess with the vigilante's talents as a social chameleon.

"It is fun to wrestle! A nice pile drive to the face, or a punch to the face...."

—Nacho Libre

Role: Luchadors train in wrestling stables with former champions and rising stars, learning to be the best by competing with the best while mastering their bodies and spirits. Luchadors prefer to fight at the very front of the fray, seeking out physically powerful opponents to hone their skills against and win glory by defeating.

Alignment: The luchador can be of any alignment.

Hit Die: d8

Class Skills: The luchador's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Swim (Str)

Skill Ranks per Level: 6 + Int modifier

Proficiencies: Luchadors are proficient with all simple weapons. They are not proficient with shields or armor of any kind. A luchador who wears armor, uses a shield, or is carrying a medium or heavy load loses their AC bonus and aerial takedown ability.

Abilities:

AC Bonus (Ex): When unarmored and unencumbered, the luchador adds his Charisma bonus (if any) to his AC and his CMD. In addition, a luchador gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four luchador levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the luchador is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Dual Identity (Ex): This ability acts as the vigilante ability of the same name, except his identities are 'social' and 'masked' rather than 'social' and 'vigilante'.

Rather than developing a vigilante identity to prevent knowledge of his vigilante activities from affecting his social identity, a luchador develops a masked persona to allow himself to become larger than life; his social identity has family, friends, and physical needs, but his masked identity is a hero of the people who lives only for the fight. This means that, while most people in the world do not know the luchador's true identity, discovering a luchador's social identity is not nearly as damaging or dangerous as discovering a vigilante's social identity, and many of the luchador's friends will already know his true identity. However, there are always exceptions, and many luchador adventurers find that keeping their true identity a secret is incredibly helpful when maneuvering in the world around them.

Professional Wrestler (Ex): A luchador gains Improved Grapple as a bonus feat at 1st level. In addition, the luchador counts his total luchador levels as both vigilante levels and monk levels for the purpose of qualifying for feats and for determining the effects of social talents. He also counts as both a vigilante and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist or a monk's robe). This ability does not automatically grant feats normally granted to monks based on class level, such as Stunning Fist.

Skillful Combatant (Ex): The luchador uses his class level in place of his base attack bonus when calculating his Combat Maneuver Bonus and Combat Maneuver Defense. Base attack bonuses granted from other classes are unaffected and are added normally.

If the luchador's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Stable (Ex): Luchadors are trained in a special facility called a stable, where they perfect their techniques

Table: Luchador

| <i>Class Level</i> | <i>BAB</i> | <i>Fort Save</i> | <i>Reflex save</i> | <i>Will Save</i> | <i>Luchador unarmed damage</i> | <i>Special</i> | <i>Aerial Takedown</i> | <i>AC Bonus</i> |
|--------------------|------------|------------------|--------------------|------------------|--------------------------------|----------------------------------------------------------------------------------|------------------------|-----------------|
| 1 | +0 | +2 | +2 | +0 | 1d6 | Dual identity, professional wrestler, skillful combatant, stable, unarmed strike | +0 ft. | +0 |
| 2 | +1 | +3 | +3 | +0 | 1d6 | Corazon, submission specialist (+Cha) | +0 ft. | +0 |
| 3 | +2 | +3 | +3 | +1 | 1d6 | Social talent | +0 ft. | +0 |
| 4 | +3 | +4 | +4 | +1 | 1d8 | Aerial takedown, stable talent | +10 ft. | +1 |
| 5 | +3 | +4 | +4 | +1 | 1d8 | Submission specialist (+1d6) | +10 ft. | +1 |
| 6 | +4 | +5 | +5 | +2 | 1d8 | Social talent | +10 ft. | +1 |
| 7 | +5 | +5 | +5 | +2 | 1d8 | Stable talent | +10 ft. | +1 |
| 8 | +6/+1 | +6 | +6 | +2 | 1d10 | Submission specialist (+2d6) | +20 ft. | +2 |
| 9 | +6/+1 | +6 | +6 | +3 | 1d10 | Social talent | +20 ft. | +2 |
| 10 | +7/+2 | +7 | +7 | +3 | 1d10 | Stable talent | +20 ft. | +2 |
| 11 | +8/+3 | +7 | +7 | +3 | 1d10 | Submission specialist (+3d6) | +20 ft. | +2 |
| 12 | +9/+4 | +8 | +8 | +4 | 2d6 | Social talent | +30 ft. | +3 |
| 13 | +9/+4 | +8 | +8 | +4 | 2d6 | Stable talent | +30 ft. | +3 |
| 14 | +10/+5 | +9 | +9 | +4 | 2d6 | Submission specialist (+4d6) | +30 ft. | +3 |
| 15 | +11/+6/+1 | +9 | +9 | +5 | 2d6 | Social talent | +30 ft. | +3 |
| 16 | +12/+7/+2 | +10 | +10 | +5 | 2d8 | Stable talent | +40 ft. | +4 |
| 17 | +12/+7/+2 | +10 | +10 | +5 | 2d8 | Submission specialist (+5d6) | +40 ft. | +4 |
| 18 | +13/+8/+3 | +11 | +11 | +6 | 2d8 | Social talent | +40 ft. | +4 |
| 19 | +14/+9/+4 | +11 | +11 | +6 | 2d8 | Stable talent | +40 ft. | +4 |
| 20 | +15/+10/+5 | +12 | +12 | +6 | 2d10 | Champion, submission specialist (+6d6) | +50 ft. | +5 |

alongside other wrestlers and learn the wrestling secrets of former champions. Each stable is dedicated to a different fighting style, and teaches different techniques.

At 1st level, each luchador must choose a stable from the list below.

Freestyle: Practitioners of the freestyle school practice in grandiose attacks and techniques that blend showmanship with martial arts. A practitioner of the freestyle school gains a +1 competence bonus to Acrobatics checks, and when making Intimidate checks to demoralize a target. This bonus increases by +1 per 5 levels.

Oil Wrestling: Oil wrestlers are master grapplers, men and women with iron grips capable of using debilitating holds and techniques.

Those who practice the art of oil wrestling learn how to prepare their bodies with oil or grease. By spending 1 minute preparing themselves (either as a separate action or as part of assuming their masked identity), the oil wrestler gains a +1 circumstance bonus to Combat Maneuver Defense against grapple, bull rush, drag, and reposition maneuvers. This bonus increases by +1 for every 5 levels the luchador possesses.

If the luchador can don their disguise faster than 1 minute, this also decreases the time it takes to apply oil to themselves. Oil must be reapplied every 8 hours, or after 5 minutes spent swimming, or after another action the GM feels would reasonably remove the oil.

Sumo: Sumo wrestlers are massive behemoths, unstoppable forces with the strength and spirit to move aside any

obstacle. A sumo wrestler weighs twice as much as normal, and when using combat maneuvers that normally may only be used against targets 1 size larger than the sumo, they may instead target creatures up to 2 sizes larger (e.g., When using the Pull maneuver, the sumo may target creatures 2 size categories larger than itself, rather than 1). At 5th level and every 5 levels thereafter, the sumo wrestler's weight doubles again, and they may target creatures 1 additional size category larger. Sumos who would be capable of targeting creatures larger than Colossal size with these maneuvers instead gain a +1 size bonus to CMD for each size category above Colossal this ability would enable them to target.

Unarmed Strike: At 1st level, a luchador gains Improved Unarmed Strike as a bonus feat. A luchador may attack with fists, elbows, knees, and feet. This means that a luchador may make unarmed strikes with his hands full. A luchador applies his full Strength modifier (not half) on damage rolls for all his unarmed strikes.

Usually, a luchador's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A luchador's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of

spells and effects that modify either manufactured weapons or natural weapons.

A luchador also deals more damage with his unarmed strikes than others, as shown on Table: Luchador. The unarmed damage values listed on that table are for Medium luchadors. A Small luchador deals less damage than the amount given there with his unarmed attacks, while a Large luchador deals more damage; see the following table.

Small or Large Luchador Unarmed Damage

| <i>Level</i> | <i>Damage (Small Luchador)</i> | <i>Damage (Large Luchador)</i> |
|--------------|----------------------------------------|----------------------------------------|
| 1st - 3rd | 1d4 | 1d8 |
| 4th - 7th | 1d6 | 2d6 |
| 8th - 11th | 1d8 | 2d8 |
| 12th - 15th | 1d10 | 3d6 |
| 16th - 19th | 2d6 | 3d8 |
| 20th | 2d8 | 4d8 |

Corazon (Ex): Every luchador possesses a form of social and spiritual clout known as corazon. Corazon can be lost and gained, as outlined below.

From 2nd level on, so long as the luchador possesses corazon, they gain a bonus equal to half their class level to the DC needed to Intimidate them, as well as to the DC needed to perform a Bluff check to feint against them.

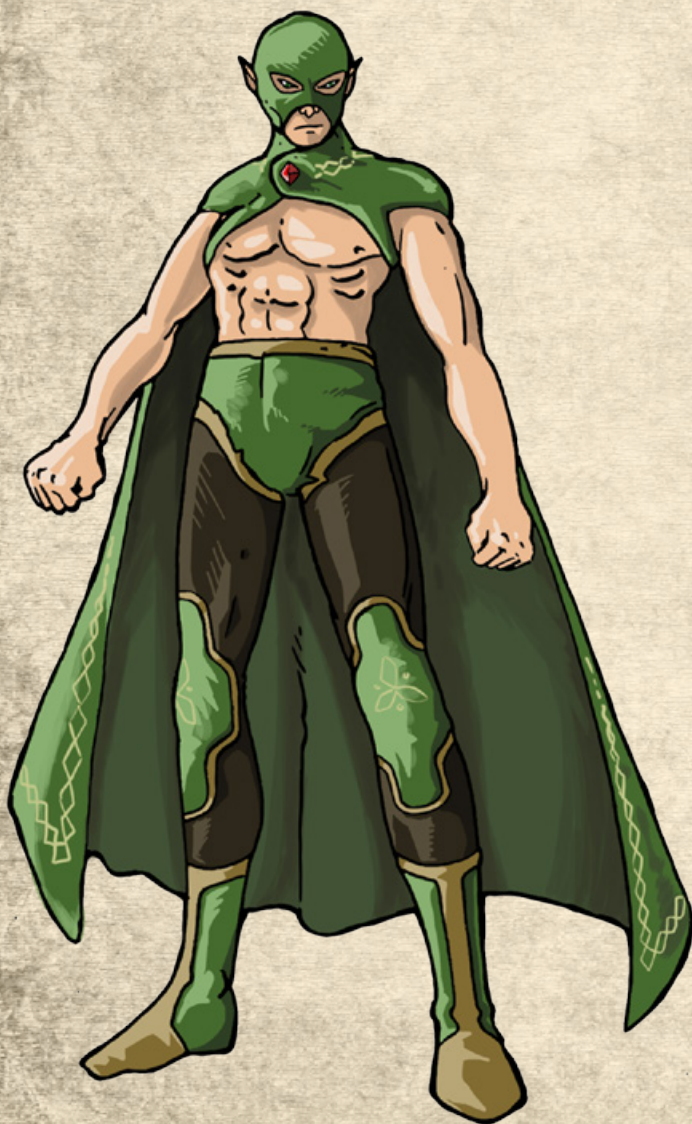
A luchador loses corazon if he is unmasked. Unmasking a luchador involves more than simply tearing or stealing a luchador's mask; the luchador must first be pinned, killed, knocked unconscious, or otherwise rendered helpless, at which point an opponent may spend a full round action to unmask him.

To regain corazon, the luchador must either defeat an opponent whose CR is greater than or equal to his own character level without any assistance from his allies, or defeat the opponent who unmasked him under any conditions.

Stable talents and social talents with the [corazon] descriptor have different effects depending on whether or not the luchador has corazon.

Submission Specialist (Su): Luchadors prefer to defeat their opponents in spectacular fashion, while leaving them alive for future rematches. Towards that goal, luchador stables teach a rare technique for harnessing a wrestler's life energy and using it to strengthen their attacks while protecting their opponent from permanent harm. Starting at 2nd level, whenever the luchador deals nonlethal damage with an unarmed strike or as part of a grapple, they deal additional nonlethal damage equal to their Charisma modifier with each attack. At 5th level and every three level thereafter, these attacks deal an additional 1d6 nonlethal damage.

Social Talent: Starting at 3rd level, and every 3 levels thereafter, a luchador gains a social talent, as the vigilante class feature. A luchador must meet all of the social talent's prerequisites and conditions in order to use it, treating their luchador levels as vigilante levels for this purpose.



In addition to vigilante social talents, a luchador has access to the following unique social talents. Once a talent has been chosen, it cannot be changed.

Ancestral Guidance (Su) [Corazon]: Many luchadors are members of long-standing traditions and families, their actions guided by the wisdom of their ancestors. The luchador gains a competence bonus equal to 1/2 his class level (minimum +1) on Knowledge (history), Knowledge (nobility), and Knowledge (religion) checks, and may make such checks untrained.

Luchadors who have lost their corazon have the bonus granted by this talent reduced by half (rounded down, minimum 0).

Machismo/Marianismo (Ex) [Corazon]: The luchador is recognized as an exemplar of his people. Once per day when in his social identity, he may take 20 on any Charisma-based skill check with the exception of Use Magic Device and Intimidate checks made to demoralize (other uses of the Intimidate skill gain this benefit as normal). They may use this talent an additional time per day at 7th and 15th level. Taking 20 in this fashion does not take additional time.

Luchadors who have lost their corazon may only 'take 15', suffering a -5 penalty when using this ability.

Shamanic Inheritor (Ex) [Corazon]: While the luchador himself prefers physical might and cunning over magic and superstition, his traditions and beliefs are rooted deep in ancient shamanic traditions. Once per week, the luchador may channel the power of his ancestral spirits in a ritual that takes 1 minute to perform in order to call upon the services of a shaman^{ACG} whose class level is equal to the luchador's own, requesting a single spell to be cast. This spell must be 1 level lower than the maximum level spell a shaman of that level could cast, and if the spell has any costly material components, the luchador must pay the cost of that component. If the luchador is not located near a town, city, or tribal encampment, it may take up to 24 hours for the shaman to respond to his request and provide the spell, otherwise the shaman appears within an hour's time.

Luchadors who have lost their corazon have the timeframe during which they can call in spellcasting favors reduced to once per month.

Shamanic Rebirth (Ex) [Corazon]: As the mortal champion of the spirits, the luchador's life and deeds are of great import, and when his ability to continue to influence the world ends, the spirits may send a shaman to come and breathe new life into his broken body. Once per month, when the luchador dies and is not returned to life within 24 hours, the spirits call out and send a shaman, who can cast *raise dead* to return the luchador to life. If the luchador is at least 15th level, the shaman sent instead casts *resurrection*. The shaman stays long enough to return the luchador to life, and then leaves to go back about the spirit's business.

So long as the luchador had corazon when he entered the combat in which he died, the shaman raises him whether or not he loses corazon during that fight. However, the spirits won't lead a shaman to the luchador if the

luchador had lost corazon before the fight in which he died.

The luchador must be at least 12th level and have the shamanic inheritor talent to select this talent.

Stable Master (Ex) [Corazon]: Your fame as a professional sportsman has spread around the world, and disciples now flock to learn your martial secrets. In any area of renown, you are able to call upon a wealthy student to pay for a dojo or gym sufficient to lodge you and up to a dozen other individuals. As long as you are in your area of renown and spend at least one hour a day training your disciples for one week, you are able to make a weekly income equal to 10 gold pieces per class level. At 10th level, this income increases to 50 gold pieces per class level. If the vigilante goes more than 1 month without achieving some major deed of renown (such as fighting off an invading horde, defeating an opponent whose hit dice are greater than his own, etc.) this income reduces at a rate of 1 class level per



week. A luchador whose effective class level for this ability is reduced to 0 cannot gain any further income until he achieves a major deed of renown as detailed above and renews interest in his stable and techniques.

Luchadors who have lost their corazon have the income provided by this talent reduced by half. A luchador must possess the Renown talent to select this talent.

The People's Champion (Ex) [Corazon]: As a beloved hero of the people, the luchador receives many benefits. Whenever he is in an area where he has renown, the luchador has a 30% chance plus 1% per level he possesses that a citizen, street urchin, or other member of the populace is aware of any ambush set for him and warns him in advance, allowing him to act in any surprise round that day. The luchador rolls this chance once at the start of each day. In addition, while in an area where he has renown the luchador is always aware of gather information checks or similar inquiries made to find out information about him within one hour of them being made, and is always aware of his current standing with local law enforcement and any bounties or warrants currently issued for him.

Luchadors who lose their corazon have their chance to act in surprise rounds for the day reduced by half (rounded down), and receive no additional benefits from this talent until they regain their corazon.

The luchador must have the renown social talent to select this talent.

Aerial Takedown (Ex): At 4th level, the luchador can jump to great heights. He adds 10 ft. per 4 class levels to the height or distance he jumps. The luchador still cannot jump higher or further than his total movement for the round. The luchador takes no falling damage from the height gained as part of a leap.

In addition, the luchador gains the ability to execute a special charge attack at creatures in the air, leaping across obstacles as part of a charge. The luchador is considered to have a clear and unimpeded path to the target as long as he has a direct line to it from his jumping point. Instead of the normal attack granted by the charge action, the luchador may attempt a grapple combat maneuver against the target of his charge. If he successfully grapples a flying creature, it is brought to the ground with him at the end of his jump, and it takes an appropriate amount of falling damage for the height it was at when the luchador grappled it.

Stable Talents: At 4th level and every 3 levels thereafter, a luchador gains a stable talent. Unless otherwise noted, a talent can be selected only once. Some talents require the luchador to meet prerequisites before they can be chosen, such as possessing another stable talent, possessing a particular stable, or attaining a minimum level. Once a talent has been selected, it can't be changed.

Armored Combatant (Ex) [Corazon]: The luchador gains proficiency with light armors and retains his Charisma bonus to AC even while wearing light armor, though he does not gain the additional increases to AC gained at 4th level and every 4 levels thereafter while wearing armor. In addition, the luchador does not take armor check penalties to Acrobatics checks while wearing light armor. If the

luchador is at least 8th level, he gains proficiency in medium armors and retains the benefits normally available while wearing light armor.

A luchador who has lost his corazon does not gain his Charisma bonus to AC while wearing armor of any kind.

The luchador must be at least 4th level to select this talent.

Caped Dynamo: The luchador gains Amateur Swashbuckler^{ACG} as a bonus feat. Luchadors of at least 5th level also gain Dueling Cape Deed^{ACG} as a bonus feat. If the luchador already has Amateur Swashbuckler^{ACG} or Dueling Cape Deed^{ACG} from another source, he may immediately swap it for another feat for which he qualified at the level he first chose it. For the purposes of these abilities, the luchador treats his unarmed strike as a light one-handed piercing weapon (though this does not change the actual damage type of his unarmed attacks).

Dazing Strike (Ex): Whenever the luchador successfully strikes an opponent who would be denied their Dexterity bonus to AC with an improvised weapon, that opponent must make a Fortitude save (DC 10 + 1/2 the luchador's class level + his Charisma modifier) or be dazed for 1 round.

Devastating Finish (Ex): Whenever the luchador successfully pins an opponent or knocks them unconscious with an unarmed strike, he may make an Intimidate check as an immediate action against all enemies within 30 ft., dealing his submission specialist bonus damage to all enemies he successfully demoralizes with this check. The luchador rolls a single Intimidate check and compares this to the demoralize DC of all opponents within the affected area.

Only freestyle luchadors may select this talent.

Direct Momentum (Ex): Whenever an opponent attempts to escape from a grapple with the luchador, including via magical means such as teleportation, the luchador may make a special combat maneuver check as an immediate action against the opponent's Combat Maneuver Defense. If successful, the opponent is thrown to a square of the luchador's choice within 60 ft., transporting the luchador along with them and provoking an attack of opportunity from the luchador at the end of the movement. The luchador must have line of sight to the desired location. In addition, the luchador can successfully grapple enemies under the effects of a *freedom of movement* spell.

Only oil wrestler luchadors of at least 10th level can select this talent.

Doom Cycle (Ex): The luchador gains Shoulder Roll* as a bonus feat. If he already has Shoulder Roll from another source, he may immediately swap it for another feat for which he qualified at the level he chose Shoulder Roll. When using Shoulder Roll to make an attack of opportunity, the luchador may leave himself open to a counterattack, causing the attack granted by Shoulder Roll to provoke an attack of opportunity from the targeted opponent. If the opponent makes this attack of opportunity, their attack provokes an additional attack of opportunity from the luchador. The luchador may continue to use this ability as long as he has attacks of opportunity available.

Luchadors must be at least 13th level to select this talent.

Eagle's Flight (Su) [Corazon]: The luchador may spend a *ki* point as a swift action to infuse his body with the spirit of a great bird, gaining a flight speed of 60 ft. with good maneuverability for a number of rounds equal to his Charisma modifier. As long as the luchador has at least 1 *ki* point available in his pool, he may spend a *ki* point as an immediate action when this ability would expire to renew its duration for a number of rounds equal to his Charisma modifier.

Luchadors who have lost their corazon have the flight speed granted by this ability halved and reduce the maneuverability by 1 step. The luchador must be at least 7th level and possess the spiritual power talent to select this talent.

En Fuego (Ex): The luchador learns how to burn the oils and greases slathered across his body at even higher temperatures. Lighting himself on fire now adds 3d6 fire damage rather than 1d6 fire damage to his damage rolls, and adds his Charisma modifier to the number of rounds this ability remains active. The luchador retains his oils bonuses to CMD even when he is not oiled.

Only oil wrestler luchadors with the greased wrestler talent can select this talent.

Greased Wrestler (Ex): The luchador may spend a swift action to ignite the oils and grease slathered across their body. For 1 round per level, all the luchador's unarmed attacks, including damage dealt as part of a grapple, deal an additional 1d6 fire damage (this stacks with other fire damage, such as that from the *flaming* weapon property). This does not deal damage to the luchador. After lighting himself on fire, the luchador must reapply the oil to regain its benefits and be able to light himself on fire again.

Only oil wrestler luchadors may select this talent.

Heavy Handed: Whenever the sumo makes an attack of opportunity with his unarmed strike, he may apply the Vital Strike feat (or the Improved Vital Strike or Greater Vital Strike feats if he has them) to the damage dealt.

Only sumo luchadors of at least 7th level who possess the slap talent may select this talent.

High Flyer (Ex): The luchador has mastered acrobatic techniques that allow him to hurl his body into the air and crash into an enemy with stunning force. The luchador may make a special Acrobatics check to jump as part of a charge, adding the total from this check as a bonus to the damage of the first attack made as part of the charge.

The luchador must be at least 7th level to select this talent.

Inescapable (Ex): The luchador's mighty grasp is almost supernaturally powerful, and his grapple duplicates the effect of *dimensional anchor*. In addition, the luchador can successfully grapple enemies under the effects of a *freedom of movement* spell.

Only sumo luchadors of at least 10th level may select this talent.

Iron Skull (Ex): The luchador gains Nosebreaker* as a bonus feat. If he already has Nosebreaker from another source, he may immediately swap it for another feat for which he qualified at the level he chose Nosebreaker. Whenever the luchador uses the Nosebreaker feat to successfully deal damage to an opponent, the opponent must make a

Fortitude save (DC 10 + 1/2 the luchador's class level + his Charisma modifier) or be dazed for 1 round.

Kisbet Hold (Ex): Whenever the luchador succeeds at a grapple check, he may attempt a dirty trick maneuver against the same target as a swift action that does not provoke attacks of opportunity. Luchadors of at least 10th level may attempt a dirty trick as a free action once per round whenever they succeed at a grapple check.

Knee Strike (Ex): Whenever the luchador succeeds at a grapple or trip attempt against an opponent, he may make an unarmed strike against that opponent as an attack of opportunity.

Masked Glare (Ex) [Corazon]: The luchador can make an Intimidate check to demoralize an opponent as a move action, gaining a +1 circumstance bonus to the check. This bonus increases by +1 at 5th level and every 5 levels thereafter. At 10th level, he can do so as a swift action. At 18th level, he can demoralize a foe as a free action once per round. Luchadors who have lost their corazon do not gain a circumstance bonus on these checks.

Rebound Stamp (Ex): The luchador gains Dropkick* as a bonus feat. If the luchador already has Dropkick from another source, he may immediately swap it for another feat for which he qualified at the level he chose it. Whenever the luchador successfully damages an enemy with Dropkick, he may immediately make an Acrobatics check with a DC equal to the struck opponent's CMD; if successful, the luchador may immediately move to any unoccupied square within 15 feet. This movement does not provoke attacks of opportunity, and the luchador must have an unimpeded line of effect to the destination square.

Rolling Thunder (Ex): The luchador gains Canny Tumble^{ACG} as a bonus feat. Luchadors of at least 8th level also gain Confounding Tumble Deed^{ACG} as a bonus feat. If the luchador already has Canny Tumble or Confounding Tumble Deed from another source, he may immediately swap it for another feat for which he qualified at the level he chose it.

The luchador must have the Amateur Swashbuckler feat or the caped dynamo talent to select this talent.

Shielding Palm (Ex): Whenever the luchador uses the attack action to attack with an unarmed strike (such as when making a Vital Strike attack), he gains a shield bonus to AC and CMD equal to 1/4 his class level (minimum +1) until the start of his next turn.

Slap (Ex): The luchador has learned how to translate his massive frame into mighty blows. The luchador gains Vital Strike as a bonus feat. If the luchador already has Vital Strike from another source, he may immediately swap it for another feat for which he qualified at the level he chose Vital Strike. At 11th level, he gains Improved Vital Strike as a bonus feat, and at 16th level, he gains Greater Vital Strike as a bonus feat.

Only sumo luchadors of at least 7th level can select this talent.

Slip and Strike (Ex): Whenever an opponent's attempt to initiate or maintain a grapple or swallow whole against the luchador fails, or when the luchador chooses to release a

grapple against an unpinned opponent, he may make an unarmed strike as an attack of opportunity against them.

Spiritual Power (Su): The luchador's pursuit of physical perfection unlocks a potent spiritual energy within him. The luchador gains a pool of *ki* points, supernatural energy he can use to perform amazing feats. The number of points in a luchador's *ki* pool is equal to 1/2 his luchador level + his Charisma modifier (minimum 1). As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his *ki* pool, a luchador can increase his speed by 20 feet for 1 round, or give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action.

The *ki* pool is replenished each morning after 8 hours of rest; these hours do not need to be consecutive.

Stunning Interruption (Ex): Whenever an opponent adjacent to the luchador attempts to cast a spell or activate an ability of the (teleportation) subschool, this ability always provokes an attack of opportunity from the luchador, even if the caster was casting defensively or possesses another ability that would normally prevent them from provoking an attack of opportunity. If this attack is successful, the opponent must make a Fortitude save (DC 10 + 1/2 class level + Charisma modifier) or be stunned for 1d4 rounds.



Only freestyle luchadors of at least 10th level can select this talent.

Takedown (Ex): The luchador learns how to take their opponents to the ground where they can more quickly subdue them. Whenever the luchador succeeds at a grapple check, he may attempt a trip maneuver against the same target as a free action that does not provoke attacks of opportunity.

Talons of the Eagle (Ex): The luchador gains Eagle Strikes the Serpent* as a bonus feat. If the luchador already has Eagle Strikes the Serpent from another source, he may immediately swap it for another feat for which he qualified at the level he chose Eagle Strikes the Serpent. At 11th level, the luchador gains Improved Critical (unarmed strike) as a bonus feat. If the luchador already has Improved Critical (unarmed strike) from another source, he may immediately swap it for another feat for which he qualified at the level he chose Improved Critical (unarmed strike). Whenever the luchador scores a critical hit with an unarmed strike dealing piercing damage, he inflicts an amount of bleed damage on the opponent equal to his Charisma modifier.

The Chair (Ex): The luchador gains Catch Off Guard as a bonus feat. If the luchador already has Catch Off Guard from another source, he may immediately swap it for another feat for which he qualified at the level he chose Catch Off Guard. In addition, the luchador can add his submission specialist bonus damage when making nonlethal attacks with improvised weapons, and suffers no penalty to attack when using them to make nonlethal attacks..

Untouchable (Ex): So long as the luchador is in his luchador form and has oils applied, he is treated as being under a constant *freedom of movement* effect.

Only oil wrestler luchadors of at least 14th level who have the greased wrestler talent can select this talent.

Vigilante Talent: The luchador gains one vigilante talent of his choice, treating his luchador level as his vigilante level when determining its effects and whether he meets the prerequisites.

Champion (Ex): At 20th level, the luchador has reached the peak of his profession, and has mastered his physical form to an unprecedented degree, granting him DR 10/- and fast healing 1. In addition, the luchador takes no penalties to his ability scores for aging, and any such penalties that he has already taken are removed. Age bonuses still accrue and the luchador still dies when his time is up.

*Feats marked with an asterisk appear later in this supplement.

NEW LUCHADOR ARCHETYPES

Blood Breaker (Luchador Archetype)

Amongst professional athletes, the temptation to find ways to alchemically enhance physical strength and performance is often extremely compelling, despite the stigma it causes with other athletes. These “blood breakers”, whether consumed by rage with mutagen clouded minds, or simply athletes and warriors driven to succeed at any cost, are truly dangerous foes, with the will and the might to succeed at any price.

Mutagen (Su): At 1st level, the blood breaker discovers how to create a mutagen, as the alchemist class feature, treating his luchador levels as alchemist levels when determining its effects. If the luchador gains a mutagen from another source, these levels stack when determining the mutagen’s duration and effects.

This replaces the skillful combatant class feature.

Mutagen Discovery (Su): Whenever the blood breaker would gain a stable talent, he may instead choose one of the following alchemist discoveries to augment his abilities: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, nauseating flesh, preserve organs, rag doll mutagen, spontaneous healing, and wings. The blood breaker uses his luchador level as his effective alchemist level for the purpose of these discoveries, as well as when meeting their prerequisites. This ability alters the stable talent class feature.

Dancing Dervish (Luchador Archetype)

Showmanship is always a part of the competitions luchadors take part in, but the dancing dervish takes the idea of “performance art” to a whole new level. Mixing elegant dance and fierce martial arts, the dancing dervish’s ability to stun an audience is both literal and figurative.

Victor’s Dance (Ex): Starting at 1st level, the dancing dervish gains a bonus on Perform (dance) skill checks equal to half his class level. As long as the dancing dervish is not pinned, bound, helpless, or otherwise immobilized, he may make a Perform (dance) check as a swift action. For every 2 points his check exceeds a result of 10, he gains a +1 dodge bonus to his AC, to a maximum equal to 1/2 his class level + his Charisma modifier (minimum +1) until the start of his next turn.

This replaces the AC bonus class feature.

Momentum Strike (Ex): From 4th level on, whenever the dancing dervish makes a charge attack against an

opponent, he may make a Perform (dance) check with a DC equal to his target’s CMD +2 for each size category they are smaller than the luchador in place of his first attack roll made as part of the charge. Abilities that apply a miss chance to attacks, such as the *blur* spell, apply that miss chance against this check. If successful, the dancing dervish deals his unarmed strike and submission specialist damage to the target of the attack. Abilities like the Power Attack feat apply their penalty to the granted check and bonus to damage just as though the target had made a normal attack roll.

This replaces the stable talent normally gained at 4th level.

Whirlwind Strike (Ex): From 10th level on, whenever the dancing dervish uses his momentum strike ability, he may make a number of Perform (dance) checks equal to the number of attacks he could normally make during a full attack (including extra attacks from abilities like the *haste* spell), dealing his unarmed strike and submission specialist damage on each attack. The dancing dervish takes a -2 penalty on each check made after the first (-4 on his third check, -6 on his fourth check, etc.).

This replaces the stable talent normally gained at 10th level.

Earthbound (Luchador Archetype)

While many luchadors prefer acrobatic stunts and high-flying action, others find that victory is most easily found when the earth is firm beneath their feet. These “earthbound” warriors may not be as flashy or possess the showmanship of their peers, but their steadfast reliability is an asset their allies learn to value.

Defensive Stance (Ex): At 4th level, an earthbound gains the defensive stance ability, as a stalwart defender, and may select one defensive power at 8th level and every four levels thereafter. In addition to the normal restrictions of the defensive stance ability, the earthbound cannot use their defensive stance while mounted or piloting a vehicle. Levels of stalwart defender stack with his luchador levels when determining the total number of rounds that he can maintain his defensive stance per day.

This replaces the aerial takedown class feature, and the stable talents normally gained at 4th and 16th level.

Reliable (Ex): With their strong connection to the earth and their reputations for stalwart reliability, the earthbound develop strong reputations for honesty and integrity that precede them wherever they go, earning them the trust of most goodly folk, regardless of whether or not that

reputation is deserved. The earthbound gains a bonus equal to half his class level (minimum 1) on Diplomacy checks made to gather information, and on Bluff or Diplomacy checks made to convince someone that a statement they have made is true. An earthbound who has lost their corazon has this bonus reduced by half.

This replaces the social talent normally gained at 6th level.

Strength of the Earth (Su): Upon reaching 20th level, the earthbound gains the ability to plant their feet firmly on the ground and draw strength from the earth itself. As long as the earthbound is not prone, unconscious, mounted, or piloting a vehicle, and moves no more than 10 feet in a round, he gains DR 15/adamantine, fast healing 5, and a +10 circumstance bonus against bull rush, reposition, and trip combat maneuvers until the end of his next turn.

This replaces the champion class feature.

Ki Striker (Luchador Archetype)

Ki strikers are warriors who combine the luchador's penchant for flash and showmanship with a deep mastery of their own spiritual energy, harnessing their life energy, or ki, to unleash devastating and ferocious supernaturally empowered attacks.

Elemental Fist: The ki striker gains Elemental Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. The luchador treats his class level as 3 lower (minimum 1) when determining his unarmed strike damage.

Spiritual Power: At 4th level, the ki striker must choose *spiritual power* as his stable talent.

Surge Fist (Su): From 7th level on, the ki striker may spend 1 point of *ki* as a free action to resolve an unarmed strike against an enemy within 30 ft. by hurling a wave of energy at them. The ki striker chooses one energy type he could deal with is Elemental Fist feat each time he uses this ability, dealing damage of that type. The luchador may add his submission specialist bonus damage to this attack, though all damage dealt when doing so is nonlethal.

This replaces the stable talent normally gained at 7th level.

Annihilating Surge Fist (Su): Starting at 14th level, as part of a full round action the ki striker may spend up to a number of points from his ki pool equal to the maximum number of attacks he could make as part of a full attack (including extra attacks from abilities like the *haste* spell), dealing energy damage equal to his unarmed strike damage dice times the number of ki points spent to all enemies in a 30 ft. line. The ki striker chooses one energy type he could deal with is Elemental Fist feat each time he uses this ability, dealing damage of that type. Creatures struck by this attack are entitled to a Reflex save (DC 10 + 1/2 the ki striker's class level + his Charisma modifier) to reduce the damage by half. The ki striker may add his submission specialist bonus damage to this attack, though all damage dealt when doing so is nonlethal and the bonus damage is only applied once, regardless of the number of *ki* points spent on the attack.

This replaces the stable talent normally gained at 14th level.

Lichador (Luchador Archetype)

Honor, fame, and the glory of the ring are universal constants, exceeding the very bonds of death. Lichadors are champions whose legendary ambition can carry them beyond death's door and into eternity. Touched by the powers of death, these dark heroes are the bane of the undead and the terror of the living, with few in all existence who can truly comprehend the dark paths they walk.

Undead Resistances (Ex): Starting at 1st level, the lichador gains a +2 bonus to all saving throws against death effects, disease, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, sleep effects, and stunning.

This replaces the stable class feature normally gained at 1st level.

Soul Contender (Su): From 2nd level on, whenever the lichador deals damage with an unarmed strike or as part of a grapple to an undead opponent, he deals additional positive energy damage equal to his Charisma modifier with each attack. At 5th level and every three level thereafter, these attacks deal an additional 1d6 positive energy damage. The lichador cannot use these attacks to heal living opponents. In addition, the lichador's unarmed strikes and grapple attempts are treated as having the *ghost touch* property for the purposes of harming incorporeal creatures.

This replaces the submission specialist class feature.

From the Other Side: In addition to the stable talents normally available to all luchador, the lichador may select from the following talents whenever he gains a stable talent:

Blood Drain (Ex): The lichador gains a bite attack as a primary natural attack that deals 1d4 damage for a Medium creature (1d3 if Small, 1d6 if Large). In addition, the lichador may suck blood from a grappled opponent; if the lichador establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The lichador heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Call of the Vargouille (Su): As a standard action, the lichador can distend its mouth, loosing an horrific shriek. Living creatures within 60 ft. must succeed at a Fortitude save (DC 10 + 1/2 the luchador's class level + his Charisma modifier) or be paralyzed for 2d4 rounds or until they are attacked, the lichador leaves their sight, or the lichador is no longer within 60 ft. of them.

The lichador must be at least 7th level to select this talent.

Energy Drain (Su): Whenever the lichador succeeds at a grapple attempt against a living opponent (not opponents of the undead or construct type), that opponent must succeed at a Fortitude saving throw (DC 10 + 1/2 the lichador's class level + his Charisma modifier) or gain 1 negative level. The lichador gains 5 temporary hit points for each negative level bestowed in this manner. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as *restoration*. If a negative level is not removed before

24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the lichador's class level + his Charisma modifier). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

The lichador must be at least 7th level to select this talent.

Mummy Rot (Su): Whenever the luchador succeeds at a grapple attempt against an opponent, they must make a Fortitude save (DC 10 + 1/2 the luchador's class level + his Charisma modifier) or be immediately afflicted with a virulent strain of mummy rot. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic.

Mummy Rot: Curse and disease; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —

The lichador must be at least 10th level to select this talent.

Shadow of Death (Su): As a standard action, the lichador can transform into a shadowy version of himself, becoming incorporeal and gaining a fly speed of 40 ft. with good maneuverability. While in this form, the lichador cannot make weapon or unarmed attacks against corporeal opponents, and instead gains a melee touch attack that deals 1d8 points of Strength damage as a standard action. The lichador can remain in this form for a total number of rounds per day equal to his class level plus + his Charisma modifier.

The lichador must be at least 13th level to select this talent.

Swarm Form (Su): As a standard action, a lichador with this talent can change into a bat swarm^{Bt}, centipede swarm^{Bt}, rat swarm^{Bt}, or spider swarm^{Bt}. The swarm has a number of hit points equal to the lichador, and any damage done to the swarm affects the lichador's hit point total. While in swarm form, a lichador cannot use any of its natural weapons or special attacks, although it gains the movement, natural weapons, and extraordinary special abilities of the swarm into which it has transformed. The lichador also retains all of its usual special qualities. A lichador can remain in swarm form for 1 hour per class level (which must be spent in 1 minute increments) and can resume its original form as a standard action.

The lichador must be at least 10th level to select this talent.

Lichdom: At 20th level, the lichador gains the lich template^{Bt}. The lichador's phylactery is always his luchador mask, and he takes 1 point of Charisma drain for every minute he spends without his mask in his immediate possession.

This replaces the champion class feature.

Masked Beast (Luchador Archetype)

Masked beasts wear luchador masks with images of fierce and wild animals stitched over their faces. These beasts are actually supernatural totems who impart their power and instincts to the wrestler, granting him fierce techniques and unique abilities.

Totem Beast (Su): As long as he is wearing his luchador's mask, the masked beast gains the animal focus class feature as the hunter class, but cannot affect an animal companion with it and does not gain additional foci for having a dead animal companion. At 1st level, the masked beast can apply the aspect of an animal to himself as a swift action. Each time he uses the ability, he must select one type of animal to emulate, gaining a bonus or a special ability based on the type of animal emulated and his luchador level. The masked beast can use this ability for a number of minutes per day equal to his class level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Normally, the masked beast can emulate only one animal at a time. Masked beasts who have lost their *corazon* reduce the number of minutes per day they can use this ability by half.

Bat: The luchador gains darkvision out to a range of 60 feet. At 8th level, the range increases by 30 feet.



At 15th level, the luchador also gains blindsense with a range of 10 feet.

Bear: The luchador gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The luchador gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Falcon: The luchador gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The luchador gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Monkey: The luchador gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The luchador gains evasion, as the rogue class feature. At 12th level, this benefit becomes improved evasion, as the rogue advanced talent.

Owl: The luchador gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The luchador gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Stag: The luchador gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The luchador gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Wolf: The luchador gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

This replaces the stable class feature, and the stable talent gained at 7th level.

Beastly Weapons (Ex): From 1st level on, the masked beast gains a pair of claw primary natural attacks dealing $1d4 + \text{Strength modifier}$ damage ($1d6$ if Large, $1d3$ if Small) or a bite primary natural attack dealing $1d6 + 1 - 1/2$ times the vigilante's Strength modifier damage ($1d8$ if Large, $1d4$ if Small). Once the masked beast has chosen this natural attack form, it cannot be changed. While using the granted natural weapon, the masked beast can apply the effects of feats and abilities that normally only affect or work with unarmed strikes (such as the *knee strike* luchador talent), as well effects that augment an unarmed strike (such as the luchador's submission specialist class feature). In addition, the luchador is treated as having the Improved Unarmed Strike feat for the purposes of taking feats that have it as a prerequisite.

This replaces the unarmed strike class feature.

Call of the Wild (Su): At 4th level, the masked beast gains the ability to change shape. This ability functions like the druid wild shape ability, except the masked beast can take only animal forms (not elemental or plant forms). The luchador's effective druid level is equal to his class level. If the masked beast takes the form of an animal who has the same natural attack form as that granted by the masked beast's beastly weapons class feature, he gains the benefits of the Improved Natural Attack^{Bi} feat with that natural weapon.

This ability replaces aerial takedown and the stable talent normally gained at 4th level.

Masked Saint (Luchador Archetype)

Holy warrior, champion of the people, icon... The masked saint is all these things and more. Hiding their true identities behind faceless masks, these humble warriors do not seek praise or adulation for their deeds, but instead trust that the good they bring into the world will be returned unto them and their families tenfold.

Alignment: Masked saints must be of Good alignment.

Touch of the Merciful (Su): Starting at 2nd level, the masked saint gains the lay on hands ability as a paladin of his class level. At 5th level and every three levels thereafter, the masked saint gains one mercy a paladin of his level could qualify for.

This replaces all instances of the submission specialist class feature.

Holy Striker (Su): From 5th level on, the masked saint gains the ability to enhance his unarmed strikes as the weapon bond option of the paladin's divine bond class feature. The masked saint cannot use this ability to enchant any weapon other than his unarmed strike.

This replaces the aerial takedown class feature.

Heaven's Hand (Su): Upon reaching 20th level, the masked saint's power over the forces of darkness increases tenfold. The masked saint gains DR 10/evil, and whenever he succeeds at a grapple attempt against an evil outsider, the outsider is also subject to a *banishment*, using the masked saint's class level as his caster level (the masked saint's mask automatically counts as an object that the subject hates). In addition, whenever the masked saint uses lay on hands to heal a creature, he automatically heals the maximum possible amount.

This replaces the champion class feature.

Rudo (Luchador Archetype)

Not all who step into the ring are heroes; some are true villains, despicable deviants who distort the honor of combat and the glory of lucha libre into a foul celebration of their own vices.

Desviación (Ex): While many luchadors rely on their positive reputations and strong spirits to empower and strengthen them, rudos are deviants who prefer to rely on trickery and deceit. At 2nd level, the rudo gains Improved

Dirty Trick as a bonus feat, even if he would not normally qualify for it. At 6th level, he gains Quick Dirty trick as a bonus feat, and at 10th level, he gains Greater Dirty Trick as a bonus feat. If the rudo already has any of these feats at the time he gains them from this ability, he may immediately swap the feat for one he qualified for at the level he first took it. The rudo is always treated as having lost his corazon for the purposes of social talents.

This replaces the corazon class feature.

Crooked Entourage (Ex): The rudo always aims to win, and isn't terribly picky about how he accomplishes it, even if that involves having his allies trip, stab, or otherwise interfere with an opponent. At 1st level the rudo gains one teamwork feat he qualifies for. Whenever the rudo would gain a stable talent, he may instead take any teamwork feat he qualifies for. In addition, he treats his allies as if they possessed the same teamwork feats as himself for the purpose of determining whether he receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the rudo to receive the listed bonus.

This replaces the stable class feature.

Accomplice (Ex): Starting at 4th level, the rudo gains a cohort similarly to the Leadership feat, with several exceptions. He can only attract a 1st-level cohort (referred to

hereafter as an accomplice), and cannot recruit followers until he has the Leadership feat. The rudo determines his Leadership score according to the rules presented in the Leadership feat, but his accomplice is always at least three or more levels lower than himself. The rudo automatically shares any teamwork feat he knows with his accomplice, and she does not need to meet the prerequisites for these feats.

The rudo's accomplice can only take levels in a class that grants Improved Unarmed Strike as a class feature, such as brawler, monk, or luchador. She cannot multiclass, though she may take any archetype she qualifies for.

If the rudo's accomplice gains enough XP to bring her to two levels lower than the rudo's level, the accomplice does not gain the new level until the rudo gains his next level—until then her new XP total is 1 less than the amount needed to attain the next level and she gains no additional XP until you advance.

If the rudo releases his accomplice from service, he may gain a new one by scouting for potential candidates in a city or large town where professional athletes, wrestlers, and other martial competitors can be found, which requires at least 24 hours of uninterrupted scouting. This act can also replace an accomplice who has perished.

This replaces the stable talents normally gained at 4th and 10th level.

WRESTLING RACES

Aasimar

Aasimar who take up the path of the luchador are few indeed, but those who do pursue this path often find that their divinely augmented force of personality and unique appearance make them well suited to the role. Aasimar who embrace their angelic nature often find that the training luchadors undergo to defeat their enemies without causing lasting harm is a great boon in their endeavors. Aasimar generally rely on talents that take advantage of their increased charisma rather than those that rely on pure physical prowess.

Favored Class Bonus: Add +1/4 to the additional damage granted by submission specialist.

Alraun

Though physically frail, alraun often find themselves drawn to the path of the luchador, since the benefits of wearing a mask often protect them from having their true nature uncovered while their celebrity status allows them to mingle freely across multiple social circles. The alraun rely on their high Charisma to protect them and assist them in

quickly disabling their foes, and try to avoid drawn out engagements since their low Constitution means they may not have the staying power for a long fight. Draide alraun are particularly likely to pursue the wrestling arts since their viney grip makes them highly efficient grapplers.

Favored Class Bonus: Add +1/4 to combat maneuver checks made against a grappled opponent.

Cecaelia

While cecaelia rarely pursue the path of the luchador, those who do find that their racial gifts make them well suited to the task. The cecaelia's many tentacles give them options while grappling that other races simply can't match, and they often enjoy a psychological edge simply because their unique physiology is unnerving to many bipedal opponents. Most cecaelia who take up the luchador's mask follow the path of the freestyler, snatching up chairs and other items to wield as improvised weapons and using their race's natural agility to compensate for their alien and withdrawn nature.

Favored Class Bonus: Add +1 to the luchador's CMD when resisting trip or grapple attempts.

Cherufe

It may come as no surprise that a race who can ooze lava from their skin or gnash their enemies to shreds with razor sharp teeth are drawn to the arts of close quarters combat. Indeed, the main barrier for cherufe considering taking up the luchador's mantle is remembering to leave at least a few challengers alive! Amet cherufe and zavr cherufe are equally adept grapplers and enjoy using their race's natural gifts for leaping and pouncing, though the fiery amet cherufe are more likely to learn the oil wrestler's arts while zavr cherufe generally prefer to follow the sumo's path, supplementing their already fierce physical might by massively increasing their bulk.

Favored Class Bonus: Add +1/4 to damage dealt to a grappled opponent.

Created

The created may have been brought into being for nearly any purpose, including as performing athletes. The created's unusual physiology means they can be truly unpredictable opponents in fighting arenas, providing both unique challenges and thrilling entertainment. Many professional sporting organizers specifically seek out created with multiple arms or other highly unusual physical attributes, both as a draw for the crowds and to confound established wrestlers who are no longer challenged by more traditional opponents.

Favored Class Bonus: Add +1 to the luchador's CMD when resisting two combat maneuvers of the character's choice.

Cuazaj

While poorly suited to being luchadors, with their small, brittle bodies and relatively weak frames, some cuazaj still find their way into luchador stables or similar training facilities. Despite their physical limitations, or perhaps in a prideful drive to challenge and overcome them, some cuazaj still choose to don the mask and test their bodies against powerful opponents. Cuazaj are often drawn to stables that teach the freestyle school of wrestling, finding that their racial gifts for aerial mastery mesh well with the freestyler's high-flying acrobatics, and that the occasional table or stool is a useful supplement to their relatively weak unarmed damage.

Favored Class Bonus: Add +1/4 to the luchador's CMB to perform a grapple, and to damage dealt with improvised weapons.

Dwarves

Many a robust dwarf has proudly proclaimed that it was the dwarven clans who invented the honorable sport of sumo wrestling. There are few things dwarves love more than a challenge, and their race has long taught its children special techniques for combatting much larger foes, so perhaps there is more than a little truth to this wild claim.

While most dwarven warriors lack the flair or showmanship of other races, their powerful frames and hardy constitutions more than compensate for their gruff demeanors.

Favored Class Bonus: Add +1 to the luchador's CMD to resist a bull rush or grapple.

Elves

Perhaps the least likely of the races to take up the luchador's arts, the slender frames and scholarly traditions of elvenkind mean that only elves far from their homelands and surrounded by other races are likely to even be exposed to a true wrestling stable. Occasionally, managers of such stables may seek out an elven recruit, hoping their natural agility can be trained into stunning martial acrobatics. Eminently unsuited to the path of the sumo, elven luchadors typically learn either freestyle or oil wrestling, though elves raised in woodland homes are more likely to pursue freestyle techniques as the flamboyant and combustible techniques of oil wrestling often strike them as dangerous and irresponsible.

Favored Class Bonus: Add +1 to Acrobatics checks made to jump or as part of a charge.

Fenghuang

Fenghuang are perhaps the most likely and the most unexpected race to hear the call of the luchador. Despite their lack of fingers, the fenghuang's talons and beaks are more than enough to give them sure purchase on an opponent, and there's no suplex quite as spectacular as one performed by a creature flying 30 feet above the ring! With their inhuman agility and colorful personalities, the fenghuang's only barrier to being truly spectacular luchadors is their relatively fragile physiologies. Most fenghuang prefer to gain an aerial advantage and then drop their grappled foes to the earth rather than engage in prolonged bouts of land-bound grappling or close quarters fighting.

Favored Class Bonus: The luchador treats their Strength score as +1/2 higher when determining their carrying capacity and load limits.

Gnomes

Despite their small stature, the hardy and sociable gnomes are natural luchadors. Gnomish stables are usually unique to a specific family of gnomes, with gnomish fathers teaching their wrestling techniques to their children in an ages old cycle. Occasionally gnomes with a spark of wanderlust will stray from their family territories, and a rare few even teach their techniques to students from other races. Many gnomes master the techniques of the sumo, surprising opponents who underestimate them due to their small size with unexpected doughtiness.

Favored Class Bonus: Add +1 to the DC to Intimidate or perform a Bluff check to feint against the luchador while he has corazon.

Goblins

Despite being perhaps the only race less likely to engage in the luchador's arts than elves, occasionally a tightly knit goblin clan will develop traditions of unarmed combat sports as a means of intra-clan conflict resolution. Goblins who choose to don the mask tend to prefer combat techniques that would be frowned upon in areas where the wrestling arts are more formalized, relying on improvised weapons such as chairs and table legs, and using any dirty trick they can think of to gain an advantage in combat.

Favored Class Bonus: Add +1 to Diplomacy and Intimidate checks made while the luchador has corazon.

Half-Elves

Most half-elves who become luchadors are trained at a wrestling stable in the homeland of their human parents. The half-elf's natural gift for moving between two worlds makes them naturals at switching between their social and masked personas, and many half-elves find that earning respect and glory in a professional fighting circuit can buy them a level of acceptance amongst their human peers they would otherwise struggle to attain. Half-elves seeking approval from their elven peers may hide their partially human features behind their masks until they perform some great service for the elven people, winning respect that not even the most disapproving elvish elder can deny.

Favored Class Bonus: Add +1 to Diplomacy and Bluff checks made while the luchador has corazon.

Half-Orcs

There is a legend told amongst orcish tribes that the first luchador was a half-orc. Son of an orcish shaman and a human mother who died during childbirth, the boy was raised amongst the orcish clans, beaten and ostracized by the larger, stronger orcish boys. When he eventually ran away to try and find a place amongst the human cities, he discovered that the many beatings he'd taken at the hands of his full-blooded brethren had made him tougher and stronger than his human peers. Perfecting his martial techniques in human lands, he eventually returned to the orcish home of his youth, a mask wrapped around his face to hide his human features. Challenging the strongest orcs of the tribe to battle one by one, the warrior claimed chieftainship of the tribe, only removing his mask after the last of his childhood bullies lay beaten at his feet.

Favored Class Bonus: Increase the total number of negative hit points you can reach before dying by 2.

Halflings

Agile and charismatic, particularly plucky halflings find themselves drawn to the call of the luchador. Though their small and slender frames are ill-suited to some forms of grappling, their natural gifts for acrobatics, outgoing personalities, and uncanny luck make them marvels in

performance combat arenas and terrors in less regulated forms of combat.

Favored Class Bonus: Add +1 to the luchador's Escape Artist attempts and to Acrobatics checks made to move without provoking an attack of opportunity.

Humans

Ambitious and adaptable, humans are by far the most prolific luchadors in the world. Most human cities of any meaningful size sport at least one prestigious wrestling stable, and in some kingdoms wars have been decided without a single casualty when the ruling kings agreed to settle their disputes by sending their greatest champions into the ring. In many cities, young nobles take up the luchador's arts as a means of impressing their peers, and using the nominal disguise of their masks to avert the shame to their families of having a child dabbling in performance combat.

Favored Class Bonus: Add +1 to the luchador's CMD to resist two combat maneuvers of the character's choice.

Leshy

The hardy and amiable leshy occasionally enter wrestling stables when visiting other races' lands, particularly if a creature they've chosen to study also undertakes the training. Due to their slow and somewhat clumsy forms, leshy rarely take up the freestyle school, and their vulnerability to fire makes them highly unlikely to pursue schools that practice the volatile arts of the oil wrestler. Despite that, leshy who train in a sumo stable often rise to become star students and athletes, becoming immovable and deeply rooted obstacles for their foes.

Favored Class Bonus: Add +1 to the luchador's CMD to resist bull rush or reposition maneuvers.

Merfolk

It is not uncommon for port cities to feature at least one merfolk luchador amongst their wrestling and fighting circuits, as the half piscine humanoids' lack of legs keeps them safe from many crippling leg bars and holds, and often confuses their opponents who are used to fighting more traditional opponents. The merfolk themselves often enjoy having such a champion representing their people amongst the landbound races, as it serves to create common grounds for discussion and often makes the ocean-dwellers more relatable to races that might otherwise hold strange superstitions or prejudices against the merfolk.

Favored Class Bonus: Add +1 to the luchador's CMD to resist grapple maneuvers, and to Escape Artist checks made to escape a grapple.

Orcs

While the orcish tribes have many long-standing traditions of various forms of martial and physical competition, the path of the luchador is rarely trod by those of pure orcish descent. Many orcs claim that an orc who must hide his

face may not truly be an orc at all, though this particular stance may be rooted in some ancient shame of the orcish people. Orcs who do choose to train in the arts of masked wrestling often seek out a sumo stable, finding that their natural size and girth make them naturals at that particular sport.

Favored Class Bonus: Treat your unarmed strikes as +1/6 size categories larger.

Sidhier

As a people long used to dealing with distrust or even outright persecution, many sidhier find that taking up the luchador's mask actually provides them with a certain degree of societal acceptance and protection that they might otherwise struggle to find. The luchador's mask allows them to hide their more obvious fey features in the ring, earning adulation and applause, but can be quickly removed when a wrestling match or sporting event proves to be the essential alibi that saves them from unjust accusations. In some cities, there are even whispers of sidhier cabals where several sidhier share a single mask, allowing one luchador to provide an alibi and cover identity for several sidhier at once.

Favored Class Bonus: Add 1 round to the total number of rounds per day the sidhier may use their planar balancer racial ability.

Tatulani

The tatulani have no traditions of sporting competition or martial schools, at least none that any tatulani born in the last 500 years is aware of. With cerebral personalities and alien mindsets, the tatulani have little cause to don the mask and enter the ring, yet the occasional rebellious tatulani youth may find himself recruited by an enterprising stable master as a unique oddity, an attraction that may catch the eye of even the most jaded wrestling fan.

Favored Class Bonus: Treat the luchador's CMD as +1 higher when determining the DC of Escape Artist checks made by opponent's trying to escape the luchador's grapple.

Tieflings

Like many others who come from races or social groups accustomed to discrimination or fear, tieflings see the luchador's arts as an opportunity to conceal (or for the right luchador, accentuate) the parts of themselves that would otherwise draw negative reactions and revel in the applause and adulation of those who would normally despise them. Often predisposed to being outcasts or loners, tiefling luchadors often enjoy a rich social life that others of their ilk can only envy.

Favored Class Bonus: Add +1 to Disguise checks made to appear as a non-tiefling humanoid.

NEW FEATS

While many of the feats below are tailored to grant the greatest benefits to luchadors and similar heroes, they can be taken by any character who qualifies.

Cloaked Throw [Combat]

You quickly distract your enemy and then hurl them to the ground.

Prerequisites: Improved Grapple, Shoulder Throw, Bluff 5 ranks.

Benefit: When you make a successful bluff check to feint in combat, you may spend an attack of opportunity to attempt a grapple check against your opponent. If successful, you must immediately use the throw ability granted by Shoulder Throw against that opponent, as though you had successfully maintained a grapple against them.

Dragon Cyclone [Combat]

Etching your limbs with exquisite art, your body truly becomes a weapon.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Acrobatics 5 ranks.

Benefit: While using Dragon Style, you may execute a grapple attempt in place of the attack normally granted at the end of a charge. If successful, you may make an

Acrobatics check with a DC equal to the grappled opponent's CMD. On a success, the opponent takes damage equal to your normal unarmed strike damage and falls prone. On a failure, the opponent takes no damage and you land prone instead.

Dragon's Tattoos

Etching your limbs with exquisite art, your body truly becomes a weapon.

Prerequisites: Improved Unarmed Strike, Craft (tattoos) 5 ranks.

Benefit: You learn how to adorn yourself with the sacred tattoos that are said to have been first conceived by an ancient monk known only as "the Dragon". Covering your body in these intricate tattoos, etched by your own hand, your limbs and unarmed strikes are now treated as masterwork weapons, and may be enchanted just as any other masterwork weapon. Enchantments applied via this ability apply to all unarmed strikes you make, regardless of the limb you choose to use; essentially, your entire body is treated as a single weapon.

Drokick [Combat]

Throwing yourself into the air, you smash into your enemy feet first.

Prerequisites: Improved Unarmed Strike, base attack bonus +6 or monk level 5.

Benefit: When you charge an opponent and make only a single unarmed strike at the end of the charge, you may roll your damage dice twice and add 1-1/2 times your Strength bonus to the damage dealt (instead of your normal Strength damage).

Eagle Strikes the Serpent [Combat]

Your hands are talons, tearing and pummeling with equal ease.

Prerequisites: Improved Unarmed Strike, base attack bonus +6 or monk level 5.

Benefit: Your unarmed strikes can now deal bludgeoning or piercing damage, chosen at the time you make the

attack. Whenever you deal piercing damage to an opponent with at least two unarmed strikes in a single round, that opponent takes a -1 penalty on all attacks made until the start of your next turn.

Eye Gouge [Combat]

They never see it coming, and now they'll never see anything again.

Prerequisites: Eagle Strikes the Serpent, Improved Unarmed Strike, base attack bonus +15 or monk level 11.

Benefit: When using the attack action to make an unarmed strike dealing piercing damage, if your attack is successful the opponent must make a Fortitude save (DC 10 + 1/2 total hit dice + Dexterity modifier) or be blinded. Creatures without eyes are unaffected by this effect. Creatures with multiple eyes lose the use of two eyes, but



are otherwise unaffected unless they have lost the use of all of their eyes.

Giantslayer [Combat]

Your martial training and natural heartiness are the only tools you need to tackle even the mightiest foes.

Prerequisites: Con 13, base attack bonus +5.

Benefit: When performing or resisting a combat maneuver against a foe who is at least 1 size category larger than yourself, you gain a bonus to your Combat Maneuver Bonus and Combat Maneuver Defense equal to +1 per size category larger than yourself the opponent is (for example, a Small character would gain a +4 bonus to resist or perform combat maneuvers against a Gargantuan opponent). In addition, you can use combat maneuvers against targets 1 size larger than would normally be allowed (e.g., although normally a creature cannot Pull a target more than 1 size category larger than itself, a character with this feat could Pull targets up to two size categories larger than itself).

Grasp of the Elements [Combat]

Wreathing your entire body in elemental power, your grasp sears foes with the powers of creation.

Prerequisites: Elemental Fist, Improved Grapple.

Benefit: You may declare the use of your Elemental Fist ability any time you initiate or maintain a grapple, dealing the selected energy damage to your grappled opponent on a success. In addition, you gain a number of additional Elemental Fist uses equal to the higher of your Wisdom or Charisma modifiers.

Masked Intentions

The mask hides your true self, while revealing the secrets others keep hidden.

Prerequisites: Dual identity class feature

Benefit: While in your vigilante or masked persona, as long as your face is hidden by a mask, hood, or similar covering, you gain a +2 bonus on Bluff and Sense Motive checks. For every 5 ranks you have in either of these skills, the bonus to that skill increases by +1.

Nosebreaker [Combat]

Nobody wins in a headbutt... except you.

Prerequisites: Improved Unarmed Strike, base attack bonus +6 or monk level 5.

Benefit: Whenever an opponent succeeds at a combat maneuver check against you to initiate, maintain, break, or reverse a grapple, as long as the check would not result in you being pinned or swallowed whole they provoke an attack of opportunity from you. This attack of opportunity may only be made with an unarmed strike.

Shoulder Roll [Combat]

You have mastered a defensive technique for using your shoulder to deflect blows and set up counter punches.

Prerequisites: Improved Unarmed Strike, base attack bonus +5 or monk level 5.

Benefit: Once per round, when an opponent makes a melee attack against you, you may spend an attack of opportunity to add a +1 dodge bonus to your AC against that attack. This bonus increases by +1 for every two points of base attack bonus you have above +5 (maximum +5). If the attack misses you, you may immediately make an unarmed strike attack against that opponent.

Shoulder Throw [Combat]

You specialize in slamming your opponent to the ground after successfully tackling them.

Prerequisites: Improved Grapple, base attack bonus +5 or monk level 5.

Benefit: When you make a successful combat maneuver check to maintain a grapple, you may spend an attack of opportunity to throw the target prone in any square you threaten, dealing your unarmed strike damage to them. If you throw the target into an occupied square, the occupying creature may choose to avoid the target and immediately move directly back into the nearest unoccupied square. If the occupying creature does not choose to avoid the target, both creatures take damage equal to your unarmed strike.

Special: A luchador may apply his bonus damage from the submission specialist class feature to the damage dealt by this ability, dealing nonlethal damage to all affected creatures.

Suplex [Combat]

When you put someone down, they stay down.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +11 or monk level 8.

Benefit: When you maintain a grapple against an opponent you have already pinned, you may lift your opponent into the air and smash them into the ground. You deal your unarmed strike damage to the opponent, automatically threatening a critical hit and rolling to confirm as normal. If this critical threat confirms successfully, the opponent is stunned for 1d4 rounds and lands prone in an unoccupied square adjacent to you. Using this ability does not break your grapple on the opponent.

Tag Team [Combat, Teamwork]

Sometimes, the best strategy is knowing when to let someone else take over.

Prerequisites: Coordinated Maneuvers.

Benefit: While you and an ally who also has this feat are adjacent to the same opponent, if you or your ally is currently grappling the opponent you are both adjacent to, the grappling character may choose to release the grapple as a free action that can be taken even when it is not their turn, and the other adjacent character may attempt a grapple check as an immediate action. If the new grapple check is successful, the new grappler treats the check as though he had successfully maintained a grapple, and may take any actions normally available when a grapple is successfully maintained.

Titan Breaker [Combat]

You are the bane of those who believe they stand atop the world.

Prerequisites: Con 15, Giantslayer, base attack bonus +10.

Benefit: The bonus granted by your Giantslayer feat when performing or resisting a combat maneuver against

a foe who is at least 1 size category larger than yourself increases to +2 per size category larger than yourself the opponent is. In addition, you can now use combat maneuvers against targets 2 size categories larger than would normally be allowed (instead of just 1 size category as allowed by the Giantslayer feat).

ITEMS & EQUIPMENT

Included in this chapter are a variety of items, both magical and mundane, that are particularly useful for luchadors and others who practice the wrestling arts, though most any character may find a use for them.

Goods and Services

| Item | Cost | Weight |
|----------------------------|-------|---------|
| Canvas Mask | 1 cp | 1 lb. |
| Silk Mask | 10 gp | 1/2 lb. |
| Steel-backed folding chair | 5 gp | 15 lbs. |
| Steel-backed folding table | 20 gp | 40 lbs. |
| Wrestling oils | 1 gp | 1 lb. |

Canvas Mask: This plain canvas mask can be worn over the face, hiding the wearer's features, and is commonly used by poor rookie luchadors (or enterprising highwaymen seeking to avoid identification). Characters wearing a canvas mask gain a +1 circumstance bonus to Disguise checks to avoid being identified as themselves, but suffer a -1 penalty to Diplomacy checks.

Silk Mask: This fine, brightly colored silk mask is the standard garb of well-to-do luchadors, hiding their face while emphasizing their success and status. Characters wearing a silk mask gain a +1 circumstance bonus to Disguise checks to avoid being identified as themselves.

Steel-Backed Folding Chair: Much like a standard folding chair, this has a wooden frame and canvas seat and back, making it easy to transport and set up wherever you wish, but is reinforced with steel plates inserted into the back and seat. It folds up easily and fits in a handy carrying bag. The chair can support up to 500 pounds with ease. When used as an improvised weapon, the steel-backed folding chair is treated as a Medium weapon dealing 1d8 bludgeoning damage with 10 hardness and 30 hit points.

Steel-Backed Folding Table: Much like a standard folding table, this wooden table has jointed legs and a hinge down the middle, though the wood is reinforced with steel plates. When fully extended, it is a 2-foot-by-4-foot table, but collapses down to 2 feet by 2 feet by 2 inches. Setting up the table is a full-round action; collapsing it is 2 full-round actions. When used as an improvised weapon, the steel-backed folding table is treated as a Large weapon

dealing 1d12 bludgeoning damage with 10 hardness and 60 hit points.

Wrestling Oils: This vial contains a single dose of the specially prepared lubricants used by oil wrestlers to slick their limbs and torsos, making them more difficult to grasp or hold. When used by an oil wrestler, these oils allow him to use abilities like greased wrestler once without consuming the oils he has applied to himself. When used by anyone else, they provide the user with a +1 circumstance bonus to CMD against grapple, reposition, and drag maneuvers.

Wondrous Items

The below items include the crafting prerequisites and auras for both items made by traditional spellcasters and items created by spellcasters using the crafting system as described in Spheres of Power.

Azure Demon's Mask

Aura moderate necromancy or moderate Death; CL 8th

Slot Head; **Weight** 1 lb.; **Price** 25,000 gp

DESCRIPTION

This rich blue silk mask has the snarling maw of a demon stitched across the face, lending the wearer a truly fearsome mien. Whenever the wearer of this mask deals lethal damage with an unarmed strike or natural attack to an opponent whose hit dice are equal to or greater than his own, he heals a number of hit points equal to half the damage dealt (rounded down) up to a total of his normal maximum hit points. This power comes at a price however; whenever the wearer is subject to an effect that deals negative energy damage, all variable numeric effects of the effect are maximized, treated as though they had dealt the maximum possible amount. Whenever the wearer is subject to an effect that inflicts negative levels upon him, the number of negative levels inflicted is increased by 1.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *vampiric touch* or Craft Rod, Death sphere, Vampiric Strike; **Cost** 12,500 gp

Championship Belt

Aura moderate abjuration and transmutation or moderate Protection and Enhancement; CL 12th

Slot belt; **Weight** 1 lb.; **Price** 12,000 gp (+1/+2), 48,000 gp (+2/+4), 108,000 gp (+3/+6)

DESCRIPTION

Championship belts are heavy leather belts covered with large golden medallions, crafted for unarmored warriors who rely on physical skill and toughness to face their challenges. The belt grants the wearer a deflection bonus to AC of +1, +2, or +3 and an enhancement bonus to Strength and Constitution of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. Whenever the wearer of this belt renders an opponent whose hit dice are greater than his own unconscious, the deflection bonus to AC offered by this belt is doubled for the next 24 hours. Whenever the wearer of this belt successfully pins an enemy who is at least 1 size category larger than himself, the enhancement bonuses to Strength and Constitution granted by this belt increase by +2 for the next 24 hours.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *bull's strength*, *cat's grace*, and *shield of faith*, or Forge Ring, Enhancement sphere, Protection Sphere; caster must be of a level at least three times the granted deflection bonus; **Cost** 6,000 gp (+1/+2), 24,000 gp (+2/+4), 54,000 gp (+3/+6)

Luchador's Laces

Aura faint transmutation or faint Time; CL 3rd
Slot feet; **Weight** 1 lb.; **Price** 5,500 gp

DESCRIPTION

Whenever the wearer of these boots uses the charge or run action, they gain a +20 ft. enhancement bonus to their base land speed. In addition, if the wearer makes an Acrobatics check at any point during a charge or run action, they may treat any natural 1 or 2 rolled on the check as a 3.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *expeditious retreat*; or Craft Rod, Time sphere, Improved Haste; **Cost** 2,750 gp

Mask of the Saint

Aura moderate conjuration or moderate Life; CL 8th
Slot Head; **Weight** 1 lb.; **Price** 25,000 gp

DESCRIPTION

The wearer of this pure white mask gains the ability to take the wounds and ailments of others upon himself. Three times a day, the wearer may touch a target creature as a standard action, taking a number of points of damage equal to his class level and healing the touched creature for 4 times that amount. Twice a day, the wearer may touch a poisoned creature as a standard action, curing them of the poison while making a new save at the poison's original DC. If the wearer fails this save, he suffers the effects of the poison as though he had just been freshly exposed to it. Once a day, the wearer may touch a diseased creature as a standard action, curing them of the disease while making a new save at the disease's original DC. If the wearer fails this save, he suffers the effects of the disease as though he had just been freshly exposed to it. In addition, any healing spell or ability targeting the wearer of this mask automatically heals an additional 2 points per dice rolled.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *cure serious wounds*, *neutralize poison*, *remove disease*; or Craft Rod, Life sphere, Greater Healing **Cost** 12,500 gp

Mask of the Técnico

Aura faint transmutation or faint Enhancement; CL 1st
Slot Head; **Weight** 1 lb.; **Price** 2,500 gp

DESCRIPTION

Each time the wearer of this brightly colored mask succeeds on a combat maneuver attempt, they gain a +2 competence bonus on the next combat maneuver check they attempt. This attempt must be made before the end of their next turn or this benefit is wasted.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *bull's strength*, *cat's grace*; or Forge Ring, Enhancement sphere, Physical Enhancement **Cost** 1,250 gp

Rudo's Mask

Aura faint necromancy or faint Mind; CL 5th
Slot Head; **Weight** 1 lb.; **Price** 15,000 gp

DESCRIPTION

Three times a day, the wearer of this fiercely visaged mask, may make an Intimidate check as a swift action, to attempt to demoralize all enemies in a 30 ft. cone. The wearer makes one check and then uses the result when determining whether or not each enemy within the area of effect is affected.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *fear*; or Forge Ring, Mind sphere, Fear; **Cost** 7,500 gp

Vial of Renewing Oil

Aura faint conjuration or faint Creation; CL 5th
Slot none; **Weight** 1 lb.; **Price** 500 gp

DESCRIPTION

This vial provides 1 dose of wrestling oils. Every hour, this vial slowly refills, providing 1 additional dose. Once the vial is full, it will not produce an additional dose until the current one is consumed. When the oil poured from this vial is applied to a creature, any applications from a previous use still in effect immediately dissipate.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *grease* or Creation sphere; **Cost** 250 gp



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THE LUCHADOR

Presented by Drop Dead Studios, the Luchador is a new 20-level Monk/Vigilante hybrid class for the Pathfinder Roleplaying Game. These masters of the ring traverse the world in search of greater and greater foes to battle, keeping their real identities a secret so their masked identities can become truly larger than life.

Like the vigilante, the luchador lives a double-life: one as an unassuming citizen, and one as a great hero of the people. Unlike the vigilante, who hides their identity to protect their loved ones from reprisals, the luchador wears a mask to inspire those around him with his inhuman feats of strength, allowing him to move unassumingly around society while his masked identity's fame spreads abroad.

The luchador is a master of grappling, unarmed combat, and manipulating their enemies around the battlefield before lining up the finishing blow. Through their stable talents, a luchador can become an expert at any of three different styles of combat, breaking down their enemy's strength before knocking it unconscious with their submission specialization. Unlike other adventurers, the luchador excels at defeating their enemies in spectacular fashion while keeping the villain alive—for how can the fallen return for the rematch of the century if they are not alive to seek one?

This book not only details the luchador class, but also includes new feats, magic items, favored class bonuses, and racial information to help both players and GMs make the most of this new class, as well as better integrate them into a campaign.

