



## SPACE LUCHADOR

On the planet Luchamundo in the Estrella System, races from all over the cosmos travel to test their mettle as the galaxy's greatest fighters: space luchadors. To a cacophony of trumpets, they rise from the pits below the megacoliseums, cloaks billowing in the great winds of Luchamundo. Masked men and women all, these warriors of the mat dazzle millions with their high flying moves, technical prowess, and powerful fists and feet (or even tentacles).

Whether by choice or through enslavement, these muscle-bound, galactic knights learn the greatest fighting moves seen anywhere.

### CREATING A SPACE LUCHADOR

As you make your space luchador character, think about what led you to a life of gladiatorial combat. Were you a slave forced into the ring? Did you see a luchador broadcast on Galactivision-1 and wanted to emulate him or her? Or did you become a luchador so you could hide yourself in plain site?

Consider what made you leave the life of the arena behind. Did you accidentally kill someone in the ring, and now you're on the run from space criminals? Maybe you freed yourself from the bonds of slavery. Or perhaps you just wanted to try testing yourself against bigger and better opponents.

Space luchadors have no real alignment preference, although they typically come in two types. **Faces** tend to be lawful good, always doing what's best for others and following all the rules. On the other hand, **heels** are neutral evil, doing whatever they can to cause harm to their opponents.

### QUICK BUILD

You can make a space luchador quickly by following these suggestions. First, make Constitution your highest ability score, followed by either Strength or Dexterity. Second, choose the gladiator background.

## CLASS FEATURES

As a space luchador, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d12 per space luchador level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per space luchador level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** Simple weapons, rad pistols

**Tools:** None

**Saving Throws:** Strength, Constitution

## THE SPACE LUCHADOR

Level	Proficiency Bonus	Brawling	Maximum Power Points	Moves Known	Move Level	Features
1st	+2	1d4	—	—	—	Unarmored Defense, Brawling, Lucha Mask
2nd	+2	1d4	2	2	1st	Wrestling Moves, Top Rope Shuffle
3rd	+2	1d4	3	3	1st	Fighting Style, No-Sell
4th	+2	1d4	4	4	1st	Ability Score Improvement
5th	+3	1d6	5	5	2nd	Fighting Style feature
6th	+3	1d6	6	6	2nd	Empowered Strikes
7th	+3	1d6	7	7	2nd	Lucha Resistance, Showboat
8th	+3	1d6	8	8	2nd	Ability Score Improvement
9th	+4	1d6	9	9	3rd	Crash Lander
10th	+4	1d6	10	10	3rd	Lucha Durability
11th	+4	1d8	11	10	3rd	Fighting Style feature
12th	+4	1d8	12	11	3rd	Ability Score Improvement
13th	+5	1d8	13	12	4th	Epic Presence
14th	+5	1d8	14	12	4th	Fighting Style feature
15th	+5	1d8	15	13	4th	Undefeatable
16th	+5	1d8	16	13	4th	Ability Score Improvement
17th	+6	1d10	17	14	5th	Finishing Move
18th	+6	1d10	18	14	5th	Fighting Style feature
19th	+6	1d10	19	15	5th	Ability Score Improvement
20th	+6	1d10	20	15	5th	Come Out Swinging

**Skills:** Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception, and Performance

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) a folding chair you can use as an improvised weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- a luchador mask and a rad pistol

### UNARMORED DEFENSE

While you are not wearing any armor or carrying a shield, your Armor Class equals 10 + your Dexterity modifier + your proficiency bonus.

### BRAWLING

At 1st level, your knowledge of wrestling moves makes you a formidable opponent not just in the ring, but just about everywhere else, too. You gain the following benefits while you are unarmed:

- You are proficient with improvised weapons.

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike and improvised weapons. This die changes as you gain space luchador levels, as shown in the Brawling column of the Space Luchador table.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

### WHAT IS A RAD PISTOL?

A rad pistol is a martial ranged weapon available to characters in DMDave's *Blueshift* campaign setting. If you are playing in a strictly fantasy campaign setting, feel free to substitute another ranged weapon.

**Rad Pistol.** *Martial Ranged Weapon:* range 50/150 ft. *Hit:* 2d6 radiant damage. Instead of dealing damage, you can force the target to make a DC 11 Constitution saving throw or become stunned until the end of its next turn.

## LUCHA MASK

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Your mask is the source of your power. If your mask is removed for any reason, you cannot gain power points or use your wrestling moves until you replace the mask over your face.

If your mask is destroyed or lost, you must replace it. You must perform a special ritual that takes 8 hours and 25 gp in materials and special incense. At the end of the ritual, you magically bond with the new mask and can put it over your face.

## WRESTLING MOVES

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Starting at 2nd level, you learn new fighting tactics and maneuvers that give you an edge in combat called wrestling moves. Wrestling moves are fueled by an internal reservoir of energy known as Power Points.

### POWER POINTS

Certain attacks and features allow you to build up a reserve of internal energy called Power Points. To use one of your wrestling moves, you must expend the requisite power points cost as shown in the wrestling moves' description.

You can gain power points one of the following ways:

- After each short and long rest, you gain 2 power points.
- When you hit a hostile creature with your unarmed strike attack you gain 1 power point.
- Some class features also allow you to gain extra power points.

The number of power points you can gain is limited by your levels in this class as shown on the Maximum Power Points column of the Space Luchador table.

When you spend a power point, it is unavailable until you regain it. You lose all unspent power points when you start a long rest.

### WRESTLING MOVES KNOWN OF 1ST LEVEL AND HIGHER

At 2nd level, you know two 1st-level wrestling moves of your choice from the wrestling move list detailed at the end of this class description.

The Moves Known column of the Space Luchador table shows when you learn more wrestling moves of your choice. A move you choose must be of a level no higher than what's shown in the table's Move Level column for your level. When you reach 6th level, for example, you learn a new wrestling move, which can be 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the wrestling moves you know and replace it with another move from the wrestling moves list, which also must be of a level you can learn.

### WRESTLING ABILITY

Strength or Dexterity (your choice) is your wrestling ability for your space luchador wrestling moves, so you use your chosen ability whenever a wrestling move refers to your move ability. In addition, you use your chosen ability modifier when setting the saving throw DC for a wrestling move you perform and when making an attack roll with one.

**Wrestling save DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

**Wrestling attack modifier** = your proficiency bonus + your Strength or Dexterity modifier (your choice)

## TOP ROPE SHUFFLE

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At 2nd level, you climb faster than normal; climbing no longer costs you extra movement. In addition, you make all Strength (Athletics) checks made to climb with advantage.

## FIGHTING STYLE

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Starting at 3rd level, you adopt a particular fighting style which directs your overall choice in features and fighting abilities: High-Flyer, Powerhouse, or Tecnico, all detailed at the end of this class description. Your fighting style grants you features at 3rd level, and again at 5th, 11th, 14th, and 18th level.

### SIGNATURE MOVES

Each fighting style has a list of wrestling moves—its signature moves—that you gain at the space luchador noted in the fighting style description. Signature moves don't count towards the total number of wrestling moves that you know.

## NO-SELL

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Also at 3rd level, you can use your reaction to gird yourself against an incoming melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Constitution modifier + your space luchador level.

If you reduce the damage to 0, you gain one power point.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EMPOWERED STRIKES

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Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## LUCHA RESISTANCE

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At 7th level, you are remarkably durable, able to withstand a great amount of punishment from certain effects such as a white dragon's cold breath or the cloudkill spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



## SHOWBOAT

Starting at 7th level, if you start your turn in combat with half of your hit points remaining and you aren't incapacitated, you can use your bonus action to psyche yourself up, flexing, smack-talking, and making intimidating gestures as you do. You regain hit points equal to 1d6 + half your space luchador level.

You can use this feature a number of times per day equal to your Charisma modifier (minimum of once), and regain all expended uses after you complete a long rest.

## CRASH LANDER

Starting at 9th level, if you fall from a height of 20 feet or less, you take no damage, and if you fall from a height greater than 20 feet you take only half damage.

## LUCHA DURABILITY

At 10th level, you become unnaturally tough. As long as you have one power point remaining, you have resistance to bludgeoning damage.

## EPIC PRESENCE

Beginning at 13th level, you gain proficiency in Charisma saving throws. In addition, you have advantage on all Charisma ability checks used to interact with other people.

## UNDEFEATABLE

Starting at 15th level, whenever you make a saving throw and fail, you can spend 1 power point to reroll it and take the second result.

## FINISHING MOVE

At 17th level, choose one of the wrestling moves that you know as your finishing move. The move must be a strike, hold, or throw, and it must only target one creature. When you perform your finishing move on a creature that has half its hit points or less, it must make a Constitution saving throw against your move ability DC. On a failed save, double the damage of the attack against the creature.

Once you use this feature, you can't use it again until you complete a short or long rest.

## COME OUT SWINGING

At 20th level, when you roll for initiative and have no power points remaining, you gain 4 power points.

## FIGHTING STYLES

Three styles of fighting are common among all space luchadores that grace the rings of Luchamundo. Typically, a luchador learns one method and focuses on that style for its entire fighting career.



## HIGH-FLYER

High-flyers sail above the mats, landing jump kicks, flying clotheslines, and other dextrous moves. They are often the Davids to the Powerhouse's goliaths, able to conquer larger and stronger opponents with a flurry of quick attacks. Although high-flyers tend to be smaller luchadores, there are a few larger luchas who've made quite the career out of flying high.

### SIGNATURE MOVES

You learn extra wrestling moves at the space luchador levels listed in the High-Flyer Signature Moves table.

### HIGH-FLYER SIGNATURES MOVES

Space Luchador Level	Move
3rd	<i>flurry of blows</i>
5th	<i>dropkick</i>
9th	<i>diving move</i>
13th	<i>knifehand chop</i>
17th	<i>leap of the gods</i>

### JUMPER

When you choose this fighting style at 3rd level, your speed increases by 10 feet and your jump distance is doubled while you are not wearing armor or wielding a shield. Also, when you are prone, standing up uses only 5 feet of your movement.

### EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### SPRINGBOARD

At 11th level, if you are within 5 feet of a Large or larger object, a wall, or another sturdy object (GM's discretion), you can use 5 feet of your movement to spring off the object, using the rest of your movement to jump in the opposite direction. If you move at least 10 feet in a straight line after you spring, you can spend 1 power point and use your bonus action to make a single unarmed strike against a target within reach. On a hit, the target must succeed on a Strength or Dexterity saving throw (target's choice) against your move save DC. On a failed saving throw, the target takes additional damage equal to your brawling die and falls prone in its space. You then land prone in an unoccupied space within 5 feet of the target.

### COUNTER ATTACK

At 14th level, when a creature makes a melee weapon attack against you and misses, you can use your reaction to make a single melee weapon attack against the target.

### FROM ON HIGH

Starting at 18th level, once per turn, when a target fails a Dexterity saving throw against one of your wrestling moves, you gain 1 power point.

## POWERHOUSE

Most powerhouses are tall, stocky, powerful creatures who can level a foe with no more than a single punch. For this reason, those who fight powerhouses know better to get within their reach. Too bad they've got long reach.

### SIGNATURE MOVES

You learn extra wrestling moves at the space luchador levels listed in the Powerhouse Signature Moves table.

#### POWERHOUSE SIGNATURE MOVES

Space Luchador Level	Move
3rd	<i>haymaker</i>
5th	<i>bear hug</i>
9th	<i>choke</i>
13th	<i>chokeslam</i>
17th	<i>head crush</i>

### HUGE REACH

At 3rd level, when you make an unarmed strike on your turn, your reach for it is 5 feet greater than normal.

### BRUTAL ATTACKS

Beginning at 5th level, once per turn, you can add one extra die of damage to an unarmed strike or improvised weapon attack.

### LEVEL 'EM

At 11th level, when you hit a creature with an unarmed strike, you can choose to spend 1 power to attempt to knock the creature down. The target must succeed on a Strength saving throw or be knocked prone and stunned until the end of your next turn.

### BIG FURY

At 14th level, when a creature hits you with a melee weapon attack, you can use your reaction to enter a temporary rage until the end of your next turn. While raging, you add twice your Strength modifier to your damage rolls.

You can use this feature a number of times equal to your Strength modifier (minimum of once). You regain all expended uses after you finish a long rest.

### BEAST MODE

At 18th level, the number of power points you gain when you hit a creature with your unarmed strike increases by 1 to 2.

## TECNICO

The tecnicos are masters of thousands of moves. While the high-flyers prefer to keep their distance and the powerhouses rely on limited attacks to take down their opponents, tecnicos perfect the art of close up combat.

### SIGNATURE MOVES

You learn extra wrestling moves at the space luchador levels listed in the Tecnico Signature Moves table.

#### TECNICO SIGNATURE MOVES

Space Luchador Level	Move
3rd	<i>side headlock</i>
5th	<i>full nelson</i>
9th	<i>camel clutch</i>
13th	<i>pretzel</i>
17th	<i>tangle</i>

### WRESTLING HOLD

Starting at 3rd level when you choose this fighting style, if you make an unarmed strike against a target and it hits you can spend 1 power point to automatically grapple the target.

### EXPERIENCED GRAPPLER

Beginning at 5th level, when you grapple a creature, you deal an additional amount of damage equal to your brawling die. The amount of damage you do increases to two damage dice when you reach the 14th level in this class and to three when you reach the 18th level in this class.

### SNAPMARE

At 11th level, when you grapple a creature, you can spend 1 power point as part of the same action or bonus action to force the target to make a Strength or Dexterity saving throw (target's choice) against your move save DC. On a failed saving throw, the target lands prone in its space.

### THE OL' SWITCHEROO

Starting at 14th level, when a creature makes a melee weapon attack against you and misses, you can use your reaction to spend 1 power point to make a grapple attempt against the creature.

### LOCK UP

At 18th level, once per turn, when a creature fails a Constitution saving throw made against one of your wrestling moves, you gain 1 power point.



# WRESTLING MOVES



This section describes the most common wrestling moves available to a space luchador. This chapter begins with lists of the moves. The remainder contains wrestling move descriptions presented in alphabetical order by name of the move.



## 1ST-LEVEL MOVES

Back Elbow

Clothesline

Double Axehandle

Drop Strike

Haymaker

Hip Toss

Flurry of Blows

Side Headlock

Sidekick

Sleeper Hold

Sweep

Chestslap

DDT

Dropkick

Elemental Fist

Eye Rake

Full Nelson

Headbutt

Lariat

Powerslam

Stomp

Whip

Wrist Lock

Crab Lock

Diving Move

Fearful Flex

Frog Splash

Gorilla Press Slam

Powerbomb

Reversal

Spin Kick

Suplex

Teleport Kick

Whirlwind Attack

Piledriver

Pretzel

Punt

Stooges

Superman

## 5TH LEVEL

Blazing Rush

Dragon Fist

Give Me a Hand

Head Crush

Knock Knock

Leap of the Gods

Ragdoll

Tangle

Thunder Stomp

## 2ND LEVEL

Armbar

Bear Hug

Big Boot

## 3RD LEVEL

Atomic Drop

Camel Clutch

Choke

## 4TH LEVEL

Chokeslam

Conjure Folding Chair

Knifehand Chop

Moonsault

## WRESTLING MOVE DESCRIPTIONS

The wrestling moves are presented in alphabetical order.

### ARM BAR

*2nd-level hold*

**Power Point Cost:** 3

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

Make a grapple attempt against the target. If you succeed, the creature is restrained until the end of your next turn or until the grapple ends. While restrained, the target must make a Constitution saving throw at the start of each of its turns. On a failed saving throw, the target takes 1d10 bludgeoning damage and its arm is broken. While the creature's arm is broken, it can no longer hold things with two hands, and it can only hold a single object at a time. This effect ends for the creature if it receives magical healing. A creature is immune to this effect if it is immune to bludgeoning damage, it doesn't have or need an arm, has legendary actions, or the GM decides that the creature is too big for its arm to be broken with this move. Such a creature takes an extra 1d10 bludgeoning damage from the effect instead.

On a successful saving throw, the target takes half as much bludgeoning damage and its arm isn't broken.

### ATOMIC DROP

*3rd-level throw*

**Power Point Cost:** 4

**Performance Time:** 1 action which you take when you are grappling a creature

Make a melee wrestling attack against the target. If the attack hits, the target takes 6d6 bludgeoning damage and the target must succeed on a Constitution saving throw. On a failed saving throw, the target's movement speed is reduced by 15 feet for 1 minute. The target can repeat its saving throw at the end of each of its turns ending the effect on itself with a success.

The damage this move deals increases by 2d6 at 13th level (8d6) and 17th level (10d6).

### BACK ELBOW

*1st-level strike*

**Power Point Cost:** 1

**Performance Time:** 1 reaction, which you take when another creature grapples you

As long as you are within reach, you make a single unarmed strike against the creature grappling you. On a hit, you deal the damage normal for your unarmed strike and the grapple ends.

## BEAR HUG

*2nd-level hold*

**Power Point Cost:** 3

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature that is the same size category as you or smaller with an unarmed strike or improvised weapon

You make a grapple attempt against the target. If you are successful, the target is restrained and takes bludgeoning damage equal to 2d6 + your Strength modifier at the start of each of its turns as long as it is grappled.

## BIG BOOT

*2nd-level strike*

**Power Point Cost:** 3

**Performance Time:** 1 reaction, which you take when a creature moves 10 feet or more in a straight line towards you and enters a space you can reach

You make a melee wrestling attack against the target. On a hit, you deal 1d12 bludgeoning damage and the target must succeed on a Strength saving throw or fall prone in its space.

## BLAZING RUSH

*5th-level special move*

**Power Point Cost:** 7

**Performance Time:** 1 bonus action

You transform into living fire until the end of your next turn. While in your fire form, you gain the following benefits:

- You gain immunity to fire and poison damage.
- You can move through a space as narrow as 1 inch wide without squeezing.
- A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d10 fire damage.
- You can enter a hostile creature's space and stop there. The first time you enter a creature's space, that creature takes 1d10 fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns.
- You shed bright light in a 20-foot radius and im light in an additional 20 feet.
- Your unarmed strikes deal an additional 2d6 fire damage on a hit.

## CAMEL CLUTCH

*3rd-level hold*

**Power Point Cost:** 4 plus 1 for each subsequent round you maintain the effect

**Performance Time:** 1 action

You make a grapple attempt against a prone target within reach. If the grapple is successful, the target must make a Constitution saving throw. On a failed saving throw, the target takes 1d10 bludgeoning damage plus 1d10 psychic damage and is paralyzed for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. On a successful saving throw, the target takes half as much damage and isn't paralyzed.

On each of your subsequent turns that you continue to grapple the creature, you can use your action to spend 1 power point to maintain the effect, forcing the target to make another saving throw.

## CHESTSLAP

*2nd-level strike*

**Power Point Cost:** 3

**Performance Time:** 1 action

You make an unarmed strike against the target. On a hit, you deal the damage normal for your unarmed strike. In addition, each creature of your choice within 30 feet of the creature that can see the creature must make a Wisdom saving throw. Any creature that can't be charmed automatically succeeds on this saving throw. On a failed saving throw, a target yells "Woo!" (if it is able) and has disadvantage on Wisdom (Perception) checks to perceive any creature other than you until the end of your next turn.

## CHOKE

*3rd-level hold*

**Power Point Cost:** 4 plus 1 additional power point for each subsequent round you maintain the effect

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

You make a grapple attempt against the creature. If you successfully grapple the target, it must succeed on a Constitution saving throw. On a failed saving throw, the target takes 2d10 bludgeoning damage and suffocates until the end of your next turn. On a successful saving throw, the target takes half as much damage and doesn't begin to suffocate.

On each of your subsequent turns that you continue to grapple the creature, you can use your action to spend 1 power point to force the target to make another saving throw or suffer another 2d10 bludgeoning damage and continue to suffocate.

## CHOKESLAM

*4th-level throw*

**Power Point Cost:** 5

**Performance Time:** 1 action

You make an unarmed strike against a target within reach. If the attack hits, the target takes the damage normal for your unarmed strike plus an additional 4d10 bludgeoning damage and falls prone in its space.

The bludgeoning damage this move deals increases by 2d10 when you reach level 17 (7d10).

### CLOTHESLINE

*1st-level strike*

**Power Point Cost:** 1

**Performance Time:** 1 action, which you take immediately after moving at least 10 feet in a straight line

You make an unarmed strike against a creature within reach. On a hit, you deal the damage normal for your unarmed strike and the target must succeed on a Strength saving throw. On a failed save, the creature takes an additional 1d8 bludgeoning damage and falls prone in its space. On a successful saving throw, the creature takes half as much damage and doesn't fall prone.

The additional damage this move deals increases by 1d8 at 9th level (2d8), 13th level (3d8), and 17th level (4d8).

### CONJURE FOLDING CHAIR

*4th-level special move*

**Power Point Cost:** 5

**Performance Time:** 1 bonus action

A folding chair conjured from one of the elemental planes appears in your free hand. Choose a damage type: acid, cold, fire, or lightning. If you chose fire or lightning, the chair sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The chair has the two-handed weapon property.

You can use your action to make a melee wrestling attack with the elemental folding chair. On a hit, you deal the normal damage for your unarmed strike plus an additional 5d6 damage of the chosen damage type.

The elemental damage your chair deals increases by 2d6 when you reach level 17 (7d6).

If you let go of the chair, it disappears, but you can evoke the chair again with a second bonus action. Otherwise, the chair remains for 1 minute.

### CRAB LOCK

*3rd-level hold*

**Power Point Cost:** 4 plus 1 additional power point for each subsequent round you maintain the effect

**Performance Time:** 1 action

You make a grapple attempt against a prone target within reach. If you are successful, the target is restrained until the end of your next turn and it must make a Constitution saving throw. On a failed saving throw, the target takes 2d10 bludgeoning damage plus 2d10 psychic damage. On a successful saving throw, the target takes half as much damage.

On each of your subsequent turns that you continue to grapple the creature, you can use your action to spend 1 power point to maintain the effect, dealing another 2d10 bludgeoning damage plus 2d10 psychic damage to the target automatically.

### DDT

*2nd-level throw*

**Power Point Cost:** 3

**Performance Time:** 1 action which you take while you are standing and grappling a creature

You drop prone in your space, attempting to take the creature you are grappling with you as you go. The creature must succeed on a Strength or Dexterity saving throw (target's choice). On a failed saving throw, the target takes bludgeoning damage equal to 3d10 plus your Strength modifier, falls prone in its space, and is stunned until the end of your next turn. On a successful saving throw, the creature takes half as much damage and doesn't fall prone or become stunned. Either way, the grapple ends.

The damage this attack deals increases by 1d10 at 9th level (4d10), 13th level (5d10), and 17th level (6d10).

### DIVE ATTACK

*3rd level strike*

**Power Point Cost:** 4

**Performance Time:** 1 action which you take while you are at least 10 feet higher than a target within the range of your long jump

You jump within reach of the target and make an unarmed strike, falling as you go. If the attack hits, you don't take falling damage and you deal the damage normal for your unarmed strike, plus you deal an extra 1d10 damage for every 10 feet you fell (to a maximum of 20d10). If the attack misses, you take damage from the fall as normal, landing prone in an unoccupied space within 5 feet of the target.

### DROPKICK

*2nd level strike*

**Power Point Cost:** 3

**Performance Time:** 1 action

You make a melee wrestling attack against a target within range. On a hit, you deal bludgeoning damage equal to 3d10 plus your Strength modifier and the target falls prone in its space. Regardless of whether or not the attack hits, you fall prone in your space.

The move's damage increases by 1d10 when you reach 9th level (5d10), 13th level (6d10), and 17th level (7d10).

### DOUBLE AXEHANDLE

*1st level strike*

**Power Point Cost:** 1

**Performance Time:** 1 action



You make a melee wrestling attack against a creature within reach. On a hit, you deal 3d6 bludgeoning damage and the target's movement speed is reduced by 10 feet until the start of your next turn.

The move's damage increases by 1d6 when you reach 5th level (4d6), 9th level (5d6), 13th level (6d6), and 17th level (7d6).

### **DRAGON FIST**

*5th level strike*

**Power Point Cost:** 7

**Performance Time:** 1 action

You throw a punch, hurling a line of magical fire that is 120-foot long and 10-foot wide that originates from you. Each creature in the area must succeed on a Dexterity saving throw, taking 9d6 fire damage on a failed saving throw or half as much damage on a successful one.

### **DROP STRIKE**

*1st level strike*

**Power Point Cost:** 1

**Performance Time:** 1 action

You make a single unarmed strike against a prone target within reach. On a hit, you deal the damage normal for your unarmed strike plus 3d6 extra damage of the same type. Hit or miss, you fall prone in an unoccupied space within 5 feet of the target.

The move's damage increases by 1d6 when you reach 5th level (4d6), 9th level (5d6), 13th level (6d6), and 17th level (7d6).

### **ELEMENTAL FIST**

*2nd level special move*

**Power Point Cost:** 3

**Performance Time:** 1 action

Your fist becomes a magical weapon as long as you concentrate (as if concentrating on a spell), up to 1 hour. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, your fist has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

At 9th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. At 17th level, the bonus to attack rolls increases to +3 and the extra damage increases to 3d4.

### **EYE RAKE**

*2nd-level strike*

**Power Point Cost:** 3

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

You make a single unarmed strike against the target. On a hit, you deal the damage normal for your unarmed strike, and the creature must succeed on a Constitution saving throw. On a failed saving throw, the target is blinded for 1 minute. The target can repeat its saving throw at the end of each of its turns ending the effect on itself with a success.

### **FEARSOME FLEX**

*3rd-level special move*

**Power Point Cost:** 4 plus 1 for each round you maintain this effect

**Performance Time:** 1 action

You show off your amazing muscles. Each hostile creature within 30 feet of you that can see you must make a Wisdom saving throw or drop whatever it is holding and become frightened until the end of your next turn. While frightened by this effect, a creature must take the Dash action and move away from you by the safest available route one each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature.

On each subsequent turn, you can use your action to spend 1 power point to maintain this effect.

### **FLURRY OF BLOWS**

*1st-level strike*

**Power Point Cost:** 1

**Performance Time:** 1 bonus action, which you take immediately after you take the Attack action on your turn

You make two unarmed strikes.

### **FROG SPLASH**

*3rd-level strike*

**Power Point Cost:** 4

**Performance Time:** 1 action

Make a melee wrestling attack against a prone target within reach. If the attack hits, you deal 5d10 bludgeoning damage. If the attack misses, you take 1d10 bludgeoning damage. Hit or miss, you land prone in an unoccupied space within 5 feet of the target.

The bludgeoning damage you deal with this move deals increases by 1d10 at 13th level (6d10) and 17th level (7d10).

### **FULL NELSON**

*2nd-level hold*

**Power Point Cost:** 2

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

Make a grapple attempt against the target. If the grapple is successful, the creature is restrained until the end of your next turn.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn.

### **GIVE ME A HAND**

*5th-level hold*

**Power Point Cost:** 7

**Performance Time:** 1 action

You make a grapple attempt against a creature within reach. If the check is successful, the target takes 6d6 slashing damage and you remove one of the creature's arms. While the creature's arm is removed, it can no longer hold things with two hands, and it can only hold a single object at a time. A creature is immune to this effect if it is immune to slashing damage, it doesn't have or need an arm, has legendary actions, or the GM decides that the creature is too big for its arm to be removed with this move. Such a creature takes an extra 2d6 slashing damage from the effect instead. Magic such as the regenerate spell can restore the lost appendage.

The creature's severed arm can then be used by you as an improvised weapon.

### **GORILLA PRESS**

*3rd-level throw*

**Power Point Cost:** 4

**Performance Time:** 1 action

You can lift an object or a creature over your head, then throw it.

If the target is a creature that is no more than one size category larger than you within reach, make a grapple attempt against the creature. On a success, you grapple the creature and lift it above your head.

If the target is an object that weighs no more than what you can lift, you automatically lift it.

As part of the same action, you can throw the creature or object to a point you can see within 20 feet of you. If the space the creature lands in is unoccupied, it takes 3d6 damage plus 1d6 damage for every 10 feet you threw it, landing prone in the space.

If the space is occupied by a creature or object, make a ranged wrestling attack against that target. If the attack hits, both the thrown creature and the target take 2d10 damage plus 1d6 damage for every 10 feet you threw the creature. The target falls prone in its space and the thrown creature falls prone in an unoccupied space within 5 feet of the target. If the attack misses, the thrown creature takes the same amount of damage and falls prone in an unoccupied space within 5 feet of the target and the target takes no damage.

If you don't throw the target, you continue to hold the creature over your head as long as you maintain the grapple. The target has advantage on its Dexterity (Acrobatics) checks to escape your grapple while it is being held over your head.

### **HEADBUTT**

*2nd-level strike*

**Power Point Cost:** 2

**Performance Time:** 1 bonus action

You try to hit a creature with 5 feet of you in the head with your own head. Make a wrestling ability check contested by the creature's Constitution check. If you win the contest, the creature takes the damage normal for your unarmed strike and is stunned until the end of your next turn. If you fail the check, you take half the damage normal for your unarmed strike and you are stunned until the start of your next turn.

### **HEAD CRUSH**

*5th-level hold*

**Power Point Cost:** 7

**Performance Time:** 1 action

You make a grapple attempt against a target within range. If you succeed on the check, the target takes 8d8 bludgeoning damage. If this damage reduces the target's hit points below half, it must make a Constitution saving throw or you crush its head. A creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to bludgeoning damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be crushed with this move.

### **HIP TOSS**

*1st-level throw*

**Power Point Cost:** 1

**Performance Time:** 1 action which you make when you are grappling a creature

Make a move ability check contested by the target's Strength check. On a successful check, the target takes damage normal for your unarmed strike and lands prone in a space of your choice within 5 feet of you. Either way, the grapple ends.

### **KNIFE HAND CHOP**

*4th-level strike*

**Power Point Cost:** 5

**Performance Time:** 1 action

Make a melee move attack against one target within reach. On a hit, the target takes 6d10 slashing damage. Objects and structures take double damage from this attack.

### **KNOCK KNOCK**

*5th-level throw*

**Power Point Cost:** 7

**Performance Time:** 1 action which you make when you are grappling a creature

You throw the target up to 30 feet at a point you can see. If a thrown target strikes an object, such as a wall or floor, the target takes 2d8 bludgeoning damage for every 10 feet it was thrown and is knocked prone. If the target is thrown at another creature, that creature must succeed on Dexterity saving made against your move save DC or take the same damage. Nonmagical objects and structures hit by the thrown creature take double damage from this move.

## LARIAT

*1st-level strike*

**Power Point Cost:** 1

**Performance Time:** 1 reaction, which you take when a creature moves 10 feet or more in a straight line towards you and enters a space you can reach with your unarmed strike

You make an unarmed strike against the target. On a hit, the target takes the damage normal for your unarmed strike and must make a successful Strength saving throw or fall prone in its space.

## LEAP OF THE GODS

*1st-level strike*

**Power Point Cost:** 7 plus 1 for every 20 feet of height you rise beyond 100 feet

**Performance Time:** special

As an action, you magically leap up to 100 feet into the air and remain there until the end of your next turn. On your next turn, if you are still in the air, you can use your action to magically transform into a bolt of lightning and fall back to the space you left. When you land, each creature within 20 feet of you must make a Dexterity saving throw. A creature that fails its saving throw takes 1d6 lightning damage plus 1d6 thunder damage for every 10 feet you fell and is stunned until the start of your next turn. A creature that is in your space when you land automatically fails its saving throw and is pushed 10 feet away from you.

A creature that succeeds on its saving throw takes half as much damage and isn't stunned. You return to your true form after you land.

If you choose not to use your action to return, you fall at the end of your next turn.

You can increase the height of your leap beyond 100 feet by spending power points. Each point you spend, to a maximum of 5, increases the height by 20 feet.

## MOONSAULT

*4th-level strike*

**Power Point Cost:** 5

**Performance Time:** 1 action which you take while you are at least 10 feet higher than a target within the range of your long jump

You jump within reach of the target and make a melee move attack, falling as you go. If the attack hits, you don't take falling damage and you deal 4d10 bludgeoning damage plus an extra 1d10 damage for every 10 feet you fell (to a maximum of 20d10). If the attack misses, you take damage from the fall as normal. Hit or miss, you land prone in an unoccupied space within 5 feet of the target.

The bludgeoning damage this move deals increases by 2d10 when you reach 17th level (6d10).

## PILEDRIVER

*4th-level throw*

**Power Point Cost:** 5

**Performance Time:** 1 action which you take when you are grappling a creature

You pick up the target you are grappling and drop it on its head, ending the grapple. The target takes 4d10 bludgeoning damage and if the target has 25 hit points or fewer, it is paralyzed.

The paralyzed target must make a Constitution saving throw at the end of each of its turns. On a successful save, this paralyzed effect ends for it.

## PRETZEL

*4th-level hold*

**Power Point Cost:** 5

**Performance Time:** 1 action which you take when you are grappling a creature

You tie the creature up with its own limbs. The creature must make a Strength or Dexterity saving throw (target's choice). On a failed saving throw, the creature takes 4d10 bludgeoning damage and is incapacitated. While incapacitated, the creature's movement is 0, and it can make a Strength or Dexterity saving throw (target's choice) ending the incapacitated effect on itself with a success.

On a successful saving throw, the creature takes half as much bludgeoning damage and isn't incapacitated.

## POWERBOMB

*3rd-level throw*

**Power Point Cost:** 4

**Performance Time:** 1 action which you take when you are grappling a creature

You pick up the target you are grappling and drop it on the ground in front of you. The target takes 6d6 bludgeoning damage, falls prone in its space, and the grapple ends. Plus, the force of the attack sends a shockwave in all directions. Each creature other than you within 10 feet of the target must make a Constitution saving throw. On a failed saving throw, the target takes 6d6 thunder damage and fall prone in its space. On a successful saving throw, the target takes half as much damage and doesn't fall prone.

## POWERSLAM

*2nd-level throw*

**Power Point Cost:** 3

**Performance Time:** 1 action which you take when you are grappling a creature

You pick up the target you are grappling and drop it on the ground in front of you. The target takes 5d6 bludgeoning damage, falls prone in its space, and the grapple ends.

The damage caused by this move increases by 1d6 when you reach 9th level (6d6), 13th level (7d6), and 17th level (8d6).

## PUNT

*4th-level strike*

**Power Point Cost:** 5

**Performance Time:** 1 action

Make a melee wrestling attack against a creature within 5 feet of you that is one size category smaller than you or smaller. On a successful hit, the target takes 4d6 bludgeoning damage and is flung up to 30 feet away from you in a direction of your choice (including up) and knocked prone. If the punted creature strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was punted. If the target lands on another creature, that creature must succeed on a Dexterity saving throw against your move save DC or take the same damage and be knocked prone.

## RAGDOLL

*5th-level strike*

**Power Point Cost:** 6 plus 1 for each subsequent round you continue the effect

**Performance Time:** 1 bonus action which you take while you are grappling a creature whose size category is no larger than your own

You lift the creature up by its legs and use it as an improvised weapon until the end of your next turn. A Large or Medium creature has a reach of 10 feet and the two-handed weapon property. A Small or smaller creature has a reach of 5 feet and can be wielded with one hand. You can use your action to make a melee wrestling attack with the creature. On a hit, both the creature you hit and the creature you are using as a weapon take 6d6 bludgeoning damage if the creature is Medium or Larger, or 3d6 bludgeoning damage if the creature is Small or smaller.

One each subsequent turn as long as the creature remains grappled by you, you can use your bonus action to spend 1 power point to continue to use the creature as an improvised weapon.

## SIDE HEADLOCK

*1st-level hold*

**Power Point Cost:** 1

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

You make a grapple attempt against the target. On a success, the target has disadvantage on ability checks made to escape your grapple as long as it remains grappled.

## SIDE KICK

*1st-level strike*

**Power Point Cost:** 1

**Performance Time:** 1 action

You make a single unarmed strike against one creature. The reach for this attack is 5 feet plus your unarmed strike's normal reach. On a hit, the target takes the damage normal for your unarmed strike. If you score a critical hit using this move, the target takes extra damage as normal, plus it falls prone in its space and is stunned until the start of your next turn.

## SLEEPER HOLD

*1st-level hold*

**Power Point Cost:** 1 power point plus 1 additional power point each round

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

You make a grapple attempt against the target. If the grapple is successful, at the start of the target's next turn, it must make a Constitution saving throw or fall unconscious.

On subsequent turns, you can use your bonus action to spend 1 power point to maintain this effect, forcing the creature to make another Constitution saving throw at the start of its next turn.

## SPIN KICK

*3rd-level hold*

**Power Point Cost:** 4

**Performance Time:** 1 action

You make a melee wrestling attack against one target within 5 feet of you. If the attack hits, you deal 4d12 bludgeoning damage.

The damage this attack deals increases by 1d12 at 13th level (5d12) and 17th level (6d12).

## STOMP

*2nd-level strike*

**Power Point Cost:** 2

**Performance Time:** 1 action

You make a single unarmed strike against one prone creature within reach. If the attack hits, you deal the damage normal for your unarmed strike plus an additional 2d10 bludgeoning damage.

The damage dealt by this attack increases by 1d10 when you reach 9th level (3d10), 13th level (4d10), and 17th level (5d10).

### **SUPLEX**

*3rd-level strike*

**Power Point Cost:** 4

**Performance Time:** 1 action which you take when you are grappling a creature

Make a wrestling ability check contested by the creature's Strength check. If you win the contest, you and the creature fall prone in your respective spaces and the creature takes bludgeoning damage equal to 6d6 plus your Strength modifier and the grapple ends. If you lose the contest, nothing happens and your power points are wasted.

The bludgeoning damage this move deals increases by 3d6 at 13th level (9d6) and 17th level (12d6).

### **STOOGES**

*4th-level strike*

**Power Point Cost:** 5

**Performance Time:** 1 action

You force two creatures within 5 feet of you to make a Strength or Dexterity saving throw (target's choice). If both creatures fail their saving throws, you slam both creature's heads together; each creature takes 6d6 bludgeoning damage and is stunned until the end of your next turn. If one or more creatures fail its saving throw, the move has no effect and your power points are wasted.

### **SWEEP**

*1st-level throw*

**Power Point Cost:** 1

**Performance Time:** 1 action or bonus action which you can take while you are grappling a target

The target must succeed on a Strength or Dexterity saving throw (target's choice) or fall prone in its space.

### **SUPERMAN**

*4th-level special move*

**Power Point Cost:** 5

**Performance Time:** 1 bonus action

You gain a fly speed of 60 feet until the end of your current turn. While flying, if you move 10 feet in a straight line towards a target and then make a successful unarmed strike against the target, the target takes the damage normal for your unarmed strike plus an additional 3d10 force damage.

At level 17, the force damage this move deals increases by 1d10 (4d10).

### **TANGLE**

*5th-level hold*

**Power Point Cost:** 7

**Performance Time:** 1 action

You attempt to entangle multiple foes at once. Each creature within 5 feet of you must make a Strength or Dexterity saving throw (target's choice). On a failed saving throw, the creature takes 4d10 bludgeoning damage and is incapacitated. While the creature is incapacitated, its move speed is 0, and it can repeat its saving throw at the end of each of its turns ending the incapacitated effect on itself with a success. On a successful saving throw, the creature takes half as much damage and isn't incapacitated.

### **TELEPORT KICK**

*3rd-level strike*

**Power Point Cost:** 4

**Performance Time:** 1 action

You magically teleport up to 30 feet to an occupied space you can see. After you teleport, you can make a single unarmed strike attack as part of the same action.

The distance you can teleport increases by 15 feet at 13th level (45 feet) and 17th level (60 feet).

### **THUNDER STOMP**

*5th-level strike*

**Power Point Cost:** 7

**Performance Time:** 1 action

You leap into the air and stomp the ground with both feet. Each creature within 30 feet of you must make a Constitution saving throw. A creature takes 8d6 thunder damage on a failed saving throw and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the move's effect, and the move emits a thunderous boom audible out to 300 feet.

### **WHIP**

*2nd-level throw*

**Power Point Cost:** 3

**Performance Time:** 1 action or bonus action which you can take while you are grappling a target

The target must succeed on a Strength saving throw. On a failure, the target is flung up to 20 feet away from you in a direction of your choice and the grapple ends.

If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.

On a successful saving throw, the target is not flung and the grapple ends.

### **WHIRLWIND ATTACK**

*3rd-level strike*

**Power Point Cost:** 4

**Performance Time:** 1 action

You can make one unarmed strike against each target within reach.

### **WRIST LOCK**

*2nd-level hold*

**Power Point Cost:** 3 plus 1 for each subsequent round you maintain the effect

**Performance Time:** 1 bonus action, which you take immediately after you hit a creature with an unarmed strike or improvised weapon

You make a grapple attempt against the target. On a success, you pin the creature's arm behind its back and force it to make a Constitution saving throw. On a failed saving throw, the target takes 2d6 bludgeoning damage and it can't make attacks using its arms until the end of your next turn. A creature is immune to this effect if it is immune to bludgeoning damage, it doesn't have or need an arm, has legendary actions, or the GM decides that the creature is too big for its arm to be pinned with this move. Such a creature takes an extra 1d6 bludgeoning damage from the effect instead. On a successful saving throw, the target takes half as much bludgeoning damage and can still make attacks using its arms.

On subsequent turns, you can spend 1 power point to maintain this effect, requiring the creature to make an additional Constitution saving throw.