



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 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. This die changes as you gain space luchador levels, as shown in the Brawling column of the Space Luchaor 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

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.

WRESTLING MOVES

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 your 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 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.
- Once per turn, 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, 2nd, or 3rd 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.

MOVE ABILITY

Strength or Dexterity (your choice) is your move ability for your space luchador moves, so you use your chosen ability whenever a 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.

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

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

TOP ROPE SHUFFLE

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

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 moves that you know.

NO-SELL

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

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

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

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, 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. 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 at least 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 movement for its entire fighting career.

HIGH-FLYER

High-flyers sail above the mats, landing jump kicks, flying clotheslines, and other moves. They are often the Davids to the Powerhouse's goliaths, able to match larger and stronger opponents with a flurry of quick attacks. Although high-flyers tend to be smaller luchadors, 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 SIGNATURE MOVES

Space Luchador Level	Move
3rd	<i>flurry of blows</i>
5th	<i>chest slap</i>
9th	<i>dropkick</i>
13th	<i>spinning heel kick</i>
17th	<i>frog splash</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. The number of attacks increases to three when you reach the 11th level in this class and to four when you reach the 18th level in this class.

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, 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.

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>big boot</i>
9th	<i>leg drop</i>
13th	<i>choke</i>
17th	<i>suplex</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.

The number of extra damage dice increases to two when you reach 11th level in this class and to three when you reach the 18th level in this class.

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.

BEAST MODE

At 18th level, when a creature fails a Strength saving throw against one of your wrestling moves, you gain 1 power point.

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>sleeper hold</i>
5th	<i>wrist lock</i>
9th	<i>hip toss</i>
13th	<i>ankle lock</i>
17th	<i>DDT</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 knock the creature prone. The target must 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.

MOVES



his 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
Flurry of Blows
Haymaker
Knee Drop
Side Headlock
Sidekick
Sleeper Hold

2ND LEVEL

Armbar
Big Boot

Chestslap
Eye Rake
Full Nelson
Lariat
Stomp
Sweep
Whip
Wrist Lock

3RD LEVEL

Atomic Drop
Diving Move
Dropkick
Elbow Drop

Headbutt
Hip Toss
Jump Kick
Leg Drop

4TH LEVEL

Abdominal Stretch
Ankle Lock
Bear Hug
Choke
Conjure Folding Chair
Crab Lock
Headscissors Takedown
Powerslam

Spinning Heel Kick

5TH LEVEL

Camel Clutch
Chokeslam
DDT
Gorilla Press Slam
Fireman's Carry Drop
Frogsplash
Moonsault
Neckbreaker
Piledriver
Suplex