

# Path of the Luchador



*Laudable, legendary luchadors are mysterious masked marauders that heartily and habitually hone their bodies to be a wild weapon. They are ostensibly opportunistic fighters, using anything from lofty ladders to chiseled chairs as weapons. They surreptitiously, stupendously specialize in unarmed fighting and grappling while masterfully and magnificently mixing in their own furious flavor of fighting by way of unique attacks of their own chaotic, characteristic creation.*

## Wrestling Mask

A luchador's magnificent mask is as much a part of them as their own form of flesh and blood. For some they consider their masked persona their terrific and triumphant true self and never take off their mask. For a luchador to have their mask forcibly removed is the deepest dishonor they can receive. However, the most heartening, highest honor a luchador can bestow upon someone is to dutifully and deliberately doff their mask to someone willingly. Each luchador's mask is unique to them and is often derivative of their personality or a part of their past. You determine its appearance or generate it randomly by rolling on the Luchador Mask table.

Luchador Mask	
1	Fiend
2	Skeleton
3	Jaguar
4	Hawk
5	Bull
6	Dragon

## Luchador Technique

Starting at 3<sup>rd</sup> level you have perfectly practiced pummeling with all accounts of astounding arms. When you take this path you gain proficiency in improvised weapons and your unarmed strikes now deal bludgeoning damage equal to 1d8 + your Strength modifier instead of the normal damage for an unarmed strike. You may also attempt to grapple a creature as bonus action so long as you have hit them with an unarmed strike or improvised weapon in the same turn.

## Crushing Strength

Also at 3<sup>rd</sup> level, when you attack a prone or grappled creature you land a critical hit on a roll of 19 or 20 and when a creature starts its turn grappled by you, they take bludgeoning damage equal to your Rage bonus.

## Spin Move

At 6<sup>th</sup> level you become admirably and absolutely adept at avoiding attacks and redirecting them. When you are attacked by a creature within 5 ft. of you, you may use your reaction to make a spin move and try to avoid it. You make a Strength saving throw (DC = 10 + half the attacker's attack bonus, rounded up) and on a successful save you take no damage from the attack and can use the same reaction to make an opportunity attack against the creature that triggered this reaction. On a failed save you take half damage from the attack and cannot make an attack of opportunity as part of this reaction.

## Flying Press

At 10<sup>th</sup> level you can make a jumbo, jazzy jump that fiercely flattens foes. You can jump your full long and high jump distance without a running start and as part of the attack action you can use your movement to leap into the air and drop onto your foes. Select a point anywhere you can reach with your long jump. Every creature within 10 ft. of the point you land must make a Dexterity saving throw (DC = 8 + your Strength modifier + your proficiency bonus). On a failed save the affected creatures take bludgeoning damage equal to 1d8 for every 10 ft. of movement used or half as much damage on a successful save. This damage counts as magical for the purposes of overcoming resistance and immunity. You may use this ability a number of times equal to your Strength modifier, regaining all expended uses upon finishing a long rest.

## Signature Move

At 14<sup>th</sup> level, after logging lavishly long hours training, you have mastered your own special, snazzy signature move. You may choose what this move appears as but regardless of appearance this move counts as an unarmed strike for you. Once per long rest you may use this signature move as part of the attack action. If the attack hits it deals damage equal to a roll of 4d12 + your Strength modifier + your proficiency bonus.

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