



ÁGUILA

You are the Eagle. You project security and a regal bearing. A natural tactician with a strong personality, you can't stand taking orders. You are arrogant... because you soar far above everyone else. Your view from these heights allows you to analyze things with great precision.

NAME _____

Ángela, Lorena, Sol, "Chela" PRONOUNS
"Temo", Luis, Antonio, Manuel

PERSONA

You are Mexican, and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ piercing eyes, deep eyes, strong eyes, confident eyes
- ♦ elegant look, tactical look, modern look, practical look

VICES

Killing angels and messing with the Nahual is an ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

ARROGANCE

When you put someone close to you in grave danger with your exaggerated sense of competence, activate this vice.

TYRANNY

When you convince or cow a group to abandon a plan or strategy in favor of your new idea, activate this vice.

CRUELTY

When you insult or demean someone you care about by pointing out their flaws or mistakes, activate this vice.

DEFIANCE

When you purposefully challenge or taunt figures of power, activate this vice.

STRESS ■■■■

When you fill your stress track, mark a condition and clear your stress track.

GARRA [0]

MAÑA [+1]

BARRIO [-1]

INSTINTO [+1]

Add +1 to starting stat of your choice.

CONDITIONS

HAUNTED
-2 to *open the doors of perception*

INSECURE
-2 to *make a fuss*

RESTLESS
-2 to *avoid trouble*

If all your conditions are marked you can't **summon** or **unleash your nahual**. If you need to mark a condition and cannot, your nahual gets out of your control; ask the Marakame what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer only one of the following questions. Use only NPCs for the answers.

- You see yourself above everyone in the *barrio*. Who was the only person in the *barrio* close to your level, and what did you do to make them fall?
- You once helped a dangerous enemy of the *barrio*. Who is this, and why was this the best decision for your long-term plans?

RELACIONES

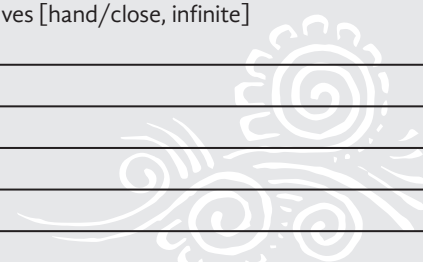
Once everyone has presented their character, go around again establishing *relaciones*—pick only one for each other player character:

- ♦ You think _____ is completely useless; why are you okay with them hanging around?
- ♦ _____ once got themselves into some bad trouble you saw coming from a mile away. Why didn't you warn them?
- ♦ An error in your judgment resulted in the death of someone important to _____. Have they forgiven you for your mistake?
- ♦ _____ is always trying to boss you around. Why are you holding back from telling them to fuck off?
- ♦ _____ looks up to you and always follows your lead. How do you take advantage of their admiration?
- ♦ _____ is the only person you truly take advice from. Why do you trust them?

GEAR AND STUFF

You have a tough vehicle, your Eagle's Nest (see **Signature Move**), your nahual mask, and two hearts of the earth. Pick your weapon of choice:

- A pair of 9mm [close, loud]
- An assault rifle [close/far, loud, auto-fire]
- A sniper rifle [far, loud, reload]
- A longbow [close/far, reload]
- Throwing knives [hand/close, infinite]



SIGNATURE MOVES

You get this move—it is active all the time, when you are transformed and when you are not.

EAGLE'S NEST

You have a hidden lair: safe, secret, and secure. It's hard for everyone but you to access; tell the group what makes reaching it a challenge. In your nest, you have all sorts of prepared equipment. Choose three categories from the list below:

- FIREPOWER** (specialized weapons, small explosives, stun grenades, special ammo, etc.)
- TACTICAL & COMM GEAR** (flashlights, special vision devices, motion detectors, tactical tools, high-tech comms, etc.)
- PROTECTIVE & SURVIVAL GEAR** (pads, vests, helmets, guards, survival kit, first aid, etc.)
- SECURITY BYPASSING** (hacking devices, fake IDs, decoders, bolt cutters, battering ram, lockpicking tools, etc.)
- SUPERNATURAL MOJOS** (protective charms, hearts of the earth, talismans, ritual components, ancient relics, etc.)
- OCCULT KNOWLEDGE** (ancient tomes, a collection of scrolls, a cryptic database, etc.)

Anytime you need something related to one of your chosen categories, mark your *eagle's nest* track to already have it with you. When you have a chance to go back and restock your supplies, clear your *eagle's nest* track.

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed.

BIRD'S-EYE VIEW

When you observe a charged situation from a distance, roll with Instinto. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 and take -1 forward. During the charged situation, you can spend your hold 1 for 1 to:

- ♦ Kill, disable, or disarm (your choice) an NPC of a lower threat level within reach.
- ♦ Warn a PC of an impending harm; they suffer no harm if they mark stress to heed your warning.
- ♦ Give another PC a tactical order. If they comply, they get +1 ongoing when following your instructions.
- ♦ Create an opening or opportunity for an ally or yourself to escape or advance.
- ♦ Ask the Marakame: "What's my enemy's true position?"
- ♦ Cross the distance to any character outside of your reach before anyone has time to adjust or react.

SHARPSHOOTER

You can roll Instinto instead of Garra when you *assail someone* with a ranged weapon.

ÁGUILA REAL

When you impose your regal bearing upon a human NPC, give them an order and roll with Instinto. On a hit, they comply with your orders or suffer heavy harm, their choice. On a 7-9, they can instead choose one of the following:

- ♦ Pass you off to a higher power.
- ♦ Stall, flee, or barricade themselves in.
- ♦ Reveal a useful secret about their resources or superiors.

On a miss, they think you're someone you're not and treat you accordingly.

EAGLE WINGS

You can mark stress to instantly travel to a person—or place—you know well, or to a place you can see. Mark an extra stress to bring a few allies with you; each of them has to mark stress as well to complete the trip. If your allies can't mark stress, you can mark it for them instead.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the First Stage. Each time your XP track fills, clear it and take an advancement. When you've taken both advancements for your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Zoom in your sight to uncanny levels
- ♦ Make an impossible jump (10 m or so)
- ♦ Identify a hidden weakness or flaw

2ND STAGE: APRENDIZ

XP

- Take 2 more categories from *eagle's nest*
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Fly a short distance (100 m or so)
- ♦ Make an impossible shot with a gun or bow
- ♦ Summon an impressive gust of wind

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Fly for the rest of the scene
- ♦ See through solid objects
- ♦ Throw razor sharp feathers to *assail someone*
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Kill all vulnerable threats in the area with a rain of sharp feathers
- ♦ Increase your established harm by 1 step
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

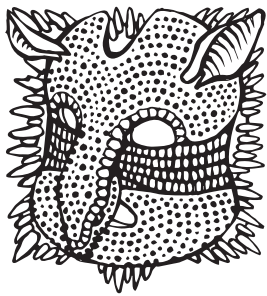
CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Temporarily become a living sun that radiates immeasurable heat and light

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.



ARMADILLO

You are the Armadillo. You have a tough nature and a noble heart. Shielded by your own code of honor, you have a soft spot for those in trouble and do everything in your power to protect them. You are a stubborn defender, a paragon of resistance and perseverance.

NAME _____

Mercedes, Rocío, "Berta", Yazmín PRONOUNS
Iván, Jaime, "Paco", Hugo

PERSONA

You are Mexican, and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ placid eyes, tender eyes, guarding eyes, fervent eyes
- ♦ professional look, traditional look, street look, messy look

VICES

Killing angels and messing with the Nahual is an ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

DISTRUST

When you pry into the affairs of a friend or loved one to uncover a secret or truth, activate this vice.

RIGIDITY

When you reject a compromise in a complicated situation to stay true to your worldview, activate this vice.

OBSTINACY

When you refuse to retreat in the face of terrible odds, activate this vice.

ANGER

When you jump into danger without a plan or forethought, activate this vice.

STRESS ■■■■■■

When you fill your stress track, mark a condition and clear your stress track.

GARRA [+1]

MAÑA [-1]

BARRIO [+1]

INSTINTO [0]

Add +1 to starting stat of your choice.

CONDITIONS

AFRAID
-2 to *assail someone*

ANXIOUS
-2 to *hit up your conecte*

FRUSTRATED
-2 to *figure someone out*

If all your conditions are marked you can't *summon* or *unleash your nahual*. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer one of the following questions. Use only NPCs for the answers.

- Someone has been snooping around the barrio, and you are determined to find out why. Who are they, and why is it dangerous to get involved with them?
- You once helped someone in the barrio with a big problem. Who did you help, and what happened recently that rekindled the problem or brought dire consequences to you?

RELACIONES

Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ♦ You once broke your code for _____. Why did you do it, and what happened that made you regret it?
- ♦ You rescued _____ from a certain death. What terrible thing did you have to do to save them?
- ♦ You feel _____ is the only one you can trust to protect the innocent almost as well as you can. Have you told them this?
- ♦ You think _____ is a terrible influence on someone in the barrio. What trick have you pulled to keep them apart?
- ♦ You can't trust _____, even though they have done nothing to merit your suspicion. What do you see in them that makes you feel this way?
- ♦ You once failed to protect someone important to _____. Have you forgiven yourself? Have they?

GEAR AND STUFF

You have a secure apartment, a sturdy vehicle, a simple mobile phone, your nahual mask, and two hearts of the earth. Then choose 1 from the list below:

- 9mm [close, loud]
- Shotgun [close, messy]
- Cleaver, machete, or hatchet [touch, messy]



SIGNATURE MOVES

You get these two moves—they are active all the time, whether you are transformed or not.

KNIGHT IN SHINING ARMOR

You have a noble and gentle heart, and a code of honor you try to uphold. You are always helping those in need, and protect others from danger.

- ♦ When you stand by while an innocent or helpless person suffers harm, mark a condition.
- ♦ When someone comes through a dangerous situation safe and sound thanks to your actions, clear a condition, empty your stress track, or mark XP.

CÓDIGO

You live by a code, and you try to uphold it the best you can. Pick three from the list to define it. Whenever you break your code, mark a condition.

- | | |
|---|--|
| <input type="checkbox"/> Always speak the truth | <input type="checkbox"/> Never break a promise |
| <input type="checkbox"/> Always show mercy to your foes | <input type="checkbox"/> Never strike the first blow |
| <input type="checkbox"/> Always avoid collateral damage | <input type="checkbox"/> Never deny your aid to a friend |

PROTECTOR

When you protect someone from an impending threat, roll with Garra. On a hit, you keep them safe. On a 7-9, it costs you: you are exposed to serious danger or cause collateral damage keeping them safe, your choice.

TOTEM MOVES

You only have access to Totem Moves while transformed. You get this one:

ARMADURA

You're tougher than most. You have two extra stress boxes (even when not transformed, already included in your stress track), and you have armor 2 when transformed. If you ever have to mark a third deadly harm, you may mark a condition instead.

Then choose another one:

CANNONBALL

When you smash your way through scenery to reach someone or something, roll with Garra. On a hit, you reach your target. On a 10+, choose 1. On a 7-9, choose 2.

- ♦ You hurt yourself; mark 1 heavy harm.
- ♦ You lose your cool; mark 2 stress.
- ♦ You cause serious collateral damage.

On a miss, you smash through, but you leave yourself totally vulnerable on the other side

CALMANTES MONTES

When you *make a fuss* to convince a PC to calm down, give up a violent intention, or sooth their out-of-control nahual, roll with Garra instead of Maña.

WARM SOUL

When you approach a hostile NPC with heartfelt words of peace, roll with Barrio. On a hit, your nahual touches their heart; they calm down, at least for a moment. On a 7-9, choose 1. On a 10+, choose 2.

- ♦ The effect lasts for some time; they forget why they were hostile.
- ♦ The effect makes them let down their guard; you get an opportunity.
- ♦ The effect appeases your soul too; clear 2 stress.

On a miss, they take advantage of your opening and lash out; they inflict harm on you as established and put you in a bad spot.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the first stage. Each time your XP track fills, clear it and take an advancement. When you've taken both advancements for your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ See perfectly in the dark by scent
- ♦ Climb with uncanny skill
- ♦ Smell someone to know if they are lying

2ND STAGE: APRENDIZ

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Make an impossible jump (10 m or so)
- ♦ Hold a door shut, making it impassable to any non-overwhelming threat
- ♦ Burrow through solid ground or concrete for a short distance (5 m or so)

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Heal one harm from a helpless person by marking that harm yourself
- ♦ Step in front of a car and stop it dead in its tracks
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Burrow through reality to any place you've been before
- ♦ Reduce by one step the harm type of an attack directed at someone helpless.
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Resurrect someone you failed to protect by permanently marking one condition. If all are permanently marked, you can give up your life instead.

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.



JAGUAR

You are the Jaguar, a perfect predator and creature of the night. Lethal in combat and stealth. Strong, fearless, proud, solitary and ever stern. Your majestic and imposing bearing inspires fear and respect. You are at the top of the food chain.

NAME _____

Francisca, Josefa, Irma, "Lupe" PRONOUNS
Leonel, Fernando, Pedro, "Pancho"

PERSONA

You are Mexican and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ scary eyes, sharp eyes, wild eyes, cold eyes
- ♦ tidy look, messy look, discreet look, native look

VICES

Killing angels and messing with the Nahual is ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

BLOODLUST

When you ruthlessly kill a helpless target, activate this vice.

HUBRIS

When you enter a dangerous situation without backup or assistance, activate this vice.

CRUELTY

When you insult or demean someone you care about by pointing out their flaws or mistakes, activate this vice.

INDIFFERENCE

When you deny your help or spare resources to someone in dire need, activate this vice.

STRESS

When you fill your stress track, mark a condition and clear your stress track.

GARRA [+1]

MAÑA [+1]

BARRIO [-1]

INSTINTO [+0]

Add +1 to starting stat of your choice.

CONDITIONS

FRUSTRATED
-2 to *figure someone out*

HAUNTED
-2 to *open the doors of perception*

RESTLESS
-2 to *avoid trouble*

If all your conditions are marked you can't *summon* or *unleash your nahual*. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer only one of the following questions. Use only NPCs for the answers.

- You grew up in the barrio, but you've always been isolated from everyone. Who's the only person here you consider yourself close to?
- You killed a dangerous threat to the barrio. Someone is happy you took care of the problem, but someone else is not. Who are they? Why do they feel as they feel?

RELACIONES

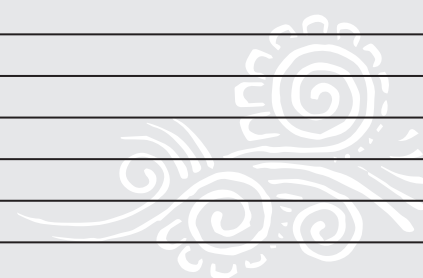
Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ♦ You see _____ almost as an equal. Have you told them so?
- ♦ _____ is the only person that can keep your violence in check. Why is that?
- ♦ _____ knows your darkest secret. What is it?
- ♦ _____ thinks you're the coolest badass and follows you around. How do you feel about it?
- ♦ _____ once saved you from certain death. Do you feel thankful or ashamed about it?
- ♦ You killed someone important to _____. Do they know you're responsible for the death?

GEAR AND STUFF

You have an old apartment, a third- or fourth-hand car, a cheap cell phone, your nahual mask, and two hearts of the earth. Choose 3 from this list:

- 9mm with suppressor [close]
- Shotgun [close, messy]
- SMG with suppressor [close, auto-fire]
- Assault rifle [close/far, loud, auto-fire]
- Tactical knife [touch]
- Cleaver, machete, or hatchet [touch, messy]
- Light armor [+1] and folding knife [touch]



SIGNATURE MOVES

You get this move—it is active all the time, when you are transformed and when you are not.

APEX PREDATOR

You are at the top of the food chain. You always count as one threat level higher than you normally would be. Chose what type of predator you are:

- Savage and messy
- Artful and impressive
- Precise and skillful
- Powerful and frightening

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed.

KILLING POUNCE

When you pounce on your prey from the shadows, roll with Garra. On a hit, mark stress and inflict your harm as established. On a 10+, choose 2. On a 7-9 choose 1.

- ♦ You inflict terrible harm; increase your harm type.
- ♦ You return to the shadows; no one knows where you are.
- ♦ You keep your cool; forgo marking the stress.

On a miss, you inflict your harm as established, but you're vulnerable to retaliation and notice.

NIGHT STALKER

When you *figure someone out* by watching them from a hidden position, roll with Garra instead of Barrio.

HEAR ME ROAR

When you let out a mighty roar to impress your prey, roll with Garra. On a hit, they either fight or flee, their choice. Those who fight go all against you in a frenzied panic or mindless rage; take +1 ongoing against them. On a 7-9, your roar attracts the unwanted attention of a new threat.

TERRIFYING

Take +1 to Garra (max +3).

GUERRERO JAGUAR

When you would suffer harm, you can mark stress to reduce the harm type by one level. Also, whenever you mark deadly harm, take +1 forward.

STAGES OF NAHUALITY

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1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ See perfectly in the dark
- ♦ Climb with uncanny skill
- ♦ Detect the true position of an enemy

2ND STAGE: APRENDIZ

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Make an impossible jump (10 m or so)
- ♦ Make yourself invisible to mundane eyes
- ♦ Break through a heavy wooden door

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Shoot a *golpe de nahual* to destroy a barrier or *assail someone*
- ♦ Topple a car barehanded
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Kill all vulnerable threats in the area in a flurry of claws and teeth
- ♦ Increase the established harm you inflict by one step.
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Release a mighty roar that creates a localized earthquake

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.



MONO

You are the Monkey: smart, inquisitive, and creative. A true artist and an inventor with extraordinary crafting talents. Your curiosity is always getting you in trouble, but you cannot help yourself. Your need to know what makes things tick is your passion...and your obsession.

NAME _____

Mercedes, Carmen, Alejandra, "Cuca" PRONOUNS
Simón, Raúl, Ramón, "Toño"

PERSONA

You are Mexican, and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ sharp eyes, inquisitive eyes, bright eyes, innocent eyes
- ♦ colorful look, striking look, messy look, practical look

VICES

Killing angels and messing with the Nahual is ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

OBSESSION

When you refuse to meet your obligations or commitments in order to work on a project or research, activate this vice.

CURIOSITY

When you put yourself in danger to investigate a secret or mystery, activate this vice.

GREED

When you endanger yourself or someone close to you to acquire something you covet, activate this vice.

INDISCRETION

When you cause someone close to you pain or trouble by revealing their secrets, activate this vice.

STRESS ■■■■

When you fill your stress track, mark a condition and clear your stress track.

GARRA [-1]

MAÑA [+1]

BARRIO [0]

INSTINTO [+1]

Add +1 to starting stat of your choice.

CONDITIONS

INSECURE
-2 to *make a fuss*

RESTLESS
-2 to *avoid trouble*

SHAKEN
-2 to *sneak around*

If all your conditions are marked you can't *summon* or *unleash your nahual*. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer only one of the following questions. Use only NPCs for the answers.

- You are the artist of the barrio. Most people like you, but one person is your craziest fan. Why do you find this person so annoying?
- You recently poked your nose into something you shouldn't have investigated. What dangerous secret did you unveil?

RELACIONES

Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ♦ You crafted an object for _____. What is it? Is it beautiful, resilient, or lethal?
- ♦ You feel something special for _____. What is it about them that excites your curiosity?
- ♦ You think _____ is the most brutish and insensitive person you know. Yet you care deeply about them! Why?
- ♦ _____ thinks all your "artsy stuff" is a waste of time. What have they said or done to you that struck a sensible chord?
- ♦ You got _____ in serious trouble because of your curiosity. What happened and why do you feel so bad about it?
- ♦ _____ helped you with something you were working on, and you owe them. Why are you dragging your feet on paying back the favor?

GEAR AND STUFF

In addition to your workshop, you have a smartphone, your nahual mask, and two hearts of the earth. You also have three items you crafted at your workshop: one has supernatural properties, one is astonishingly beautiful, and one is cursed. Work out with the Marakame what the items are and how they work.



SIGNATURE MOVES

You get this move—it is active all the time, when you are transformed and when you are not.

ARTESANO

You have a workshop where you do crafting and research, mixing angel parts with mundane materials. You have there all the usual stuff a regular craft-shop has: tools, materials, and space. Choose and underline three special features of your workshop:

a forge heated with hellish fires; a set of tools stolen from heaven; a supernaturally resistant testing room; a library of cryptic tomes; a room full of otherworldly junk; wards against angels; wards against demons; a high tech lab; an ancient alchemy set; a walk-in-fridge full of weird ingredients; a well equipped medical kit; a mysterious ancient relic you don't understand

When you go to your workshop to craft an object or study a problem, say what it is you're trying to accomplish. The Marakame will tell you 1 to 4 requirements you need to meet to complete your task:

- ♦ First, you must _____
- ♦ It will take you hours/days/weeks/months to complete
- ♦ The best you'll get is a lesser result, unreliable and limited
- ♦ You'll need help from _____
- ♦ You and your fellow angeleros will risk danger from _____
- ♦ The process will be terribly disturbing; you'll have to mark a condition

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed.

ALEBRIJE

You have an alebrije figurine you crafted, no bigger than a cat. When you transform, it comes to life and appears next to you. Each time it comes to life, choose two basic moves and tell the Marakame how your alebrije can help you with those moves to get +1 to the roll.

PSYCHOMETRY

When you closely examine something interesting, roll with Instinto. On a hit, you can ask the Marakame questions. On a 10+, ask 3. On a 7–9, ask 1:

- ♦ What makes this tick?
- ♦ What can I do to improve it or fix it?
- ♦ What supernatural forces have been near this recently?
- ♦ What has this object witnessed most recently?
- ♦ How can I make this thing _____?

On a miss, a supernatural dissonance hits you as you examine the object; ask 1, but take -1 ongoing for the rest of the scene as you sort out your thoughts.

TINKER

When you use improvised materials to quickly create a temporary machine or device, roll with Maña. On a 10+, choose one. On a 7–9, choose 2.

- ♦ The thing is noisy as hell; it immediately attracts attention.
- ♦ The thing is fragile; it will break after a few uses.
- ♦ The thing is hard to handle; you must mark stress to use it.

On a miss, all three. ¡Buena suerte!

PLUMA MÁGICA

When you draw a door, window, or hatch on a wall or barrier, roll with Maña. On a hit, the thing comes into existence for a while, and opens to the other side. On a 7–9, it won't last long or has unwanted side effects, your choice. On a miss, the passage opens to a dangerous place, and something comes out or gets sucked in, Marakame's choice.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the first stage. Each time your XP track fills, you clear it and take an advancement. When you've taken both advancements for your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ See an aura around supernatural objects
- ♦ Climb with uncanny skill
- ♦ Open or bypass a security lock

2ND STAGE: APRENDIZ

XP

- Take 3 more special features from your workshop
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Make an impossible jump (10 m or so)
- ♦ Make a tool appear in your hand
- ♦ Safely parkour yourself across a dangerous battlefield

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Make a device function or malfunction at your will
- ♦ Hack into a secure network in a matter of seconds
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Ignore 1 requirement from a task in your workshop
- ♦ Temporarily create an object or device by sheer will
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Create a temporary clone of yourself with angel parts, and give it life. The clone is an exact copy of you with moves and everything.

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.



PERRO

You are the Dog. You have a gregarious personality and a loyal nature. But you can be pretty violent when provoked. And even though you possess a strong sense of duty, you have an inner wild side that can get out of control. You are the ultimate tracker and the perfect companion.

NAME _____

Yolanda, María, Juana, "Chelo" PRONOUNS
Román, Timoteo, Saúl, "Pepe"

PERSONA

You are Mexican, and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ tender eyes, fierce eyes, watchful eyes, calm eyes
- ♦ professional look, street look, aggressive look, destitute look

VICES

Killing angels and messing with the Nahuatl is ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

WRATH

When you lash out against a pack member for an innocent mistake or clumsy error, activate this vice.

VIOLENCE

When you resort to violence as your first solution to a problem, activate this vice.

OBSTINACY

When you refuse to retreat in the face of terrible odds, activate this vice.

VENGEANCE

When you sacrifice a resource or relationship to get payback against someone who previously wronged you, activate this vice.

STRESS ■■■■

When you fill your stress track, mark a condition and clear your stress track.

GARRA [+1]

MAÑA [-1]

BARRIO [0]

INSTINTO [+1]

Add +1 to starting stat of your choice.

CONDITIONS

AFRAID
-2 to *assail someone*

FRUSTRATED
-2 to *figure someone out*

HAUNTED
-2 to *open the doors of perception*

If all your conditions are marked you can't *summon* or *unleash your nahual*. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer only one of the following questions. Use only NPCs for the answers.

- You're utmostly loyal and friendly to your pack, but people in the barrio are pretty much terrified of you. Why?
- You consider the whole barrio an extension of your pack. You'll do anything for them, and everyone likes you. Everyone but one person. Why do they hold a grudge against you?

RELACIONES

Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ♦ _____ has let you down more than once, but you are still fond of them. Why?
- ♦ _____ is your oldest friend. What's the toughest moment you have had together?
- ♦ _____ is like a sibling to you, but you inadvertently hurt them badly recently. How do they feel about it?
- ♦ You always keep an eye on _____ because you care for them. What did you see them do recently that you didn't like?
- ♦ _____ always asks your help when things get violent! Why can't you refuse them?
- ♦ You're secretly in love with _____! Why can't you tell them how you feel?

GEAR AND STUFF

You have an old apartment, a third or fourth hand vehicle, a cheap cell phone, your nahual mask, and two hearts of the earth. Then, pick 2 from the list:

- 9mm with suppressor [close]
- Tactical knife [touch]
- Cleaver, machete, or hatchet [touch, messy]
- Light armor [+1]



SIGNATURE MOVES

You get this move—it is active all the time, when you are transformed and when you are not.

MANADA

You consider the other PCs as your *manada*. Choose two options from the following list. When with your *manada*, you gain those benefits.

- JURÍA.** When a member of your manada inflicts harm, mark stress to assist them; they inflict terrible harm.
- CHAROLASTRAS.** When a member of your manada is about to take harm, any other member can choose to mark stress to get in the way and suffer the harm instead.
- TERRITORIO.** The barrio respects your manada. When a manada member *hits up their conecte* in the barrio, mark stress to give them a 12+ without rolling.
- ALFA.** When you order an unwilling member of your manada to do something important for you, mark stress to offer them 1 XP if they comply.

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed (with the exception of *watchdog*, see below for more info).

BLOODHOUND

When you track your prey, roll with Instinto. On a hit, you know exactly where to find them and can follow their trail until you do. On a 7-9 mark stress. On a miss, you still know where to find them, but the Marakame picks one:

- ♦ Your prey knows you are tracking them.
- ♦ When you finally get to them, the situation is complicated for you.
- ♦ While you follow your prey, someone else follows you.

PACK MATE

When you are with a member of your manada and they need to mark stress, you can take the burden upon yourself and mark stress for them.

WATCHDOG

You can sense when a member of your manada is in trouble, even if you are not transformed. When they are, mark stress to transform (if you were not already) and appear in their scene. Mark another stress to arrive with a useful resource in hand or in an advantageous position, your choice.

WILD DOG

When you unleash your inner wild side upon your enemies, mark stress and roll with Garra. On a hit, you inflict terrible harm upon them and escalate the situation. On a 7-9 choose one:

- ♦ Your reckless assault leaves you vulnerable; they inflict harm on you as well.
- ♦ Your frenzied outburst leaves you troubled; mark a condition.

On a miss, you still inflict terrible harm, but your savage attack leads to collateral damage you didn't expect.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the first stage. Each time your XP track fills, clear it and take an advancement. When you've taken both advancements for your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ See perfectly in the dark by scent
- ♦ Expand your hearing and scent to uncanny levels
- ♦ Smell someone to know if they are lying

2ND STAGE: APRENDIZ

XP

- Take another *manada* option
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Make an impossible jump (10 m or so)
- ♦ See by scent what happened here recently
- ♦ Break through a heavy wooden door

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Shoot a *golpe de nahual* to destroy a barrier or to *assail someone*
- ♦ Detect the exact location of all your *manada* members
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Do a howl that will clear a stress for every *manada* member that hears it
- ♦ Increase your established harm by one step
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Go to the Underworld to bring back the soul of someone recently deceased (with or without a cost)

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.



SERPIENTE

You are the Snake, a sensual manipulator. Social and charming, but without any real relationship or attachment. Merciless. You have the power to heal, but also the power to kill with your venom. You are patient and cold-blooded, always waiting for the right moment to strike.

NAME _____

Silvia, Eva, "Lulú", Flor PRONOUNS
Roberto, "Tito", Arturo, David

PERSONA

You are Mexican and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ cold eyes, charming eyes, friendly eyes, arresting eyes
- ♦ elegant look, sensual look, extravagant look, misleading look

VICES

Killing angels and messing with the Nahual is ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

EGOISM

When you manipulate someone for your personal gain without regard to their feelings, activate this vice.

DECEIT

When you mislead someone close to you into entering a dangerous situation or joining you in a malicious scheme, activate this vice.

INDIFFERENCE

When you deny your help or spare resources to someone in dire need, activate this vice.

INDISCRETION

When you cause someone close to you pain or trouble by revealing their secrets, activate this vice.

STRESS ■■■■

When you fill your stress track, mark a condition and clear your stress track.

GARRA [+1]

MAÑA [0]

BARRIO [+1]

INSTINTO [-1]

Add +1 to starting stat of your choice.

CONDITIONS

AFRAID

-2 to *assail someone*

FRUSTRATED

-2 to *figure someone out*

SHAKEN

-2 to *sneak around*

If all your conditions are marked you can't *summon* or *unleash your nahual*. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM 

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer only one of the following questions. Use only NPCs for the answers.

- You have a dangerous and powerful enemy of the *barrio* in your pocket. Why are you seducing them?
- You are charming and friendly to the *barrio* and everyone loves you. Who is the only person that knows you are only playing with them? And why do they still keep it a secret?

RELACIONES

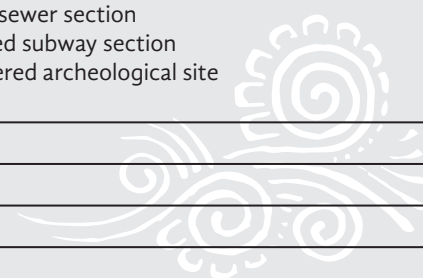
Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ♦ _____ is the only person you truly care about. What did they do to gain your genuine affection?
- ♦ You enjoy sharing fun and pleasure with _____. Ask them if they are in just in for the fun too, or do they feel something serious?
- ♦ _____ thinks you're the most beautiful creature they've ever met. Do you like exploiting their feelings, or is it too easy and boring?
- ♦ You saved someone important to _____ in the past. What was the price you asked for this favor?
- ♦ You lured _____ into doing something awful for you. What was it, and how did they find out you were just using them?
- ♦ You killed someone for _____. Who? Why did you enjoy it so much you didn't even ask for anything in return?

GEAR AND STUFF

You have a fancy ride, a simple mobile phone, a small blade or two (e.g., switchblade, folding knife, butterfly knife, barber knife, etc.), your nahual mask, and two hearts of the earth. You also have a place to crash that's underground, and known only to those you trust. Pick what type of hideout it is:

- The basement of an old building
- An deserted sewer section
- An abandoned subway section
- An undiscovered archeological site



SIGNATURE MOVES

You get this move—it is active all the time, whether you are transformed or not.

ENCANTO

When you have time and intimacy with someone to work your charms, roll with Barrio. On a 10+, hold 3. On a 7-9, hold 2. For both PCs and NPCs, you can spend your hold to ask them to do something for you, and...

For NPCs: ...while you have hold on them, they can't act against you. If you spend hold, they can't resist, and must do as you want. If you cause them harm, or somehow push them away, you lose all your hold on them. On a miss, they overreact and do something crazy or extreme for you, something they think you want.

For PCs: ...when you spend hold on them, they mark XP if they comply; if they refuse, they mark a condition. On a miss, they see your true face; take -1 ongoing against them until you do something to gain their trust again.

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed.

VENENO

When you sink your fangs into someone's skin and inject your venom, roll with stress paid (max+3). On a 10+, hold 2. On a 7-9, hold 1. Spend your hold at any time—regardless of distance—to cause any of the following effects while the venom courses through their veins:

- ♦ Inflict one deadly harm without regard to their threat level
 - ♦ Temporarily stiffen their muscles, so they have trouble moving
 - ♦ Temporarily boost their physical prowess, but inflict light harm on them
 - ♦ Heal a wound by decreasing it two steps down
- On a miss, your venom has unexpected effects you can't control; the Marakame will tell you how your poison affects them.

SNAKE FAMILIAR

When you summon a snake familiar out of your body, mark one stress. You can summon up to a max number of snakes equal to your Barrio. You can sense through your snakes' senses and communicate with them telepathically. At any time, you may mark a condition to switch places with one of your familiars.

VIPER

When you *assail someone* with a small blade, you can mark stress to increase your established harm by one level.

CASCABEL

When you make noise with your rattle in a turf full of threats, roll with Barrio. On a hit, choose which NPC is the only one that hears it; you can make them either walk towards the sound in a trance, or cower away from it cautiously. If the NPC is hurt the effect ends. On a 7-9, only NPCs of equal or lower threat level than you can be affected. On a 10+, you can affect NPCs of up to 2 threat levels above you. On a miss, every threat in the vicinity hears the sound and considers it hostile; you must mark stress to keep your location unknown to them.

HYPNOTIC EYES

When you lock eyes with a human NPC at close distance, roll with Barrio. On a hit, they get momentarily lost in your gaze. Choose one from the list. On a 10+, you can hold their complete attention as long as you maintain eye contact.

- ♦ They can't resist answering your questions to the best of their ability.
- ♦ They recall, out loud, uncanny details of a past event of your choice.
- ♦ You can give them a one-word command; if they refuse, they mark heavy harm.
- ♦ You can plant or erase a simple memory in their mind.

On a miss, choose one, but they develop a psychic connection to you; they become obsessed with you and get random flashes of your activities without your knowledge until the connection fades.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the first stage. Each time your XP track fills, you clear it and take an advancement. When you've taken both advancements of your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ See perfectly in the dark by sensing the infrared spectrum
- ♦ Expand your sense of smell to uncanny levels
- ♦ Touch someone to know their true emotions

2ND STAGE: APRENDIZ

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Slither through narrow spaces
- ♦ Make an impossible jump (10 m or so)
- ♦ Make yourself invisible to normal eyes

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Temporarily turn into a snake
- ♦ Use the senses of someone you have hold from *encanto*
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few miles of distance with a single jump
- ♦ Shed your skin to completely heal any harm
- ♦ Increase your established harm by one step
- ♦ Heal all wounds from an ally

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Summon forth the snake goddess Coatlicue, Mother of the Gods, to grant you a boon or a favor

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.



TLACUACHE

You are the Opossum, a scoundrel and party animal. A talented thief and skillful deceiver. You love drinking and the good life. You hate duty and commitments. And although you are not very brave, you are cunning and pretty resilient. When you play dead, you can withstand literally anything.

NAME _____

“Marichuy”, Patricia, Rosa, Verónica PRONOUNS
Juan, “Kique”, Marco, Leandro

PERSONA

You are Mexican, and you are poor. Choose one for each bullet:

- ◆ androgynous, conforming, shifting, nonconforming
- ◆ young, mature, senior, elder
- ◆ sharp eyes, naughty eyes, sassy eyes, lazy eyes
- ◆ messy look, destitute look, discreet look, luxurious look

VICES

Killing angels and messing with the Nahual is ugly business, and it takes a toll. Choose two vices that represent your character’s flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

COWARDICE

When you run from danger instead of standing with your friends or allies, activate this vice.

SLOTH

When you trick someone into doing your work for you, activate this vice.

GREED

When you endanger yourself or someone close to you to acquire something you covet, activate this vice.

ADDICTION

When you violate an obligation or responsibility to get your fix, activate this vice.



When you fill your stress track, mark a condition and clear your stress track.

GARRA ^[0]

MAÑA ^[+1]

BARRIO ^[+1]

INSTINTO ^[-1]

Add +1 to starting stat of your choice.

CONDITIONS

AFRAID
-2 to *assail someone*

INSECURE
-2 to *make a fuss*

SHAKEN
-2 to *sneak around*

If all your conditions are marked you can’t *summon* or *unleash your nahual*. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer one of the following questions. Use only NPCs for the answers.

- Your scams are infamous all over the *barrio*, and you’re the usual suspect for any trouble. Who always gives you a heads-up when someone is looking for you?
- You grew up all by yourself in the *barrio* and know it like the back of your hand. Name two other people who grew up with you on the streets, one of them is your *camarada* and would die for you, the other hates you and wants you dead. Why?

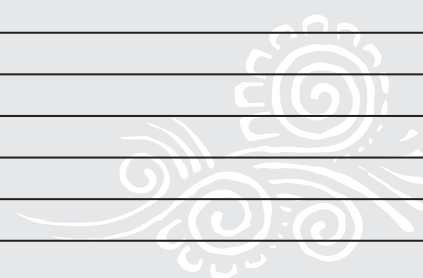
RELACIONES

Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ◆ You care so much about gaining _____’s respect. Why is that?
- ◆ _____ is the only person you wouldn’t dare to trick or cheat. Why? Do they know it?
- ◆ _____ knows about a scam you’re currently working. Ask them why they haven’t told anyone.
- ◆ _____ looks down on you and thinks you’re a hopeless cause. Are they right or do you want to prove them wrong?
- ◆ _____ used to hang around with you, thinking you were cool. What did you do to disappoint them?
- ◆ _____ believes in you and always has your back when you get in trouble. What is it that they see in you?

GEAR AND STUFF

You have a middle-sized apartment full of all sorts of stolen stuff, a vehicle in regular shape, your nahual mask, and two hearts of the earth. Decide on three things you carry with you, whatever you want. The Marakame will give them to you, with or without strings attached, their choice.



SIGNATURE MOVES

You get this move—it is active all the time, when you are transformed and when you are not.

TAMBACHE

You carry with you some sort of bag or backpack full of stuff you stole. It has an exhaustion track with 4 boxes; when the track is full you cannot use this move any more. The track empties when time passes or when you have a chance to go to your place and refill your tambache.

When you need something small enough to fit in your tambache, no matter how otherwise expensive or specialized, mark one box and roll with Maña. On a hit, you have it; say where and how you got it. On a 7-9, choose one:

- ♦ It is malfunctioning or unstable.
- ♦ You have to mark another exhaustion box.

On a miss, the Marakame chooses one:

- ♦ You have it, but the people you stole it from are coming for you very soon.
- ♦ You empty your tambache and still you can't find it, mark another box on your track.

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed.

SNATCH

When you try to sneakily snatch something, roll with Maña. On a 10+, you grab it. On a 7-9, you can get your hands on it, but mark stress if you do...and whoever you stole it from will find out it was you. On a miss, you're caught and exposed before you can snatch it up.

LUCKY

Your nahual warps reality to favor you. When you **avoid trouble** while transformed, roll with Maña instead of Instinto. On a 9 or less, you can mark stress to redirect any difficulty, cost or consequence towards another allied character in the vicinity; if the character is a PC, they also mark XP.

PLAY POSSUM

When you play dead to avoid a conflict, mark stress. Your body looks dead—you don't even have a pulse. They can do any harm to your body, tear it apart, burn it, etc. It doesn't matter, whenever you choose to end the effect, you wake up completely unharmed.

CORREOSO

You are a tough nut to crack. When you **get hit hard** while transformed, you get armor equal to your Maña.

GUISE

When you disguise yourself with a mirage, mark 2 stress to look like someone specific or 1 stress to look like any person in general: an old man, a young lady, etc. Then roll with Maña. On a 10+, choose 3. On a 7-9, choose 2:

- ♦ The mirage stays in the memories of those affected by it.
- ♦ The mirage can fool a physical examination.
- ♦ The mirage extends to electronic devices: video, photos, etc.
- ♦ The mirage affects supernatural eyes as well as those of mortals.

On a miss, the mirage works...but has a serious flaw or deficiency that can reveal your true identity to those watching closely.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the first stage. Each time your XP track fills, clear it and take an advancement. When you've taken both advancements for your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ See perfectly in the dark
- ♦ Climb with uncanny skill
- ♦ Open or bypass a security lock

2ND STAGE: APRENDIZ

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Make an impossible jump (10 m or so)
- ♦ Make yourself invisible to normal eyes
- ♦ Make your **tambache** appear next to you

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Manipulate the short-term memories of a person
- ♦ Pull from your **tambache** an object too big to fit in (move still applies)
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Make something disappear, to make it reappear later at any time in any place
- ♦ Reduce by one step the harm type of an attack directed at you.
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Resurrect yourself, even if you were torn to pieces, melted in acid or disintegrated

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character and tell the Marakame if you want your character to reappear as an NPC.



VENADO

You are the Deer, the embodiment of beauty and grace. Nimble and evasive, your movements enthrall the eyes that set upon you. You are a force to be reckoned with, a beautiful swirling storm that runs like brother wind, and electrifies the air around you.

NAME _____

Dulce, Sandra, Citlali, "Lety" PRONOUNS
Gustavo, Adrián, "Chito", Genaro

PERSONA

You are Mexican, and you are poor. Choose one for each bullet:

- ♦ androgynous, conforming, shifting, nonconforming
- ♦ young, mature, senior, elder
- ♦ bright eyes, sweet eyes, arresting eyes, playful eyes
- ♦ colorful look, elegant look, flashy look, arousing look

VICES

Killing angels and messing with the Nahual is ugly business, and it takes a toll. Choose two vices that represent your character's flaws and compulsions. When you activate a vice, clear one condition, empty your stress track, or mark XP, your choice.

VANITY

When you push someone you care about to sacrifice something important to accommodate your vanity, activate this vice.

NARCISSISM

When you escalate a conflict or endanger innocents to demand the spotlight, activate this vice.

DANGER

When you jump into danger without a plan or forethought, activate this vice.

DEFIANCE

When you purposefully challenge or taunt figures of power, activate this vice.

STRESS ■■■■

When you fill your stress track, mark a condition and clear your stress track.

GARRA [-1]

MAÑA [0]

BARRIO [+1]

INSTINTO [+1]

Add +1 to starting stat of your choice.

CONDITIONS

ANXIOUS
-2 to *hit up your conecte*

FRUSTRATED
-2 to *figure someone out*

RESTLESS
-2 to *avoid trouble*

If all your conditions are marked you can't **summon** or **unleash your nahual**. If you need to mark a condition and cannot, your nahual gets out of your control; ask the MC what happens.

HARM

LIGHT HARM

HEAVY HARM

DEADLY HARM

BARRIO QUESTIONS

Choose and answer one of the following questions. Use only NPCs for the answers.

- Everyone in the barrio is either jealous or has the hots for you. Or both! But someone treats you like a normal person. Who are they, and why do you care?
- A powerful and dangerous person is crazy about you, and keeps sending you gifts. Who is it and how do you feel about them?

RELACIONES

Once everyone has presented their character, go around again establishing relaciones—pick only one for each other player character:

- ♦ You neglected _____ in a time of need. What trivial thing were you caught up with?
- ♦ _____ and you have a thing together. Are you toying with their feelings or are you also serious about it?
- ♦ You feel _____ can't stand your presence. Do you think they are jealous of you or secretly in love with you?
- ♦ _____ is always so serious and boring. Why are you so set on making them loosen up a bit and enjoy the pleasures of life?
- ♦ _____ is the only one that makes you feel safe. You are able to let your guard down with them. Have you told them?
- ♦ _____ rejected your affections before. Why is this still gnawing at you?

GEAR AND STUFF

You have a smartphone, your nahual mask, and two hearts of the earth. Pick 2 from the list; they are either gifts from admirers, loot from former lovers, or otherwise trophies from the past:

- An apartment in a fancy neighborhood
- A hot ride (nice bike, classic car, fancy truck, etc.)
- An outstanding wardrobe (with all sorts of exotic outfits)
- A pair of luxury handguns (ivory, ebony, gold, diamonds, you name it)
- A top-notch stylish blade (katana, kukri, jian, etc.)

SIGNATURE MOVES

These are your signature moves; choose one. You can use the move you choose whether you are transformed or not.

HUNTER PREY

When you make a show of your presence to a group of NPCs, roll with Instinto. On a hit, everyone locks their full attention on you for the rest of the scene; you can exempt individual people by name if you want. On a 10+, take +1 ongoing against everyone affected as well. On a miss, everyone looks toward you, but someone is completely overwhelmed by your irresistible panache; ask the Marakame who it is and how they overreact.

KISS OF THE HIKURI

When you give yourself in flesh or soul to someone, roll with Instinto. On a hit, you both choose one benefit from the list below. On a 10+, they get beguiled by the experience; they cannot act to harm you until you do something to push them away.

- ♦ Heal 1 harm, clear a condition, or empty your stress track
- ♦ Take +1 ongoing to **avoiding trouble** for the rest of the session
- ♦ Take +1 ongoing to **figure them out** for the rest of the session

On a miss, you give yourself too fully; in your intimacy you let slip a secret you wish you hadn't told them.

TOTEM MOVES

Choose two Totem Moves. You only have access to Totem Moves while transformed.

NIMBLE

You move with uncanny reflexes in dangerous situations. When you **get hit hard** while transformed, you get armor equal to your Instinto.

VISIONS OF MICTLAN

When you jump into battle without forethought or planning, roll with Instinto. On a hit, your nahual bestows upon you a vision the Marakame will make come true, if it's even remotely possible. On a 7-9, choose one. On a 10+, you get both.

- ♦ An NPC will die. Name them.
- ♦ An NPC will live. Name them

On a miss, you foresee your own death; take a -1 ongoing throughout the battle.

SIXTH SENSE

When you **open the doors of perception**, you get to ask a follow up question even on a 7-9. On a 10+, you can also name a place or an NPC related to the current situation; the Nahual will show you a vision about either their past or future, Marakame's choice.

LIGHTNING ANTLERS

Mark stress to make your antlers transmute into pure lightning energy. If you use them as a weapon [touch, supernatural, bright], roll with Instinto instead of Garra when you **assail someone**.

STAGES OF NAHUALITY

There are six known Stages of Nahuality. You start with control over the first stage. Each time your XP track fills, you clear it and take an advancement. When you've taken both advancements of your current stage of control, you now control the next stage.

1ST STAGE: NOVATO

XP

- Take a totem move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Heighten your hearing to uncanny levels
- ♦ Jump with uncanny skill
- ♦ Run as fast as a car for a short burst

2ND STAGE: APRENDIZ

XP

- Take a totem or signature move
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Make an impossible jump (10 m or so)
- ♦ Run over water or vertical surfaces
- ♦ Change your attire to whatever you want

3RD STAGE: BRUJO

XP

- No mask needed to transform
- Take +1 to any stat (max +3)

CHANNEL ABILITIES

Mark 1 stress to...

- ♦ Leap a tall building in a single bound
- ♦ Move with supernatural speed for a short burst
- ♦ Visit the dreams of someone who has met you before
- ♦ Phase through a solid wall

4TH STAGE: NAHUAL

XP

- Take a second totem animal
- No enhancer needed to transform

CHANNEL ABILITIES

Mark 2 stress to...

- ♦ Cover a few kilometers of distance with a single jump
- ♦ Kill an equal or lesser threat with a fiery dash
- ♦ Put anyone that can see you into a psychedelic trip (good or bad, your choice)
- ♦ Heal a wound by decreasing it one step down (yours or someone else's)

5TH STAGE: KIBAL

XP

- Take a third totem animal
- Unlock the chimeric transformation

CHANNEL ABILITIES

Mark 3 stress to...

- ♦ Break the laws of physics
- ♦ Create a monster hurricane by running fast in circles

6TH STAGE: POSTOME

Once you control this stage of Nahuality, your character has surpassed all the limits of mortality. Retire your character, and tell the Marakame if you want your character to reappear as an NPC.

CHANGARRO TACO TRUCK NAME

Your *changarro* is a taco truck, and you move around the city selling the angels you hunt as tacos. You have regular clients in the spots you visit, but you gotta keep moving because you are being hunted by an elite group of angels that nurse a special grudge against you.

PROBLEMAS

You get these *problemas*. You do everything you can to keep them at bay, but you can't run from them forever.

OLD TRUCK

You wish you had a state-of-the-art truck to sell your tacos, but the truth is this old *cacharro* is barely holding together. Pray it won't fail you at the worst possible time!

HUNTED

A group of elite angels have a personal grudge against you because of something that you did. They are hunting you down on the pretext that you sell illegal angel tacos. Luckily, you have wheels to run away when things get dire.

RESTOCK

Your *changarro* has a restock track that represents the product being used. It is an abstract representation rather than an accurate stock count.

When your restock track is full and you need to mark it, instead every PC marks stress.

PROFIT

The profit track represents a surplus you get when your business goes well. Players can use it to blow off steam by partying (see the *Pachanga* move below), bribe people, or pay any debts due.

DUTIES

You have a set of mundane duties that correspond to the daily routine of your business. Determine who takes care of what duties however you like.

work the grill, take orders, buy supplies, drive, handle checks and payments, clean working areas and tools, take out the trash, wash the truck, maintain the truck

HOTSPOTS

You constantly go to different **hotspots** in the city to sell your tacos and avoid your hunters, places where people gather either by choice or by necessity. You have a regular clientele as long as you are more or less consistent with your visits. Here are some sample hotspots, but you can also create your own:

- a diablero's fighting arena run by a former friend
- a bar owned by a drug lord and frequented by supernatural beings
- a small *barrio* church where the poor pray to lure angels for the angeleros
- a *tianguis*—open-air market—covering a whole *barrio* with a black market underneath
- a factory on the outskirts of the city where workers process a mysterious substance
- a cheap amusement park secretly owned by demons

When you sell tacos in a hotspot you might mark the hotspot on your list (see the *expendio* move below). Each hotspot can only be marked once before it clears. When you mark your fourth hotspot, clear them all and mark two profit. At the beginning of the first session, mark one hotspot for free.

If a significant amount of time passes without you visiting any hotspot, clear them all and start from scratch.

HEAT

You have a heat track that represents how easy it is for your enemies to pinpoint your location. As you visit hotspots, your heat can increase (see *expendio* move below). When empty, your track is **frio** (+1); when full, you are **caliente!** (-3). At the beginning of the 1st session, mark two heat.

FRÍO CALIENTE!

+1 0 0 -1 -2 -3

EXPENDIO MOVE

When you bring your taco truck to a hotspot to sell your tacos, roll with heat. On a hit, mark this hotspot and choose one from the list. On a 7-9, the Marakame chooses one more:

- ◆ You get caught up in this hotspot's local troubles.
- ◆ You barely keep up with the local demand; mark restock.
- ◆ You attract unwanted attention; mark heat.

On a miss, your hunters catch up with you; clear your heat track and brace for the worst. Things are going to get ugly!

CHANGARRO MOVES

You get this move:

FUGA!

When you leave a hotspot in a hurry to avoid a confrontation, clear this hotspot, then roll with stress wagered (max +3). On a hit, you're out of there; choose one from the list. On a 7-9, the Marakame also chooses one:

- ◆ You each mark the amount of stress you wagered.
- ◆ You cause colateral damage during your escape.
- ◆ You leave something or someone important behind.

On a miss, your **old truck problema** comes to bear, you're all stuck here! *En la madre!*

Then, choose one from the list below:

DOÑA CHAYO

You have an old woman who does all the cooking for you and helps you with some duties. She's got the best *sasón*, and the biggest smile. Most clients come to your truck just because of her. Whenever you mark your second hotspot, mark profit for free if you have Doña Chayo in the truck with you.

ALIADOS

Your clients are more than just regulars; they are your allies. They know your trade requires discretion, and they help you when possible: warning you, helping you pack, or getting in the way of your enemies. Take +1 ongoing to *fuga!*

EL MOFLES

You have a close friend—a.k.a. Mofles—that owns a small repair shop. If your truck dies, you can call him to bring his tow truck and pick you up—he'll never let you down. If you ask Mofles to fix your truck, he's happy to help you out for free; he'll get you back on the road quick and keep things quiet. When he's done with the work, mark your debt track.

DEBT When your debt is full, Mofles asks you to help him out with a serious problem. If you do it, clear your debt track; if you don't, Mofles will expect you to pay him for all the help he's given you—one profit per debt marked.

CHANGARRO CARNICERÍA

NAME _____

Your *changarro* is a butcher shop, but you are not open for retail business. You only sell raw angel meat to special clients, making deliveries directly to them. Business is good but the competition is harsh, as some jealous angeleros want to steal your clients at any cost.

PROBLEMAS

You get these *problemas*. You do everything you can to keep them at bay, but you can't run from them forever.

INSECURE

Your place is in a zone usually targeted by burglars. No matter how much you try to keep it safe, sometimes they manage to break in and steal stuff from you.

DIRTY COMPETITION

Another group of angeleros wants to steal your clients. They'll use all types of dirty tactics to take you down.

RESTOCK

Your *changarro* has a restock track that represents the product being used. It is an abstract representation rather than an accurate stock count.

When your restock track is full and you need to mark it, instead every PC marks stress.

PROFIT

The profit track represents a surplus you get when your business goes well. Players can use it to blow off steam by partying (see the *Pachanga* move below), bribe people, or pay any debts due.

DUTIES

You have a set of mundane duties that correspond to the daily routine of your business. Determine who takes care of what duties however you like.

portion the meat, sharpen the tools, buy supplies, deal with paperwork and administration, wash the equipment, take and schedule orders, deliver orders, clean the working area, take out the trash

CLIENTS

Clients have a status that determines their attitude towards you: *trusting*, *skeptical*, and *non-client*. At the beginning of the game choose two clients from the list below—or define them yourselves; one client is trusting and one is skeptical, your choice. The others are not your clients, yet.

- ♦ **LA DAMA DE NEGRO**, a mysterious woman with a taste for raw angel blood.
 TRUSTING | SKEPTICAL | NON-CLIENT
- ♦ **DON FIDENCIO**, an obscenely wealthy man that feeds angel meat to his diablo pets.
 TRUSTING | SKEPTICAL | NON-CLIENT
- ♦ **CHEF FRANCISCO**, chef of an exclusive restaurant serving gourmet angel meat dishes.
 TRUSTING | SKEPTICAL | NON-CLIENT
- ♦ **MR. SMITH**, CEO of a cryptic international company that needs freshly killed angels.
 TRUSTING | SKEPTICAL | NON-CLIENT
- ♦ **DR. LARRIETA**, owner of a private clinic offering angel meat treatment for the rich elites.
 TRUSTING | SKEPTICAL | NON-CLIENT

If you have to reduce a client's status, it goes from trusting to skeptical, and from skeptical to non-client. Vice versa for increasing status. The only way to increase status or gain a new client is with the *special delivery* move (see below).

EXPENDIO MOVE

At the beginning of the first session, or when time passes, mark restock for each client you have and roll with restock marked. On a hit, mark profit for each client and the Marakame chooses one. On a 10+, each PC also marks one stress for each client or the Marakame chooses one more from the list, PCs' choice.

- ♦ One of your *problemas* comes to bear.
- ♦ A trusting client has a serious problem they want you to handle.
- ♦ A skeptical client has a complaint you need to address immediately.

On a miss, you barely break even on your deliveries—no profit!—but word of your hustle gets around: a new potential client comes knocking with a shady but irresistible business opportunity.

CHANGARRO MOVES

You get this move:

SPECIAL DELIVERY

When you want to impress or compensate a skeptical client or a non-client, go to them and offer your services. They will tell you what task you need to complete for them—the Marakame chooses up to three from the list:

- ♦ The task is highly illegal and dangerous.
- ♦ The task will piss off another client or a powerful faction.
- ♦ The task requires access to a heavily guarded location.
- ♦ The task requires the assistance of a third party.

If you complete the task, increase their status from non-client to skeptical or skeptical to trusting.

Then, choose one from the list below:

QUID PRO QUO

When you go to a trusting client to ask for a favor, roll with Barrio. On a hit, they help you to the best of their capacity. On a 7-9, the Marakame chooses one:

- ♦ They also have a favor to ask of you.
- ♦ They can only offer limited aid or assistance.

On a miss, a big problem of their own comes knocking right now, and you are entangled by it.

WALK-IN FREEZER

You have a walk-in freezer to stock extra product: 2 boxes you can mark whenever you need to mark the restock track.

WELL EQUIPPED

Your *changarro* has first-grade equipment that makes the butchering job much easier. Take +1 ongoing to your *tablajería* roll.

CHANGARRO CANTINA

NAME _____

Your changarro is a traditional Mexican bar. A social club where all sorts of weird people come to conduct their shady business and to enjoy your angelic tequila. Of course they also bring their troubles to your establishment, so you gotta deal with that while keeping all your regulars happy.

PROBLEMAS

You get these *problemas*. You do everything you can to keep them at bay, but you can't run from them forever.

INVESTOR

Someone invested a good amount of money in your *cantina*. They show up, from time to time, asking for favors and telling you what to do—like they own the place.

DAMN REGULARS

Some of your regulars just can't stay out of trouble. Even worse...they keep bringing those troubles to your *cantina*. You love them and they love your bar, but they are ticking time bombs waiting to explode!

RESTOCK

Your *changarro* has a restock track that represents the product being used. It is an abstract representation rather than an accurate stock count.

When your restock track is full and you need to mark it, instead every PC marks stress.

PROFIT

The profit track represents a surplus you get when your business goes well. Players can use it to blow off steam by partying (see the *Pachanga* move below), bribe people, or pay any debts due.

DUTIES

You have a set of mundane duties that correspond to the daily routine of your business. Determine who takes care of what duties however you like.

tend and clean the bar, wait tables, buy supplies, paperwork and administration, dishwashing, clean floors and bathroom, handle checks and payments, bounce the drunkards, take out the trash

REGULARS

Among your regulars a few that stand out as strange or supernatural. Choose four from the list below—or create your own.

- ROMÁN**, a crooked federal agent with the gift to see angels, whom he thinks are aliens.
- LOBA**, a *sicaria* for hire, with the gift to kill angels, diablos, and people alike.
- JUAN GRANDE**, a retired angelero with a taste for *chinguere* and an empty pocket.
- HUARACHE**, an infamous diablero with great skills and a magnet for trouble.
- ZOFIEL**, a double-agent angel, working for both Heaven and Hell, who can be in the right place at the right time.
- EL CAÍDO**, a drunkard fallen angel drowning their sorrows in *chinguere* and on its way to becoming a diablo.

POPULARITY | | | | | | | |----|----|---|----|----|----| | -2 | -1 | 0 | +1 | +2 | +3 | |----|----|---|----|----|----|

You care a lot about your popularity; your *cantina* lives and dies by it. At the beginning of the game your popularity is at +1. The *expendio* move can reduce or increase your popularity, but the Marakame can also alter it as a result of events in the fiction. If you want to boost it, you can throw a special event to make some noise, and have people hear about your place (see the *party time!* move below).

EXPENDIO MOVE

At the beginning of the first session, or when time passes, mark restock and roll with popularity. On a hit, mark profit and choose one. On a 7-9, the Marakame also chooses one.

- ◆ Your service has been disorganized and sloppy; reduce your popularity by one.
- ◆ A PC's *barrio* connection (Marakame's choice) comes looking for help.
- ◆ Your investor demands a meeting to discuss some changes you won't like.
- ◆ One of your regulars brings their troubles to your *cantina* at the worst possible time.

On a miss, your investor has made a deal without consulting any of you, and has brought bad consequences or trouble to the *cantina*; the Marakame will tell you what.

CHANGARRO MOVES

You get this move:

PARTY TIME!

When you throw a special party or event at the *cantina*, roll with questions.

- ◆ Is everyone working hard for it? (If yes, take +1 and everyone marks stress)
 - ◆ Are you being generous with your service? (If yes, take +1 and mark restock)
 - ◆ Was there any trouble recently at the *cantina*? (If yes, take -1)
- On a 10+, choose 3. On a 7-9, choose 2.
- ◆ Name an NPC you invited, and they show up, no strings attached.
 - ◆ The event gets you some extra earnings; mark 1 profit.
 - ◆ The event boosts your popularity; increase your *changarro*'s popularity by one.
 - ◆ Your regulars behave and don't cause any trouble.

On a miss, your event draws unwanted attention from your enemies or someone looking to cause trouble for your patrons, Marakame's choice.

Then, choose one from the list below:

DON VICENTE

You have a master brewer that makes the best *chinguere*. Sometimes he shows up drunk to work, but the *chinguere* he makes is five star shit. Your clients love it. Take +1 ongoing to *party time!*

HOME ADVANTAGE

At your *cantina*, you all take +1 ongoing to *making a fuss* and *figuring someone out* when dealing with NPCs.

MORE THAN A REGULAR

One of your regulars (your choice) is more than just a client. They are a friend and an ally. When you ask them for a favor in person, roll with Barrio. On a hit, they help you to the best of their capacity. On a 7-9, the Marakame chooses one:

- ◆ They also have a favor to ask of you.
- ◆ They can only offer limited aid or assistance.

On a miss, your request prompts them to reveal a nasty secret you won't like. *Chingale!*

CHANGARRO VECINDAD NAME

You don't really run a business, you hunt angels once in a while and provide polvo de ángel to a local dealer. Your changarro is set inside an old vecindad—a building in the slums with several housing units—and your neighbors there don't hesitate to share their tribulations with you.

PROBLEMAS

You get these *problemas*. You do everything you can to keep them at bay, but you can't run from them forever.

GOOD SAMARITANS

You have a reputation for helping those in dire need. Whether the rep is true or not, people come to you all the time asking for help, and sometimes they come at the most awkward moment.

SLUMLORD CACIQUE

The owner of the *vecindad*, a mean *hijo de puta*, runs all sorts of shady businesses and cares only about money. You and your neighbors better keep up with rent or he'll use the smallest excuse to kick you out.

RESTOCK

Your *changarro* has a restock track that represents the product being used. It is an abstract representation rather than an accurate stock count.

When your restock track is full and you need to mark it, instead every PC marks stress.

PROFIT

The profit track represents a surplus you get when your business goes well. Players can use it to blow off steam by partying (see the *Pachanga* move below), bribe people, or pay any debts due.

DUTIES

Since you are not a regular business, you have no duties to tend to. You are free spirits, working only when you want to. Tell the Marakame how you pass the time with your neighbors.

NEIGHBORS

The vecindad is the heart of your *barrio* and is crowded with neighbors. Define at least these 5 NPCs: Dolores, Don Lucho, Beto, Roberta, Doña Chela.

- ♦ Who is in deep shit with a powerful faction?

- ♦ Who thinks you are a danger to the *vecindad*?

- ♦ Who can you trust with your lives? _____

Your neighbors know about your changarro, and your shady *polvo de ángel* gig. Ironically enough, most of them like you because they feel safe with so many bad ass *nahuales* hanging around. Who is gonna mess with *nahuales*, right?

LOCAL DEALER

A local dealer buys your product. They control the territory your vecindad is in, and you've been working together for a while. Although you're not friends, sometimes you scratch each other's backs. Choose two strengths for your dealer, the Marakame picks two flaws.

NAME: _____

STRENGTHS

- They hold a high rank in a cartel
- They honor their word
- Their thugs are disciplined
- They trust you and your word

FLAWS

- They are extremely violent
- They are a supernatural entity
- They are addicted to your stuff
- They are greedy and short-sighted

EXPENDIO MOVE

When you deliver product to your local dealer, roll the dice. On a hit, mark one restock and one profit. On a 10+, choose two. On a 7-9, choose one.

- ♦ Your dealer doesn't drag you into their own troubles.
- ♦ You stay off the authorities' radar.
- ♦ You get to mark one extra profit.

On a miss, your dealer's problems come hard at them as you deliver the product, and you get caught up in the middle of it.

CHANGARRO MOVES

You get this move:

COST OF LIVING

When time passes, pay 1 or 2 profit and roll with profit spent. If you can't pay, roll with -2 instead. On a 10+, all is good. You have enough for yourselves and even share a bit with your neighbors; one of them brings you a business opportunity or sweet intel—your choice—as an expression of gratitude. On a 7-9, you come up short; mark one stress each and two restock as you sell whatever you had on hand to cover your expenses. On a miss, the only way to stay afloat is doing some nasty work for your landlord; take the job or mark all your conditions.

Then, choose one from the list below:

BUENOS VECINOS

When you help a neighbor in a dire situation—or share an intimate moment with them—clear one condition or empty your stress track, your choice.

LAVANDERAS

The women who gather in the communal laundry area know all the *chismes* of the *barrio*. When you go to them for intel, roll with Barrio. On a 10+, choose 2. On a 7-9, choose one.

- ♦ Where can I find _____?
- ♦ Who's _____ involved with?
- ♦ When did/will _____ happen?
- ♦ What secret or oddity is everyone talking about?

On a miss, ask one, but *chisme* runs like wildfire. The wrong people find out you are asking questions.

HOME TURF

At your *vecindad*, you all take +1 ongoing to *sneaking around* and *assailing someone* when dealing with NPCs.

BASIC MOVES



AVOID TROUBLE

When you rely on instinct and quick thinking to **avoid danger, difficulty, or trouble**, roll with Instinto. On a 10+, your reaction gets you through. On a 7-9, things get complicated; the Marakame reveals an unexpected hardship or offers you a cost you have to pay to carry on.

ASSAIL SOMEONE

When you **assail someone** with violence, roll with Garra. On a hit, trade harm as established. On a 10+, choose one as well:

- ◆ You inflict terrible harm; upgrade your harm one level.
- ◆ You stand your ground; take +1 forward to **get hit hard**.
- ◆ You create an opportunity for yourself or your allies.

MAKE A FUSS

When you **make a fuss** to get someone to do what you want, roll with Maña.

For NPCs: On a 10+, they take the bait and act accordingly. On a 7-9, they aren't quite convinced; the Marakame will tell you what it takes to make them give in.

For PCs: On a 10+, both. On a 7-9, choose one:

- ◆ If they concede, they mark XP.
- ◆ If they resist, they mark stress.

SNEAK AROUND

When you **sneak around** an alert threat, roll with Maña. On a hit, you move past or close to your opposition. On a 10+, choose 2. On a 7-9, choose 1:

- ◆ Seize an exposed asset or resource
- ◆ Bring others along with you
- ◆ Take a secure or strong position

FIGURE SOMEONE OUT

When you **figure someone out**, roll with Barrio. On a 10+, ask 3. On a 7-9, ask 1:

- ◆ What are your true intentions?
- ◆ What do you wish I'd do?
- ◆ What are you really feeling?
- ◆ What do you fear might happen?
- ◆ How could I get you to _____?

HIT UP YOUR CONECTE

When you **hit up your conecte** for info or resources, tell the Marakame who you are going to and roll with Barrio. On a hit, they're available and can get what you need at a fair price. On a 10+, also choose one:

- ◆ Your *conecte* has an intriguing or profitable opportunity for you.
- ◆ Your *conecte* knows some sweet secret or dirty intel they are willing to share.

OPEN THE DOORS OF PERCEPTION

When you **open the doors of perception**, roll with Instinto. On a hit, the Marakame will unveil something new or interesting about your current situation. On a 10+, you get to ask a follow-up question.

SUMMON YOUR NAHUAL

When you **summon your nahual** to transform into a stage you control, answer the questions:

- ◆ Do you have your mask on? If no, mark stress.
- ◆ Did you consume an enhancer? If no, mark stress.

While transformed you have access to your totem moves, and to all the channel abilities of the stage you activated and lower.

UNLEASH YOUR NAHUAL

When you **unleash your nahual** to push yourself over your highest stage of control, mark a condition and roll. Add +1 to your roll for each enhancer you eat (max +4). On a hit, you do it. On a 7-9, mark a condition. On a 12+, you briefly transform to an even higher stage (5th stage max), and you cross off one of your conditions permanently!

PERIPHERAL MOVES

INTERVENE

When you **intervene** in another PC's action, mark stress to give them a -2 or +1 to their roll. Mark an additional stress to also:

- ◆ Keep your meddling hidden from your target
- ◆ Avoid exposing yourself to costs and complications
- ◆ Set up another character with an opportunity

GET HIT HARD

When you **get hit hard**, roll and add your armor (if any). On a hit, reduce the harm you mark by one level. On a 7-9, the Marakame also chooses 1:

- ◆ You lose control of your nahual momentarily.
- ◆ You mark a condition of your choice.
- ◆ You give your opposition an advantage or opportunity.

On a miss, you're caught off-guard or flat-footed; you can still choose to reduce the harm by one level, but you'll be taken out of the scene.

PACHANGA

When you go out together to party hard, roll with profit spent (max +3) during *la pachanga*. On a hit, you all clear your conditions and stress tracks. On a 10+, *la peda estuvo cabrona!* You all get carried away and leave your problemas unattended; one of them comes at you hard, Marakame's choice. On a miss, your recklessness gets the best of you, *mal pedo!* You each still clear one condition, but—as a group—you also pick an option from the list or spend 2 more profit to compensate people for the damages you caused:

- ◆ Leave yourselves vulnerable to your enemies
- ◆ Anger or offend a powerful group or individual
- ◆ Wreck something or harm someone meaningful to you

FIGHTING AS A PACK

- ◆ **At least three PCs** are needed to form a pack, with no more than one threat level of difference between its members.
- ◆ When forming a pack, **one member will be declared the alpha**.
- ◆ The effective threat level of the pack is the alpha's threat level +1.
- ◆ When the pack of PCs makes a move, **the alpha rolls, and the rest of the members mark 1 stress**.
- ◆ When the pack receives harm, players decide who is marking that harm.

ANGELERO MOVES

CACERÍA

IF YOU'RE HUNTING IN YOUR TURF:

When you lead a pack to hunt angels on your turf, roll with questions:

- ◆ Do any of the hunters have a predator nahual? Take +1.
- ◆ Does every angelero **summon their nahual**? Take +1.
- ◆ Does anyone have the Afraid or Insecure conditions marked? Take -1.
- ◆ Does your turf have any Scarcity checked? Take -1 for each box marked.

On a hit, the hunt is fruitful; you kill one angel for each member of your pack who joined the hunt (mark Scarcity).

On a 10+, pick one from the list below. On 7-9, pick 3.

- ◆ You get hurt during the hunt; mark five heavy wounds divided among the pack.
- ◆ You cause collateral damage; the Marakame will tell you the consequences. .
- ◆ The hunt is hard; mark four conditions divided among the pack.
- ◆ The hunt is scarce; you kill two fewer angels. .

On a miss, your enemies take advantage of your absence to meddle with your interests or to set a trap for when you return, Marakame's choice.

IF YOU'RE NOT HUNTING IN YOUR TURF:

When you lead a pack to hunt angels in someone else's turf, mark stress and choose a strategy; roll with the appropriate stat.

On a hit, you find a flock of angels (roughly five) and enact your plan; seize the benefit of your strategy. On a 7-9, the risk of your strategy comes to bear as well.

On a miss, things go south and you find yourselves at the mercy of this turf's faction. Prepare for the worst.

TABLAJERÍA

When you butcher ordinary angels at your changarro to profit from their parts, roll with questions:

- ◆ Is everyone helping with the butchery? Take +1.
- ◆ Do all the butchers each have only one or fewer conditions marked? Take +1.
- ◆ Did your hunt yield fewer than three angels? Take -1.
- ◆ Are you pressured to meet a deadline? Take -1.

On a hit, clear your restock track. On a 7-9, the work was unsettling. Tell the Markame how it haunts you; everyone involved marks stress.

On a miss, the work was especially disturbing; everyone marks two stress—describe your characters' reactions to the horrors they have seen. You can still clear some restock, but someone must mark a condition for each restock you want to clear, dividing this burden however you want among the characters doing the butchering.

HUNTING STRATEGIES

- ◆ **PROWLING** (Maña): you sneak ahead alone to ensure the first kill. **Benefit:** you automatically kill one angel. **Risk:** you are separated from the pack and surrounded by enemies.
- ◆ **BAITING** (Barrio): you act as bait to lure the angels to feed on your faith so the other hunters can ambush them. **Benefit:** the angels are surrounded; they can't escape without creating an opportunity first. **Risk:** the angels get a shot at you before your pack can react.
- ◆ **FLUSHING** (Garra): you make a show of force to scare the angels towards the other hunters. **Benefit:** the angels are disoriented; you all get +1 ongoing for the rest of the hunt. **Risk:** all but three of the angels escape.
- ◆ **CALLING** (Instinto): you use your nahual to attract the angels with illusionary images and sounds. **Benefit:** the angels are beguiled by the illusions; treat your threat level as one level higher for the rest of the hunt. **Risk:** you also attract another dangerous threat to the area.

THREAT LEVELS

MUNDANE THREAT (LEVEL 0)

- ◆ A normal human.

DANGEROUS THREAT (LEVEL 1)

- ◆ The Novato stage of transformation
- ◆ A common angel
- ◆ A cherub in baby form
- ◆ An armed and trained human
- ◆ A small group of unarmed humans

LETHAL THREAT (LEVEL 2)

- ◆ The Aprendiz stage of transformation
- ◆ A common diablo
- ◆ A group of ordinary soldiers
- ◆ An angry mob

LEGENDARY THREAT (LEVEL 3)

- ◆ The Brujo stage of transformation
- ◆ A powerful diablo
- ◆ A warrior angel
- ◆ A unit of special forces soldiers

MYTHIC THREAT (LEVEL 4)

- ◆ The Nahual stage of transformation
- ◆ A karibu in full form
- ◆ An elite angel
- ◆ An ancient diablo

CELESTIAL THREAT (LEVEL 5)

- ◆ The Kibal stage of transformation
- ◆ An archangel
- ◆ A demon prince

GODLIKE THREAT (LEVEL 6)

- ◆ The Postome stage of transformation
- ◆ The Archangel Michael
- ◆ The fallen Archangel Lucifer

ESTABLISHING HARM

Enemies of equal threat level inflict heavy harm on each other.

IF THERE'S A THREAT LEVEL MISMATCH:

- ◆ Use **heavy harm** as a starting point.
- ◆ If you are **above** increase the type of harm you inflict.
- ◆ If you are **below** reduce the type of harm you inflict.
- ◆ If you are **two steps or more above** you are an **overwhelming** threat, you instantly kill your enemy.
- ◆ If you are **two steps or more below** you are a **vulnerable** threat, you inflict no harm to your enemy.

THE MARAKAME, MASTER OF CEREMONIES

AGENDAS

- ◆ Make the world feel oppressing and supernatural.
- ◆ Subject characters' lives to the whims of greater forces.
- ◆ Play to find out what happens.

PRINCIPLES

- ◆ Fill everything with corruption and intrigue.
- ◆ Address yourself to the characters, not the players.
- ◆ Put their changarro at the center of a big storm.
- ◆ Make your move, but never speak its name.
- ◆ Give everyone a name, drives, and a price.
- ◆ Ask provocative questions and build on the answers.
- ◆ Be a fan of the player characters.
- ◆ Remind them they are the underdogs.
- ◆ Escalate threats accordingly.
- ◆ Think offscreen too.
- ◆ Sometimes, disclaim decision making.

MARAKAME MOVES

- ◆ Reveal a supernatural threat.
- ◆ Inflict harm as established.
- ◆ Inflict stress or a condition.
- ◆ Separate them.
- ◆ Put someone in a spot.
- ◆ Activate their stuff's downside.
- ◆ Present an opportunity to activate a vice.
- ◆ Tell them the possible consequences and ask.
- ◆ Make an irresistible but wicked offer.
- ◆ Turn their move back on them.
- ◆ After every move, "what do you do?"

MEXICAN NAMES

FIRST NAMES: Manuel, Andrea, Virginia, Arturo, Miguel, Federico, Juan, Yolanda, Francisco, Berenice, Nadia, Mario, Graciela, Ruth, Estela, Fernando, Enrique, Jaime, Rosario, Irma, Genaro, Tadeo, Xochitl, Óscar

LAST NAMES: García, López, Fuentes, Díaz, Sánchez, Cárdenas, Martínez, Pérez, Duarte, Valencia, Zapata, Álvarez, Olivas, Jiménez, Tejada, Quirarte, Navarro, Flores, Padilla, Hernández, Barrera, Iglesias, Estrada

HERIDAS

- ◆ **LIGHT HARM:** These are wounds that will recover quickly. When some time passes, you can clear this harm without needing to do much.
- ◆ **HEAVY HARM:** These are deep wounds and cuts that don't hit vital organs. If not taken care of, they may develop into deadly wounds.
- ◆ **DEADLY HARM:** Deadly wounds put you at death's door. These wounds can be incapacitating and will end in death if not treated quickly.

HERIDAS FOR NPCs

NPC threats have a **number of boxes of each category of harm equal to their threat level.**

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PACKS

Multiple individuals can coordinate together to form a **pack**. This increase your threat level when establishing harm.

NPC PACKS

- ◆ **SMALL PACK:** 4 to 8 individuals of the same threat level. Acting as a small pack increases the threat level of the members by one.
- ◆ **BIG PACK:** 9 to 16 individuals of the same threat level. Acting as a big pack increases the threat level of the members by two.

For **more than 16 individuals** divide them into multiple packs, making the groups as even as possible.

PC PACKS

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FACTIONS OF POWER

- ◆ The Angels of the Church
- ◆ The Demons of the State
- ◆ The Jackals of the Narco
- ◆ The Parasites of Capitalism

HUNTING TURFS

Hunting turfs are zones where angels nest, usually places with a high conglomeration of religious believers: churches, hospitals, graveyards, even the slums. If there are people praying to a higher power, angels thrive.

NPC TURF 1

LOCATION:

LANDMARKS:

FACTIONS

- ▽△ The Angels of the Church
- ▽△ The Demons of the State
- ▽△ The Jackals of the Narco
- ▽△ The Parasites of Capitalism

NOTES:

NPC TURF 2

LOCATION:

LANDMARKS:

FACTIONS

- ▽△ The Angels of the Church
- ▽△ The Demons of the State
- ▽△ The Jackals of the Narco
- ▽△ The Parasites of Capitalism

NOTES:

NPC TURF 3

LOCATION:

LANDMARKS:

FACTIONS

- ▽△ The Angels of the Church
- ▽△ The Demons of the State
- ▽△ The Jackals of the Narco
- ▽△ The Parasites of Capitalism

NOTES:

PCs TURF

LOCATION:

DETAILS:

SCARCITY

- ◆ When PCs successfully hunt angels on their turf, mark one scarcity.
- ◆ When time passes, clear one scarcity box if the PCs haven't hunted there recently.

NPC TURF CREATION

LOCATION

First think of what type of location defines this turf. Remember, angels usually nest in places with a high conglomeration of religious believers.

LANDMARKS

Define from one to three landmarks around your chosen location. This will help you get an idea of what could happen if the hunt goes south, or how PCs set up their hunting strategy.

FACTION

Finally, the hunting turfs not controlled by the PCs have a specific faction related to them, either by preying on it (▽) or protecting it (△). Select one for the hunting turf. Alternatively, you can assign two factions to a turf, one preying on it and one protecting it.