



EL GUERO



YOUR NAME

- Allison, Cynthia, Gina, Liz, Madeline, Natalie, Susan, or Valerie
- Austin, Bertrand, Erick, Gregory, Michael, Ryan, Todd, or Zachary

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Bored eyes, laughing eyes, sharp eyes, tired eyes
- Modern clothes, outrageous clothes, practical clothes, street clothes

YOUR GEAR

- a luxury lifestyle
- a downtown loft, a disposable car, a 9mm (close loud), burner phones)

YOUR STATS

Add +1 to one of your stats:

- Face +1, Grit -1, Hustle +0, Savagery +1

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

You get this one and one more:

- Clean:** Mark xp when you try to convince someone else to do your dirty work. Clear this key and advance when you cross a line that exposes you to retribution.
- Daring:** Mark xp when you willingly enter a perilous situation without precautions or deception. Clear this key and advance when you retreat from a messy situation instead of risking further failure.
- Arrogance:** Mark xp when you use your superior knowledge or experience to *verbally shame or abuse* someone you care about. Clear this key and advance when you admit to someone that you're in over your head and urgently need help

LOS ENLACES

You've convinced _____ to help you with one of your objectives, but you know their loyalty is limited and fleeting. *Así las cosas...*

_____ and you enjoyed a professional *and* personal relationship in the past. Ask them why they cut you off when things were *muy bien*.

_____ thinks you're a trusted ally. The truth is...you're setting them up to take the fall when things inevitably get messy. *¡Listo!*

FACE GRIT HUSTLE SAVAGERY HEAT

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STATS

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STRESS



EL GUERO

YOUR MOVES

Choose three moves:

- Calculador:** When you've *sized someone up* and you act on the MC's answers, take +2 instead of +1.
- Ellos Lloran:** You know a few NPCs with grudges against your enemies, old *sicarios* you've worked with previously. Mark a stress to have one of them join you as your bodyguard for a scene or mark two stress to have one of them suddenly appear within a scene in a superior, hidden, or suprising position.
- Adiós, Felipe:** When you tell a low-rank NPC to fuck off or get out of your way, roll with Face. On a hit, they do it, *no hay problema*. On a 10+, they recognize you enough to offer an *apología*: clear a stress. On a miss, they dramatically escalate, much to your *disgusto*.
- No Hay Reglas:** When you offer to trade favors instead of cash to get what you want from someone, you can mark stress instead of rolling to *propose a deal* as if you rolled a 12+.
- Resbaladizo:** You can mark stress instead of rolling to *interfere* as if you had rolled a 10+. When you *get fucking shot*, you always pick both options on a 7-9.
- Estratega:** When you enter a chaotic battle, roll with Savagery. On a hit, you read the field; ask the MC a question, and they will answer honestly. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to:
 - *kill an NPC within easy reach or close range*
 - *protect an NPC in a bad spot or vulnerable position*On a miss, you're in over your head; mark three stress or get captured by your *pinche* enemies, your choice

TU MISIÓN PARA LA AGENCIA

You're an officer in the CIA Special Activities Division, trained to accomplish American objectives in Mexico. You're bilingual, funded, and immune to prosecution. You've broken a few rules in your time. Choose two:

- killed a fellow agent*
- assassinated a politico*
- trafficked cartel drugs*
- covered up a murder*
- tortured narcos for info*
- abandoned a civilian*

You're working; Mexico is your beat. Choose one *misión*:

- Control:** *Replace el narco with someone friendlier to Agency interests in the region.*
- Power:** *Bring down an honest politician who has proven inconvenient and unpredictable.*
- Security:** *Build a long-term alliance with the local cartel against foreign terrorists and rogue states.*

Choose three objectives and mark them. When you fulfill a marked objective, strike it out and mark xp. When you strike out all three, mark three more objectives. When you strike out the second set, you've completed your mission; return to the States for a debrief and some R&R.

- recruit a new informant*
- steal a valuable asset*
- kill a dangerous enforcer*
- arrest a cartel ally*
- uncover a cartel secret*
- seize a narco account*
- disrupt a political event*
- eliminate a deadly rival*

SIETE VIDAS

When something would otherwise kill you, permanently fill in a stress box to survive instead. Tell the MC how you manage to miraculously dodge death's clutches; they will tell you what costs you pay to secure your escape. If you fill your fifth stress box in this manner, your time in Mexico is done, *cabrón*. You're too old for this shit.

ADVANCEMENT

When you fill your xp track, select an advance from this list:

- get +1 Face (max+3)*
- get +1 Hustle (max+3)*
- get +1 Savagery (max+3)*
- get 4 weapons y 4 gear (La Sicaria)*
- get a new güero move*
- get a new güero move*
- get a move from another playbook*
- get a move from another playbook*

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)*
- erase a filled-in stress box*
- erase a filled-in stress box*
- choose a new misión from The Agency, erase all your objectives, and choose three new objectives*
- change your character to a new type*
- raise your lifestyle one level*