



La Belleza

Graceful and unattainable, you set hearts ablaze with need.

Choose a Name:

Constanza, Marcela, Soraya, Regina, Veronica
Armando, Guillermo, Rafael, Rolando, Vicente

Pronouns:

Look:

Choose at least one from each list:

- ♥ luxurious hair, smooth hair, voluminous hair, messy hair
- ♥ cunning eyes, flirtatious eyes, wide eyes, wild eyes
- ♥ designer clothes, risqué clothes, high fashion clothes, professional clothes

Relationships:

_____ has been a source of entertainment and flirtation, kept at arm's length.

_____ is the person you go to when you're truly ready to cut loose.

Last Time On:

At the beginning of each episode, choose one from the list below and cross it off. Once all are gone, it's time for the series finale.

- ♥ You spotted something worth taking while on the arm of another character
- ♥ You signed a contract with a flourishing stroke
- ♥ You slammed your beautiful, shiny car into something
- ♥ You befriended someone dangerous and passionate
- ♥ You threw wine in someone's face in a fit of rage
- ♥ You fell into the arms of a lover of a lower station
- ♥ You slipped something into somebody's possession without them knowing

Your Question:
Are you the center of attention?

CONDITIONS:

- Lustful**
+1 to **Express Your Love** & -2 to **Process Your Feelings**
- Raging**
+1 to **Strike Out** & -2 to **Spot Something**
- Underhanded**
+1 to **Manipulate a Superior** & -2 to **Accuse Someone of Lying**
- Zealous**
+1 to **Demand What You Deserve** & -2 to **Act With Desperation**

Meltdown

They think they can spurn you, treat you like trash? Not anymore. You throw yourself at the object of your greatest affection. You confess how long you've needed them and how desperately. Maybe you show them how good they could have it. Maybe you destroy something beautiful so they can only see you. Tomorrow they'll see you through eyes that know your fragility...but tonight you'll be without walls.

Advancements

- ♥ You gain a new move from your playbook
- ♥ You gain a move from another playbook
- ♥ Change one of your conditions
- ♥ Swap your question for another playbook's question
- ♥ Introduce a new NPC
- ♥ Take permanent control of an existing NPC

Moves [CHOOSE TWO]

Big Entrance

When you *enter a room ready to make a scene*, roll +1 for each person in the room with whom you've been intimate (max+4). On a hit, anyone you've been intimate with is surprised, frightened, or confused. On a 10+, you've seized control of the room; take +1 ongoing as long as you keep attention on yourself and don't let anyone stand in your way. On a miss, they don't give you the reaction you wanted; mark a condition and blurt out a secret or pour out your emotions for all to see, your choice...

Hard to Pin Down

When someone tries to *express their love passionately to you, accuses you of lying*, or tries to *spot something out of place* about you, you can interfere by remaining aloof or coy. Roll with the questions:

- ♥ *Are they being cruel?*
- ♥ *Are you in public?*

On a hit, they take -2 on their roll. On a 10+, they also reveal their true feelings to you. On a miss, they can improve their roll to a 10+ or make you mark a condition, their choice.

Ice Queen

When you reject someone immediately after *expressing your love passionately*, clear a condition or inflict a condition on them.

Up, Boy

When you *express your love passionately* or *demand what you deserve* by *riling someone up while remaining aloof*, add the question "Are you physically touching them?" to the list of questions for the move.



El Caballero

Steadfast and principled,
you right the wrongs of your past.

Choose a Name:

Dolores, Guadalupe, Lourdes, Malena, Raquel
Alvaro, Domingo, Jose, Lorenzo, Mariano

Pronouns:

Look:

Choose at least one from each list:

- ♥ Smoothed hair, ragged hair, shaved hair, cascading hair
- ♥ Sharp eyes, angry eyes, tired eyes, searching eyes
- ♥ Casual clothes, professional clothes, uniform clothes, protective clothes

Relationships:

_____ is the person you go to when you're stuck. They have seen your softer side.

_____ knew you when you used to get in trouble. They have seen your harder side.

Last Time On:

At the beginning of each episode, choose one from the list below and cross it off. Once all are gone, it's time for the series finale.

- ♥ You got into a scrap that you barely got out of alive
- ♥ You uncovered a letter that ties you deeply to someone
- ♥ You bare-handedly touched a weapon that has since gone missing
- ♥ You agreed to work with the authorities to trick someone
- ♥ You spilled a piece of your sordid past, tears in your eyes
- ♥ You spotted two people embracing through a window
- ♥ You put in some hard work to get something fixed

Your Question:
Are you handling things
straightforwardly and without guile?

CONDITIONS:

- Condemning**
+1 to **Accuse Someone of Lying** & -2 to **Manipulate a Superior**
- Cornered**
+1 to **Act Desperately** & -2 to **Demand What You Deserve**
- Engrossed**
+1 to **Spot Something** & -2 to **Express Your Love**
- Vicious**
+1 to **Strike Out** & -2 to **Process Your Feelings**

Meltdown

There's a line between justice and vengeance. Sometimes. That's done now. You go directly to the object of your enmity and bring them that justice. You throw their sins in their face and mete out punishment. Maybe you lock them up in a jail or a cellar. Maybe you finish things once and for all. Tomorrow they'll know you've always been a brute...but tonight they'll face you and know truth.

Advancements

- ♥ You gain a new move from your playbook
- ♥ You gain a move from another playbook
- ♥ Change one of your conditions
- ♥ Swap your question for another playbook's question
- ♥ Introduce a new NPC
- ♥ Take permanent control of an existing NPC

Moves [CHOOSE TWO]

For Your Protection

When you offer your protection to someone and they accept, hold 1. Spend that hold to appear in a scene with them at any time or move to exactly where you need to be to protect them before anyone can interfere.

Grand Gesture

When you **express your love passionately** add the question "Are you making this absurdly elaborate and excessive?" If your target gives themselves to you or tells you they love you, clear a condition.

Size Up

When you **try to spot something out of place**, ask one of these questions, even on a miss:

- ♥ Where is the nearest weapon?
- ♥ What are they trying to hide?
- ♥ What's their way out?

Take a Stand

When you step in to defend someone, roll with the questions:

- ♥ Are you trying to impress them?
- ♥ Is the law being broken?

On a 7-9, hold 1. On a 10+, hold 3. While you stand in their defense, spend hold one-for-one to:

- ♥ Protect them from an attack; take the hit instead of them.
- ♥ Keep someone from leaving a room unless they go through you.
- ♥ Take +1 on **striking out with violence** against someone who threatens harm.

On a miss, you show your hand too soon; you're at their mercy, and the aggressor can inflict a condition on you or the target.



La Doña

Secretive and canny, you pull the strings that move the world.

Choose a Name:

Altagracia, Anjelica, Camila, Carimina, Graciela
Bernardo, Isidro, Octavio, Santiago, Valencio

Pronouns:

Look:

Choose at least one from each list

- ♥ controlled hair, dyed hair, silvering hair, luxurious hair
- ♥ measuring eyes, skeptical eyes, thoughtful eyes, welcoming eyes
- ♥ formal clothes, professional clothes, tailored clothes, youthful clothes

Relationships:

_____ is someone you've sparred with for a very long time.
_____ is like a broken little bird you take care of.

Last Time On:

At the beginning of each episode, choose one from the list below and cross it off. Once all are gone, it's time for the series finale.

- ♥ You manipulated your name onto a lease, contract, or deed
- ♥ You comforted someone in their time of need and meant it
- ♥ You handed someone a weapon with whispers of encouragement
- ♥ You shouted someone down and left them distraught
- ♥ You used your resources to buy someone out of a bad spot
- ♥ You called in a favor but nobody came to your aid
- ♥ You showed your deep, hidden feelings to someone you shouldn't have

Your Question:
Are you keeping your hands clean?

CONDITIONS:

- Cautious**
+1 to **Spot Something** & -2 to **Act With Desperation**
- Chiding**
+1 to **Accuse Someone of Lying** & -2 to **Strike Out**
- Righteous**
+1 to **Demand What You Deserve** & -2 to **Manipulate a Superior**
- Ruminative**
+1 to **Process Your Feelings** & -2 to **Express Your Love**

Meltdown

The ungrateful whelps take and take. It's time to cut off the worms leeching off of you. You put them in line and show them how grateful they should be. Maybe you throw them out onto the street and let them work for a change. Maybe you make public changes to your estate and show where your favor lies. Tomorrow you'll find yourself alone...but tonight you'll show them what it is to live without your protection and generosity.

Advancements

- ♥ You gain a new move from your playbook
- ♥ You gain a move from another playbook
- ♥ Change one of your conditions
- ♥ Swap your question for another playbook's question
- ♥ Introduce a new NPC
- ♥ Take permanent control of an existing NPC

FEATURE: *Your Network*

Choose two Schemes on which your network has been working. Tell everyone the Schemes you've chosen. You may not have more than two Schemes at a time, but you may halt one and begin a new one at the beginning of any session.

- Bring Them Together:** Choose two characters. You convinced society that they belong and are together. When they are intimate with others, you learn of it.
- Keep Them Apart:** Choose two characters. Through your machinations, you are keeping them apart. When they make plans to meet, you learn of them.
- Opportunity:** Choose someone who has, in your opinion, wronged you. Your network will let you know immediately when they are alone.
- Protection:** Choose a character or thing your network protects. They keep them safe from death and serious harm as long as they are under your protection.
- Seize Property:** Choose a known property or valuable object. You have someone keeping an eye on it full time. When it changes hands, you know.

Moves [CHOOSE TWO]

You Did What?

Add the question "*Are you taking advantage of someone's shame?*" as a playbook question. You may choose which playbook question to use each time you roll.

Tell Me Everything

When you offer to take the burden of someone's guilt, ask them if they accept or reject your advice. If they accept your advice and follow it, they clear a condition. If they reject your advice or fail to follow it, they mark a condition.

Into the Lion's Den

When you arrive at someone's doorstep to meet with them in good faith, tell them you are here to deal under the rules of decency—while you are in their abode, neither of you can attack, steal from, record, or otherwise physically act against the other. If they admit you, they clear a condition. After they admit you, if they are an NPC, they must follow the rules. If a PC (either La Doña or the other party) breaks these rules, then they can no longer take +1 for the questions on any moves until they are forgiven or the session ends.



La Empleada

Searching and inquisitive, you find your path in the brambles.

Choose a Name:

Aurora, Beatriz, Juana, María, Reina
Gabriel, Juan, Luis, Rubín, Sergio

Pronouns:

Look:

Choose at least one from each list

- ♥ messy hair, pulled back hair, unassuming hair, braided hair
- ♥ beautiful eyes, demure eyes, intelligent eyes, wide eyes
- ♥ casual clothes, concealing clothes, professional clothes, work clothes

Relationships:

_____ looms large in your life as your employer.

_____ was the first person who was nice to you despite your humble beginnings.

Last Time On:

At the beginning of each episode, choose one from the list below and cross it off. Once all are gone, it's time for the series finale.

- ♥ You came so very, very close to kissing someone you shouldn't
- ♥ You acquired the most beautiful, elegant outfit you've ever seen
- ♥ You pushed someone in a fit of anger and hurt them more than you wanted
- ♥ You intercepted a letter meant for someone else
- ♥ You witnessed something horrible but don't know who did it
- ♥ You hid something where it will hopefully be safe
- ♥ You told a dear friend a secret that should have stayed undisclosed

Your Question:
Are you in over your head?

CONDITIONS:

- Cagey**
+1 to **Manipulate a Superior** & -2 to **Demand What You Deserve**
- Hopeless**
+1 to **Spot Something** & -2 to **Accuse Someone of Lying**
- Introspective**
+1 to **Process Your Feelings** & -2 to **Strike Out**
- Lovelorn**
+1 to **Express Your Love** & -2 to **Act With Desperation**

Meltdown

All of this deception and plotting is simply too much for your pure heart. You seek solace in the arms of the closest sympathetic person. You spill your guts to them about all your feelings. Maybe you fall into the arms of an old love. Maybe you go back to someone who's burned you before. Tomorrow you'll have to face the consequences...but tonight you'll take comfort where you can find it.

Advancements

- ♥ You gain a new move from your playbook
- ♥ You gain a move from another playbook
- ♥ Change one of your conditions
- ♥ Swap your question for another playbook's question
- ♥ Introduce a new NPC
- ♥ Take permanent control of an existing NPC

FEATURE: *Your Suitors*

Choose two people (ideally player characters) to be your Suitors; they are actively courting you, even if you're already in a relationship. At the beginning of play, choose one to be your Love.

_____ ♥ _____ ♥

Take +1 ongoing with your Love when you act to strengthen the relationship.

When you share intimacy or feelings with a Suitor who is not currently your Love, make them your new Love. If you initiated the intimacy, clear a condition. If they initiated the intimacy, they clear a condition.

At any time that you insult, break up with, or are disappointed by a Suitor, you can break the ties with them and choose someone else to take their place.

Moves [CHOOSE TWO]

Confesión

When you *tell someone of your wrongdoings*, roll with the questions:

- ♥ *Do you view the other as pure of heart?*
- ♥ *Do you invoke religion or family?*

On a hit, you feel your soul lightened and clear a condition. On a 7–9, you give them enough detail that they can later prove your wrongdoings or they can immediately clear a condition themselves, their choice. On a miss, the worst person possible overhears you.

Keys to the Castle

When you *reveal that you've been secretly listening to a whole conversation*, roll with the questions:

- ♥ *Do you work here?*
- ♥ *Are you dressed to blend in?*

On a 7–9, you get away, but someone saw you—you pick who it was. On a 10+, you got away without being spotted or you ask the conspirators a follow-up question, your choice. On a miss, you stumble, knock something over, or otherwise reveal yourself. You're in the thick of it.

You Brute!

When you *strike out with voice or violence* or *accuse someone of lying* while you have four conditions marked, ignore all penalties from conditions for those moves. When you *strike out at your Love* or *accuse your Love of lying*, you may immediately swap your Love to the other Suitor to take a 10+ on the move.



El Gemelo

Duplicitous and hidden,
you find scraps of another's glory.

Your Question:
*Are you taking advantage of
your twin's reputation?*

CONDITIONS:

- Brooding**
+1 to **Process Your Feelings Out Loud** & -2 to **Spot Something**
- Cornered**
+1 to **Act With Desperation** & -2 to **Demand What You Deserve**
- Driven**
+1 to **Accuse Someone of Lying** & -2 to **Express Your Love**
- Guarded**
+1 to **Manipulate a Superior** & -2 to **Strike Out**

Meltdown

For too long you've measured success by your twin. No more. You claim the thing that they most treasure. Maybe you enjoy the riches, power, or delights you stole. Maybe you light it up and watch it burn. Tomorrow you'll surely have to face your twin...but tonight you'll show them you can take their life if you truly want it.

Advancements

- ♥ You gain a new move from your playbook
- ♥ You gain a move from another playbook
- ♥ Change one of your conditions
- ♥ Swap your question for another playbook's question
- ♥ Introduce a new NPC
- ♥ Take permanent control of an existing NPC

Before you start, ask the other players if they are willing to be your twin. Choose from among those who agree, or work with the MC to pick an important NPC!

Choose a Name Like Your Twin's:

Pronouns:

Look:

Choose at least one from each list

- ♥ bouncier hair, darker hair, longer hair, slicker hair
- ♥ angrier eyes, colder eyes, darker eyes, sexier eyes
- ♥ expensive clothes, risqué clothes, fashionable clothes, dark clothes

Relationships:

_____ is your twin and has something you want more than anything else in the world.
_____ met you before they met your twin and can usually tell it's you.

Last Time On:

- At the beginning of each episode, choose one from the list below and cross it off. Once all are gone, it's time for the series finale.
- ♥ You got into your twin's home and left something behind
 - ♥ You fought with your twin and one of you nearly died
 - ♥ You received a large sum of money from a mysterious benefactor
 - ♥ You acquired proof of your parentage
 - ♥ You were approached by someone who threatened to spill your secret
 - ♥ You watched your twin, unaware someone was watching you
 - ♥ You showed up at an event with your twin

Moves [CHOOSE TWO]

Almost the Same

When you *express your love passionately* to someone that your twin loves, treat a miss as a 7-9 and a 7-9 as a 10+.

Story Spinner

When you *coilyly attempt to learn about someone while you are pretending to be your twin*, roll with the questions:

- ♥ Do they love your twin?
- ♥ Is there an ample distraction?

On a 7-9, hold 1. On a 10+, hold 3. Spend hold one-for-one to ask any of these questions:

- ♥ What moment of intimacy have you and my twin shared?
- ♥ How do you feel about my twin?
- ♥ What do you owe my twin?
- ♥ How could I make you angry at my twin?

On a miss you show your hand; they realize that you aren't who you claim to be.

That Wasn't Me

When *someone sets a scene with you or your twin*, mark a condition to switch which one of you is really there..

Twin Tied

When *pretending to be your twin*, you may mark a condition to use one of their moves as if it was yours.

Your Twin

Their Name: _____

Their Playbook: _____

Their Look: _____

Other Notes: _____



El Jefe

Dangerous and controlling,
you hold together your power.

Choose a Name:

Eladio, Ernesto, Federico, Octavio, Roberto
Catalina, Dulcina, Evangelina, Marcia, Soraya

Pronouns:

Look:

Choose at least one from each list

- ♥ business-like hair, gelled hair, jet hair, styled hair
- ♥ angry eyes, paranoid eyes, searching eyes, sultry eyes
- ♥ formal clothes, uniform clothes, expensive clothes, understated clothes

Relationships:

_____ has been a thorn in your side and a constant irritation.

_____ is an object of beauty you have sworn to possess.

Last Time On:

At the beginning of each episode, choose one from the list below and cross it off. Once all are gone, it's time for the series finale.

- ♥ You showed someone a moment of tender weakness
- ♥ You swore to take revenge against someone important
- ♥ You took over a business or political seat as an interim leader
- ♥ You revealed that you know a secret truth hidden from someone
- ♥ You lost something truly valuable that you must recover
- ♥ You lost your temper and hurt one of your associates
- ♥ You tightened your grip on something until it snapped

Your Question:
*Are you taking control
of this situation?*

CONDITIONS:

- Lustful**
+1 to **Express Your Love** & -2 to **Process Your Feelings**
- Raging**
+1 to **Strike Out** & -2 to **Spot Something**
- Reactive**
+1 to **Act with Desperation** & -2 to **Accuse Someone of Lying**
- Righteous**
+1 to **Demand What You Deserve** & -2 to **Manipulate a Superior**

Meltdown

They think they can manipulate you, displace you. They don't understand—you own them! You directly confront the worst offender and hurt them. You show them that you don't need money or backup. Maybe you destroy things they love. Maybe you cut some throats. Tomorrow you'll have to wash your hands and play nice...but tonight the blood on your knuckles will match the rage in your heart.

Advancements

- ♥ You gain a new move from your playbook
- ♥ You gain a move from another playbook
- ♥ Change one of your conditions
- ♥ Swap your question for another playbook's question
- ♥ Introduce a new NPC
- ♥ Take permanent control of an existing NPC

FEATURE: *Thugs*

You have a small crew ready to enforce your plans, about 4-6 people. Give them names. When you **send them to rough up a target**, roll with the questions

- ♥ *Is it an easy assignment?*
- ♥ *Is the crew well rested and in good health?*

On a hit, they show up to rough up your target. On a 7-9, your target chooses one. On a 10+, your target chooses two.

- ♥ The crew makes a clear demand; your target gives your crew what you're looking for.
- ♥ The crew beats up your target; your target marks a condition.
- ♥ The crew intimidates your target; your target gives up something else of value to appease them.

Moves [CHOOSE TWO]

Plata o Plomo

When you **demand what you deserve** and you have the physical upper hand, they mark an additional condition if they refuse and escalate.

Bitter Rage

While you have Raging marked, take an extra +1 to the bonus to **strike out**. When you have Raging marked and roll a 10+ on **strike out** while physically attacking someone, you may choose to immediately knock them out.

Dangerous Passion

When you angrily **express your love**, you may mark a condition to move a miss to a 7-9 or a 7-9 to a 10+.

Basic Moves

Demand What You Deserve

When you **demand what you deserve**, roll with the questions:

- ♥ Are you offering something of value in return?
- ♥ Do they love you in this moment?

On a hit, the target of your demand chooses one (if targeting an NPC, the MC chooses). On a 10+, remove one of their options and they choose one from the remaining:

- ♥ They concede to you; they can clear a condition.
- ♥ They refuse and escalate; they mark a condition.
- ♥ They run away; you take something from them.

Express Your Love Passionately

When you **express your love passionately**, roll with the questions:

- ♥ Are you dressed to impress?
- ♥ Do they believe that you are single?

On a hit, your target gives themselves to you or reveals a secret they probably shouldn't. On a 10+, they also tell you whether they love you or not, and who else they love.

Manipulate a Superior

When you **manipulate a social superior**, tell them what you want them to do and roll with the questions:

- ♥ Have you caught them in a good mood?
- ♥ Does your well-being directly affect theirs?

On a hit, they give into your wiles and agree to do it. On a 7-9, they need a bit more convincing. You choose:

- ♥ Humble or abase yourself; mark a condition.
- ♥ Give them something they want first.

Strike Out With Voice or Violence

When you **strike out at someone with voice or violence**, roll with the questions:

- ♥ Have you caught them off guard?
- ♥ Have they just wronged you?

On a hit, your strike lands and you each mark a condition. On a 10+, you may also take something from them or avoid marking a condition.

Accuse Someone of Lying

When you **accuse someone of lying to their face**, roll with the questions:

- ♥ Do you have an audience?
- ♥ Do you have evidence?

On a 7-9, choose one. On a 10+, choose two:

- ♥ You are right despite what the audience has already seen.
- ♥ They must admit their falsehood or mark a condition (their choice).
- ♥ They're surprised, scared, or flustered; they must **act with desperation** before they can act against you..

Act With Desperation

When you **act with desperation**, tell the MC what situation you want to avoid, and roll with the questions:

- ♥ Are you doing this for love?
- ♥ Are you doing this for vengeance?

On a hit, you avoid the situation you wanted to avoid. On a 10+, you also manage to hold everything together and avoid further complication. On a 7-9, mark a condition or the MC will give you an unforeseen consequence or added complication.

Spot Something Out of Place

When you try to **spot something out of place** in a social interaction or someone's personal space, roll with questions:

- ♥ Have you been intimate with them recently?
- ♥ Are you free of other distractions?

On a hit, ask two questions. On a 7-9, they ask you one question, too.

- ♥ How does your character feel about _____?
- ♥ What are you planning?
- ♥ How could I get your character to _____?
- ♥ What do you have of value or use?
- ♥ What do you hope to get from _____?

Process Your Feelings Out Loud

When you **process your feelings out loud**, ask each member of the audience if they are rooting for you, each one giving you a +1 or +0 (max +3), and roll. On a hit, choose one. Take +1 ongoing while following up on this information.

- ♥ The audience reveals a crucial event going on outside of view.
- ♥ The audience tells you how you might find love with a partner of their choosing.
- ♥ The audience tells you how to get _____ to _____.

On a 10+, set the scene where you follow that information immediately.

Pasión
DE LAS
Pasiones



Flashback Moves

Flash Back to Preparations

When you *flash back to a time you made preparations*, roll with the questions:

- ♥ Did you have plenty of time to do it?
- ♥ Did you have someone looking out for trouble?

On a hit, choose one. On a 7–9, mark a condition or the MC will tell you how your plotting is flawed or got you caught up in another problem.

- ♥ You have fabricated a piece of evidence; tell us what it is.
- ♥ You arranged for somebody to be in the right place at the right time.
- ♥ You stowed away something hidden.

On a miss, choose one, but the MC says who was lurking in the background and what they did to interfere before the flashback ends.

Reveal a Shocking Truth

When you *flash back to reveal a shocking truth* about a PC in front of you, roll with conditions marked and then mark a condition. On a hit, the news is staggering; before acting against you, they must **act with desperation**. On a 7–9, choose one. On a 10+, choose two.

- ♥ You have unequivocal evidence this is true.
- ♥ The shocking truth gives you rightful claim to something they value.
- ♥ You introduce a shocking new character who has your back.

On a miss, it blows up in your face—hard. The MC will tell you how.

Face Certain Death

When you *face certain death*, roll with conditions marked. On a miss, your death was less certain than we thought; tell us about your daring escape. On a 7–9, you choose one from the list. On a 10+, the audience chooses one from the list. When an option is chosen, it is crossed off and nobody may choose it again.

- ♥ Someone (you choose) saves you just in time.
- ♥ Take a distinctive, but sexy scar.
- ♥ Gain a permanent debility (a limp, an eyepatch, etc.).
- ♥ Become a twisted, evil version of yourself.
- ♥ Suffer amnesia.
- ♥ Return with a new face.
- ♥ Wind up in a (possibly) long term coma.
- ♥ Wind up actually dead (may always be chosen).

Conditions & Meltdowns

- ♥ Conditions are the passions and emotional states that your characters are driven by during play. When you have a condition marked, your character is experiencing that emotion.
- ♥ Each playbook has four conditions, each of which grant +1 to one basic move and -2 to another. Remember that the highest bonus you can roll with a move is +4.
- ♥ When you are told to mark a condition by a move or the GM, you may choose which one you would like unless explicitly told which to mark. If you are told to mark a condition that you do not have, let the GM know and mark a different one.
- ♥ When you must mark a condition but all of your conditions are already marked, you go into Meltdown. Each playbook has a description of their Meltdown. When you go into Meltdown, read the Meltdown aloud and then act following the requirements of the text.
- ♥ If you are required to mark a condition while in Meltdown, you do not. If you could choose to mark a condition while in Meltdown, you cannot choose to do so.
- ♥ At the end of the scene where you completed the action of your Meltdown, clear all conditions.

Pasión
DE LAS
Pasiones



MC Sheet

AGENDAS

- ♥ Make the telenovela feel heightened and romantic
- ♥ Keep the characters' lives volatile and unstable
- ♥ Play to find out what happens

PRINCIPLES

- ♥ Shoot each scene like a telenovela
- ♥ Make social status matter
- ♥ Address yourself to the characters, not the players
- ♥ Make your move, but misdirect
- ♥ Reward cruelty now, reward kindness later
- ♥ Be a fan of the players' characters
- ♥ Push them off balance when they get comfortable
- ♥ Keep truth liquid, keep history moving
- ♥ Draw love with tangles, not lines
- ♥ Intertwine public and private lives
- ♥ Dangle temptation of all flavors
- ♥ Sometimes, declaim decision making

MOVES

- ♥ Inflict a condition
- ♥ Make a moment romantic
- ♥ Bring rivals face to face
- ♥ Reveal a devastating secret
- ♥ Show the audience an overlooked complication
- ♥ Put someone in a spot
- ♥ Offer them an easy way out for a price
- ♥ Turn their move back on them
- ♥ Foreshadow future loss
- ♥ Demand they play their part
- ♥ Make a playbook or playset move
- ♥ After every move, ask "What do you do?"

PC QUESTIONS

La Belleza

- ♥ Are you the center of attention?

El Caballero

- ♥ Are you handling things straightforwardly and without guile?

La Doña

- ♥ Are you keeping your hands clean?

La Empleada

- ♥ Are you in over your head?

El Gemelo

- ♥ Are you taking advantage of your twin's reputation?

El Jefe

- ♥ Are you taking control of this situation?

Additional Playbooks

ADDITIONAL NAMES

Feminine First Names

Alejandra, Alicia, Celeste, Celina, Citlali, Claudia, Daniela, Dulce, María, Elena, Estrella, Graciela, Irene, Itzel, Karina, Lucía, María Angélica/Angélica María, María de Lourdes (Lulú), María Fernanda (Marifer), Mariana, Maricela, Marisol, Marta, Mónica, Regina, Rosa Margarita, Sofía, Teresa, Ximena, Xóchitl, Yadira, Yolanda

Masculine First Names

Adrián, Antonio, Cuauhtémoc, Ezequiel, Fernando, Francisco Javier, Gael, Gustavo Adolfo, Humberto (Beto), Israel, Jesús, José Luis, José Manuel, Juan Carlos, Juan Manuel, Luis Felipe, Luis Fernando, Luis Miguel, Mateo, Mario, Miguel Ángel, Noel, Orlando, Roberto (Beto), Rogelio, Santiago, Saúl, Tonatiuh

Ambiguous First Names

Alex, Andy, Anid, Ariel, Asunción, Azul, Cruz, Francis, Guadalupe, Reyes, Trinidad, Zoé

Surnames

Altamirano, Álvarez, Andrade, Balam, Ballesteros, Benítez, Castillo, Castro, Contreras, de la Cruz, de León, del Toro, Díaz, Espinoza, Flores, García, Gómez, González, Gutiérrez, Hernández, López, Mamani, Martínez, Mejía, Mora, Padilla, Pérez, Pech, Quirós, Quispe, Reyes, Rivera, Rodríguez, Rojas, Salazar, Sánchez, Silva, Torres, Vargas, Zambrano

Pasión
DE LAS
Pasiones



NPC Tracker

NPC NAME:

Description:

Role:

Impulse:

Hook:

Move:

NPC NAME:

Description:

Role:

Impulse:

Hook:

Move:

NPC NAME:

Description:

Role:

Impulse:

Hook:

Move:

NPC NAME:

Description:

Role:

Impulse:

Hook:

Move:

NPC NAME:

Description:

Role:

Impulse:

Hook:

Move:

REMINDER

NPCs have no conditions. If an NPC must mark a condition, they take on extreme emotion and react intensely. Make an MC move whenever an NPC must take a condition. If an NPC clears a condition, they show relief, happiness, and calm.

Pasión
DE LAS
Pasiones