

The Spirit of Wrestling:
A Dice-Rolling Strategy Game
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Introduction

By Nick Piers

Spirit of Wrestling is the accumulation of years of hard work, long discussions, and time spent as wrestling fans. I love wrestling. I love the idea of the showmanship, the gimmicks, the athleticism and the aura of competitiveness. I grew up wrestling, beginning shortly after WrestleMania III. While not always actively watching it, I've certainly followed the business and its goings-on.

I am also a long-time fan of role-playing games. Mitchell, good friend and co-author of this game, introduced me to it, starting with Palladium Books' *Heroes Unlimited*. In High School, Mitchell created a homebrewed wrestling role-playing game. Among a dozen of our friends, it was a phenomenon. What was amazing is that only handful out of the group were wrestling fans. An equally small number of them were role-playing fans. Some were neither. In fact, those players were the most passionate about the game.

The first version of *Spirit of Wrestling* (called only "the wrestling RPG" or "Mitchell's wrestling game") was simplistic (as we've tried to make this game) but very unbalanced. Many player characters were ridiculously overpowered. Regardless, the game's addictive nature was undeniable. Why was that? It clearly wasn't just because someone was just a wrestling fan or a role-playing fan.

We started play testing this new version of *Spirit* with a different group years after High School. Of the players, there was a hardcore wrestling fan who did some role-playing, a friend who role-played casually, loved Warhammer and knew little about wrestling, and a third friend who was a casual wrestling fan and knew little about role-playing. Of the sessions we had, the most fun we had was a silly four-way gimmick match, a Frying Pan on a Pole match. The match was *epic* and considered our best match. Why did these three guys, who all came from different areas of "geekdom" enjoy a game that they, stereotypically speaking, shouldn't?

What exactly *is* the "spirit" of wrestling? What is the key thing that the average person says about professional wrestling? Other than hearing that "it's fake", I mean. What is the draw of professional wrestling? Is it the buff men in tights, grunting, sweating and beating the crap out of each other? Some women (and men!) might say yes. Is it the over the top costumes and characters? Kids and comic book fans might say yes. There's no denying these men are athletes in amazing physical condition. So, what is "fake" about professional wrestling? The "fake" part of wrestling is its *allusion* of competition. A worker's job is to convince the audience to care about their match; that they want to win the match more than their opponent does.

Al Snow gave the best description of the wrestling business. The core psychology of a match is "to win and not to lose". It may not *truly* be a competitive sport, but a wrestlers' is to make you to believe it is. You want *your* favourite wrestler to win their match. You *want* to see them win gold, get accolades and be the best in the business. I wouldn't watch wrestling if my favourite wrestler lost all the time. Fans watch it because they get wrapped up in the competitiveness of it, just like any other sport.

This game relies on that very same message: you want to win and you don't want to lose.

To do so, you use every single trick in the book: outsmart your opponent, out last them, out wrestle them or just plain beat them to a bloody pulp. Your wrestler can have a gimmick, cut promos, wear outfits and walk to the ring with pyrotechnics firing behind them. The “flavour text” is fun, but irrelevant when the dice start rolling.

You will win by a combination of how your wrestler is created, your strategy while wrestling and most assuredly, the luck of the dice.

In the end, though, it comes down to one thing: that you try to win and try not to lose.

That, my friends, is the Spirit of Wrestling.

Glossary

Aggression: Any move deals damage with the roll of the dice. You will see moves listed as doing damage such as 1D4 or 1D6, etc. Their aggression is based on which die you are rolling. For example, if you upgrade your punch from 1D4 to 1D6, you are upgrading its aggression. There's little skill involved in being aggressive, but it gets the job done.

Collar/Elbow Lock-Up: A classic starting point. Combatants lock up, each of them with one hand clasping the other's inner elbow and behind the neck (hence, collar/elbow).

Count Out: When one or both wrestlers are out of the ring and on the floor, they have until the count of 10 by the referee to get back in. Otherwise, they are counted out and lose the match. If both wrestlers are outside by the count of ten, a Double Count Out occurs and the match is declared a draw.

Damage: Scooping someone up and slamming them back-first onto the mat may not kill them, but it doesn't tickle! Damage isn't necessarily how hard you hit. It may be how skilful your wrestler is in twisting your opponent's arm *just* the right way to pull that muscle or drop an elbow in *just* the right spot.

Dice: Dice range from 4-sided (D4) all the way to a 20-sided (D20). If more than one of the same die is being rolled, it's read as "2D", such as 2D6 (rolling two 6-sided die).

Disqualification: The referee decides that the rules of the match have been broken and disqualifies the cheater, giving the win to their opponent. A "DQ" can occur in any number of instances, including the use of a foreign object, outside interference, striking the referee, etc.

Draw: A draw, where neither wrestler wins or loses, occurs in three instances: when the time limit has expired, by a double disqualification or by a double count out.

Feud: A common storyline in wrestling, where two (or more, sometimes) wrestlers have an on-going rivalry. How a feud starts could be over anything, typically a championship belt, but also jealousy, theft, miscommunication, etc. Some feuds span only until the big, final showdown; others are a series of matches between the two competitors.

GM: Short for "Game Master". This person overlooks a wrestling campaign. They award experience points, set up storylines/feuds, and have final say in an argument.

Groggy: As a match continues on, the body becomes weary. Because of this, wrestlers become groggy. They can continue, not for much longer. Groggy state begins when a wrestler's Hit Points drop down to 0 and below.

Jobber: Some wrestling companies, especially in the 80s and 90s, hired local wrestlers for a one-time appearance, "feeding" them to their bigger stars. They were hired to do "the job" and make the star look good. Another word for them was "enhancement talent". Jobbers never win a match.

Knockdown: If a wrestler is hit with enough force or scooped off their feet and slammed

to the canvas, they are knocked down. This state causes a penalty to them, making their next move harder to hit.

Pin: To win a match, aside from count out or submission, is the classic pin. You must pin your opponent's shoulders to the mat and allow the referee to slam their hand down on the mat three times. A wrestler being pinned can break this count by kicking out, getting a shoulder up or touching the ropes.

Ropes: A wrestling ring is surrounded by a set of three cable-like ropes. They're incredibly hard, so dropping throat-first onto them doesn't tickle. They have a lot of give, though, so when someone is whipped into the ropes (typically called an "Irish Whip"), the person being whipped is forced to bounce back with a lot of momentum.

Round: In game terms, a round lasts 30 seconds. A round ends when a wrestling move has been successfully applied and damage is rolled.

Skill: Similar to Aggression, upgrading a wrestling move's Skill changes the number of dice you roll. For example, upgrading your dropkick from 1D6 to 2D6 is upgrading your skill. In this case, your wrestler is more skilful not in how hard they hit, but knowing exactly the right spot to hit.

Speed: Or "Spd" for short. "Speed" refers to how adept a wrestler is at applying a hold. The more difficult it is to apply or more effective it is, the longer it takes to apply the move. For example, a Strike is quick, taking little effort to throw. Grabbing someone's arm and twisting it, however, takes a bit more effort and is thus, slower. Some wrestlers are more adept and some are less adept at hitting a move, thus the Speed is affected. In game terms, Speed is essentially a modifier to your roll. For example, a Strike is "Spd. 8", which means your roll will be 1D20 and add +8 to your roll.

Stun: When a wrestler is hit with a move so devastating that their body is left in shock or exhaustion, they are stunned. Being stunned means they are very open to next attack by their opponent. A stun occurs when someone is hit with double or more than their Toughness attribute rating. The resulting penalty a stun is -8 to Speed.

Style: Wrestling has dozens of various styles from regions all over the world, each with their ups and downs. In the game, we have simplified these styles down to four core basic styles, each representing a particular manner in which one tries to win their match.

Submission: Bending their opponent's body in a way that it's not naturally meant to bend, a wrestler locks them into a particular hold and refuses to let go until their opponent gives up. Either the referee will ask specifically if the victim gives up or the victim will slam his hand onto the mat over and over, otherwise called "tapping out".

Turnbuckle: In the four corners of a wrestling ring are three thick padding, one for each of the three ring ropes. In wrestling, when someone is thrown into the corner, it's usually called "whipped into the buckle".

Chapter 1: Character Creation

Step 0: Pre-Determination

Before getting into the six steps of creating a character, take a moment to think about what kind of wrestler that you'd like to create. Think about what their wrestling background is. What kind of wrestlers have they trained, travelled or wrestled with?

What alignment is your wrestler? Are they a dastardly heel or the baby face good guy? In other words, are they getting cheered or booed?

What's their gimmick? Silly? Badass? Mysterious? The kind of character that your wrestler portrays can affect the kind of storylines that they might wind up in.

What's their size? Average? Tall? Short? Fat? Skinny? While the height and weight of your wrestler will not give you advantages (so don't just make a seven foot, six hundred pound wrestler assuming it'll give you a boost), it can give you a good idea of how your character works in the ring, as well as their general look.

What wrestling style do you see them using? Are they aggressive, to relying on pure offence or passion? Do they take the opponent to the ground with an assortment of takedowns and holds? Maybe they are just a natural athlete where many physical things come easy for them. Do they prefer to take the side of the pure showmanship? Keep this in mind when picking your Style later on in the book. Some Styles and their bonuses would be beneficial to the kind of match that you see your character wrestling.

Let's create a wrestler together. Calvin Calamity, from New York City, weighs 245 pounds and stands at 6'1". His gimmick is an old school style, inspired from watching a lot of classic wrestling from the 1980s. He has long blonde hair like an 80s metal band. His white tights have red lettering on the sides that read "Calamity" and boots with the letters "CC" on them. He might wrestle using outdated wrestling moves, but he's very charismatic. The crowd digs his loud, old school interviews where he overuses "brother" a bit too much, brother! Given his love for the 80s theatrics, he'll be a Dynamic Style wrestler.

Step 1: Attributes

There are six (6) attributes to distribute points into your wrestler. Take thirty (30) points and divide them up among the six attributes. Each attribute must have a minimum of one point and can have a maximum of ten. The highest any stat can start with is seven (7). Higher point Attributes have bonuses; lower point Attributes have penalties. Refer to Table A on the next page for details on penalties and bonuses. The average middle attribute value is 5, giving no bonuses but gaining no penalties.

Ex.: A bigger guy, Calvin Calamity is a little slower, so a quicker wrestler might run circles around him. He has Charisma of 5, Dexterity 4, Intelligence 5, Resolve 5, Strength 6 and Toughness 5.

Charisma: In pro-wrestling, it's important to remember that there is an audience watching your match and how you can use that to your advantage. Thus Charisma is how well your wrestler can work a crowd. The higher this stat, the more adept you are using the audience to gain the upper hand. If this stat is low, your opponents gain Charisma bonuses as other people look by comparison next to you.

Dexterity: How quick or agile your wrestler is. The higher this stat, the quicker your

wrestler is hitting impact moves, such as punches, dropkicks or flying off the top rope.

Intelligence: How smart your wrestler is. A higher intelligence gains bonuses not only to wrestling holds (how quick they can lock on a move or how to twist an arm just right) but also cheating.

Resolve: How determined your wrestler is in a match. This stat plays a role in kicking out of getting pinned or whether your wrestler will submit if their opponent locks them in a submission.

Strength: How strong your wrestler is or how adept they are at dishing out punishment. The higher this stat, the more damage you'll do on moves like punches or body slams.

Toughness: How tough your wrestler is or how long they can last. A high value in Toughness means a higher beginning Hit Points. It's also how well you handle taking damage, getting stunned or lasting in a match.

Table A displaces modifiers for high or low attributes. There is no modifier for Toughness or Resolve. Having a low Toughness or Resolve will hurt you just as much as a high rating would benefit you.

Ex.: Calvin Calamity will gain a bonus of +1 to Damage on his Strikes, Takedowns, Signature moves and Finisher, which will automatically be added to his character sheet. However, during his matches, his opponent will gain a +1 bonus to their speed on Charges, meaning it might be easier for them to hit dropkick him. Both of these are noted on his character sheet alongside the respective attribute.

Table A: Attribute Modifiers

	Charisma ¹	Dexterity ²	Intelligence ³	Strength ⁴
1	Opponent Crowd Pool: +4. -3 to Speed. Crowd Pool: 1	Opponent gains +4 Speed (Charges, High Impact, Top Rope) Also, -3 to Speed.	Opponent gains +4 Speed (Holds, Submissions, Pin) Also, -3 to Damage.	Opponent gains +4 Speed (Takedowns, Power Takedowns) Also, -3 to Damage.
2	Opponent Crowd Pool +3. -2 to Speed Crowd Pool: 2	Opponent gains +3 (Speed on Charges and Top Rope) Also, -2 to Speed.	Opponent gains +3 to Speed (Holds and Submissions) Also, -2 to Damage.	Opponent gains +3 to Speed on Takedowns. Also, -2 to Damage.
3	Opponent Crowd Pool +2. Crowd Pool: 3	Opponent gains +2 (Speed on Charges)	Opponent gains +2 (Speed on Holds)	Opponent gains +2 to Speed on Takedowns. Also, -1 to Damage.
4	Opponent Crowd Pool: +1 Crowd Pool: 4	Opponent gains +1 to Speed on Charges.	Opponent gains +1 (Speed on Holds)	Opponent gains +1 to Speed on Takedowns.
5	Crowd Pool: 5			
6	Crowd Pool: 6 +1 to Speed.	+1 to Speed	+1 to Speed/Damage	+1 to Damage
7	Crowd Pool: 7 +2 to Speed.	+2 to Speed	+2 to Speed/Damage	+2 to Damage
8	Crowd Pool: 8 +3 to Speed	+3 to Speed	+3 to Speed/Damage	+3 to Damage
9	Crowd Pool: 9 +4 to Speed	+4 to Speed	+4 to Speed/Damage	+4 to Damage
10	Crowd Pool: 10 +5 to Speed	+5 to Speed	+5 to Speed/Damage	+5 to Damage

Crowd Pool: Having a high Charisma helps you during matches! For each point of Charisma, you get a +1 to Damage or Speed bonus into a pool. You can tap into the pool at any time during the match but you must call it before rolling. For Speed, you must call

¹ The Charisma modifier is only for Work the Crowd and Taunt.

² The Dexterity modifier is only for Strikes, Charges, Signature (except Submissions) and Finisher.

³ Intelligence modifiers are for all Holds, Submissions and Pins. Also under Intelligence, the Damage/Speed is not both but can be split among each move. For example, if you have Intelligence of 8, you can put +1 Speed and +1 to Damage to your chicken wing hold).

⁴ The Strength modifier is only for Strikes, Takedowns, Signature (except submissions) and Finisher.

it before rolling initiative that round. For Damage, you must call it before rolling Damage.

For example, with Charisma 4, you can put all 4 points of damage into one move (a face's big comeback or a heel's cut-off) or put one point into four different moves (any combination). To add flavour to this during the match, it's like a lesser version of Working the Crowd, which you'll soon learn about. Players can role-play the situation by interacting with the crowd before or after the big hit. You can refill your Crowd Pool either by working the crowd or through Style bonuses.

Ex.: Calvin Calamity has a Charisma of 5, so his Crowd Pool is also 5, which is noted alongside his Charisma attribute.

Base Hit Points: To determine the amount of your base Hit Points, take your Toughness attribute and multiply it by five. This may seem low, but you gain additional Hit Points depending on the length of a match and other factors.

Ex.: Calvin Calamity has Toughness 5, so he gets 25 Base Hit Points.

Step 2: Wrestling Moves

There are four (4) categories for Basic moves, followed by five (5) types of Signature. Don't worry if you're unfamiliar with wrestling moves, we have a list of common wrestling moves in Chapter 11, which includes a short description of each move.

You cannot use the exact same move twice in a row. You cannot win a match with a Basic move.

Basic Moves

While they won't finish your opponent, Basic moves will wear them down. If a Basic is upgraded to do a total damage potential of 16 points or more, it automatically becomes a Signature. It does the same damage, but becomes Speed -3 or -4, depending on the move.

1) Strikes: Quick, low-impact moves, such as punches, kicks, head butts, etc. Strikes don't deal much damage, but are a good way to build momentum or gain the upper hand. Strikes begin at 1D4 damage, Speed 8. If a Strike deals more damage than your opponent's Toughness, it will knock them down.

2) Charges: High impact moves include clotheslines and dropkicks. This also includes attacks when your opponent is on the mat, such as elbow drops, leg drops, etc. Charges begin at 1D6 damage and Speed 5. Charges cause knockdown if the damage is more than the value of your opponent's Toughness or if you have a move that requires them to be knocked down.

3) Holds: Holds slowly wear down your opponent and they must fight a different way to break out. See *Chapter 3: The Match* and its subsection, *3.5: Holds*, for details. Holds begin at 1D4 damage and Speed 3.

4) Takedowns: You either scoop your opponent high off the mat and slam them down or use their momentum against them. Takedowns begin at 1D8 damage, Speed 1 and automatically cause knockdown.

Signature Moves

Signature moves are slower but can skilfully finish your opponent. All High Impacts and Power Takedowns automatically cause Knockdown. Except for Pin Moves, Signature Moves are stronger or more effective versions of the above Basics.

If you upgrade a Signature move to a total potential damage of 24 points or higher, it automatically becomes a Finisher (lock at Speed -7 and remains at that speed).

If you successfully hit or lock in a Signature move, you have the opportunity to pin your opponent or make them submit. See Chapter 5: The End Game for details.

1) High Impact: These are much more powerful versions of Strikes and Charges. This could also include second rope moves, as well, such as a splash or elbow drop from the second rope. 1D8+4, Speed.-3.

2) Pin Moves: These moves excel at pinning your opponent, locking their body in a way that kicking out is tougher! 1D6 Damage, Speed -1. If successful, it creates an automatic pin attempt and your opponent is -1 to their Resolve against all checks to kick out.

3) Power Takedown: Stronger versions of Takedowns. 1D8+5, Speed -4.

4) Submission: Similar to Holds, submissions wrench your opponent until they may cry uncle! See Chapter 5: The End Game for details on submissions. 1D10 damage per round applied, Speed -4.

5) Top Rope: You must announce this move at the start of the round before calling speeds. Common among play testing is to announce, "I'm going up!" 1D10+4, Speed -6. Choosing a Top Rope forces your opponent to choose the "Position" move (see Basic Training Moves). If they win next round, *you* take 1D4 damage and knocked down. There are also some counters to Top Rope moves among the Style Traits.

Basic Training Moves

Basic Training Moves are the core moves that all wrestlers learn in wrestling school. If you watch any match, you'll find these most commonly. They all start out at the same but are upgradeable. If you're unfamiliar with moves, see Chapter 11 for the description of wrestling moves.

Strikes: Punch, Kick

Charges: Shoulder Block, Work the Crowd, Positioning (Special; see below)

Holds: Headlock, Wristlock

Takedowns: Body Slam

Work the Crowd (Spd.5): Either earning their love or ire, you take a moment to empower yourself from the rabid fans at ringside. This fully refills your Crowd Pool.

Add these moves on your character sheet in the appropriate sections. Every new wrestler gets these, in addition to Set Up moves, seven Basic moves, three Signature moves and a Finisher.

Positioning (Speed 5)

In pro-wrestling, your position in the ring makes a big difference. In Spirit of Wrestling, you are given a move called Position. This move is incredibly handy for several reasons. First, no matter how often you use it in the match; it *never* degrades in speed (Speed 5). Second, positioning gives you an automatic +4 Speed and +1D4 Damage to your next move! Third, like working the crowd and tiebreakers, they're a great way to add flavour to your match.

A word of caution, however. The Speed bonus is not a guarantee that you'll hit your next move. If your opponent wins next round's roll, *they* get the 1D4 damage bonus!

Note: Positioning bonuses are not consecutive. You can't perform Position three times in a row and get a +12 and +3D4 bonus. With Holds, bonuses only apply in the first round.

Here are some examples of ring positioning. You're welcome to come up with your own!

- You and your opponent lock up for the first time with a collar/elbow lock up! This is a great way to snap on a headlock, a hammerlock or just be cheap and get an eye gouge
- Whip your opponent into the ropes and follow it up with a hiptoss!
- Whip or back your opponent into the turnbuckle, then serve up some chest chops!
- Taunt them! Neener, neener, neener!
- Go for the pin after hitting that legdrop. You won't get the three-count, but you'll wear them out a little.
- Tag your opponent in a tag match.
- Escape the ring or even toss your opponent outside!
- Walk the ropes like a trapeze artist.
- This can be used for actions, as well, such as setting up the ladder, climbing a cage, grabbing a foreign object (which can get you disqualified, but does more damage)

Step 3: Upgrading Your Wrestler

In addition to your Training and Set Up Moves, each wrestler receives the following:

- Seven (7) additional Basic moves from any of the four categories. See Chapter 11: Wrestling Moves for help choosing moves. Keep in mind any bonuses you may receive for having a high or low Attribute.
- Three (3) Signature moves. Again, see Chapter 11: Wrestling moves for assistance. Signature moves also receive bonuses or penalties for a high or a low attribute.
- One (1) Finisher.
- One (1) free Development trait for whichever Style you chose to start in. This counts towards your total four Developmental level traits.
- Two (2) free levels of Aggression to any Basic move (Ex.: 1D4 to 1D6, 1D6 to 1D8, etc). Each Aggression upgrade gives your move a -1 Speed penalty.
- One (1) free level of Skill to one Basic move (Ex.: 1D4 to 2D4, 1D6 to 2D6, etc). Because it takes time to be more careful and skilful to apply a move, each Skill upgrade gives your move a -2 Speed penalty.
- One (1) Technique point. (Ex.: 1D4 becomes 1D4+1)
- Fifteen (15) Experience Points. See Chapter 5: Rewarding Players.

Ex.: Colin Calamity, being an old school wrestler adds the classic Headbutt, and a Chop into his Strikes, a Clothesline and a Baseball Slide into his Charges, an Airplane Spin into his Holds and a Backbreaker and a Back Body Drop into his Takedowns. For his Signature, he chose Cross Body Block Pin, Powerslam and Dropkick. For all his Strikes and Takedowns, he also gets +1 to Damage on them, due to his Strength of 6.

For his Skill upgrades, he will upgrade his Mounted Punches, making it 2D4+1, Speed 6. For his two Aggression upgrades, he puts one on his Clothesline, making it 1D8, Speed 4 and the Back Body Drop, making it 1D10, Speed -1. His Technique point will go into his Backbreaker, making it 1D8+2.

For his free Developmental Trait, Colin will take “Slam ‘Em”, which will help with those devastating Takedowns.

Lastly, he spends 15 Experience Points on “Valet”, the Mid-Card Dynamic trait. His valet is Candy Looper, a blatant rip off of 80s rocker, Cindy Lauper.

Step 4: Stick a Fork in Them, They’re Done!

If your Finisher hits or is locked in, the match is almost assuredly at its end. These moves deliver the kind of damage that, if they do not knock your opponent out, they will certainly stun them hard enough to pin them or make them submit.

All finishers are -7 to Speed but you can choose different damages, depending on the type of finish. You may upgrade the finisher as much as you like and the Speed will never change. However, its Speed may increase due to Style or Dexterity bonuses.

Impact/Power Takedown/Top Rope: Choose from 4D6, 3D8, or 2D12.

Pin Finisher: 2D6; opponent is also -2 to their Resolve check to kick out.

Submission Finisher: 2D10 damage per round applied.

Ex.: Colin Calamity chooses a Top Rope Flying Elbow Drop, calling it the Calamitous Drop. Ensuring it gets the best minimum damage, he makes it 4D6 and Speed -7.

Step 5: Fleshing Out

By now, you pretty much have your wrestler figured out as far as basic training, starting moves and styles. Now all that's left is to give them the nitty gritty details like their weight, height, and hometown. Chances are, you've already decided upon a gimmick for your wrestler. Just for the fun of it, throw in their real name, as well. It'll make for interesting times when someone calls your wrestler by their real name. (ex.: "And I'll tell you something...Duane!!" – Mick Foley to The Rock)

Chapter 2: Styles

Once you have decided what kind of wrestler your character is, and gotten the basic training, it's time to decide where they received their training and introduction into pro-wrestling. Styles are, by far, the most important aspect of the game. Depending on what style you chose for your wrestler (or combination of Styles if your wrestler is well versed), you can gain extraordinary advantages over your opponent that can be used both offensively and defensively.

There are four wrestling Styles to choose from, each with their own advantages: Aggressive, Athletic, Dynamic, and Strategic.

Within each Style are four levels of Style Traits, which give you either bonuses to your moves or tricks that help you gain the advantage in a match. The four levels are:

- 1) **Developmental:** New wrestlers learn these little tricks during their initial training. Though not overly powerful, in the right hands, they can change the course of a match. Development Style Traits cost eight (8) Experience Points. As you saw in Step 4, you gain one free Developmental Trait to begin. You can have four (4) Developmental Style Traits.
- 2) **Mid-Card:** As your wrestler travels, winning and losing, they learn the tricks of the trade. These are slightly more powerful and can certainly aid in winning matches. Mid-Card Style traits cost fifteen (15) Experience Points. You can have a maximum of two (2) Mid-Card Style traits.
- 3) **Upper-Card:** These traits (in the right hands) can win you titles and give even main event stars a run for their money. Upper-Card Style traits cost twenty five (25) Experience Points. You can have two (2) Upper-Card Style Traits.
- 4) **Main Event:** This is the big time. You are so well versed in wrestling now that there are tricks that only the best of the best know. These can turn the tide in a match and very likely guarantee a win. Main Event Style traits cost forty (40) Experience Points. You can only have one (1) Main Event Style Trait.

Moving Up that Ladder

There is a ladder to climb as you develop your character in a particular Style. To get a Style Trait in the next level, you must have at least one in the previous level. For example, to buy a Mid-Card level Trait in Aggressive Style, you must first buy an Aggressive Developmental Trait. The same applies for Upper-Card (must have a Mid-Card trait in that Style) and Main Event (must have an Upper Card trait in that Style).

Selling Traits

You can only sell Developmental and Mid-Card traits back. However, selling one of these traits will give you only half their value in return. Developmental can be sold for 4 experience points. Mid-Card traits can be sold for 8 experience points. You cannot sell Upper Card or Main Event traits or the Developmental trait you earned in Basic Training.

Aggressive Style

Passion and guts are the name of the game here. With Aggressive Style, they don't plan or prepare ahead of time, but rather live in the moment as intensely as possible. These are wrestlers showcasing immense displays of power, a never say quit level of pain tolerance. Rarely do they pull adrenaline from the fans, but it's not unheard of. Usually, Aggressors pull upon their own intestinal fortitude, their heart, their desire to win, overwhelming their opponent with their amazing emotional strength and willpower.

Developmental Traits:

1) Audience Participation: Some rabid fans out there are so obsessed that they love being a part of the shows. They will gladly hold up a chair for you while you smash your opponent's head into it! In addition to refilling your Crowd Pool, Working the Crowd also gives you a +2 to Speed and +5 to Damage on your next move!

Requirement: Charisma of 5 or more.

2) Easy Lifting: Takedowns cost 3 Experience, rather than 4. Power Takedowns cost 9 Experience.

Requirement: Strength of 5 or more.

3) Hard Hitter: Your punches never just graze your opponent. They always find their mark, one way or another. If you roll a 1 on a Strike, gain +2 to Damage! If more than one die is involved (Ex.: 2D4), both must roll a 1 to gain the +2 to damage.

Requirement: Strength of 5 or more.

4) Inner Fire: You reach deep into yourself and reveal a strength that many didn't realize you had! Once per match, you can switch your Resolve and Strength attributes. For example, if you had a Strength value of 3 and a Resolve of 7, they switch to Strength of 7 and Resolve of 3. This effect lasts for three rounds and can be used at any time in a match. Any Strength-related bonuses apply while the switch is in effect.

Requirement: Resolve of 5 or more.

5) Object of Intention: You have a knack for ingenuity when it comes to throwing or dropping your opponent onto something. Gain +3 to Speed when combining a move with an object. This does not count for using the object as a weapon. Additionally, while brawling outside, your opponent does *not* gain the Aggression upgrade against you!

Requirement: Toughness of 5 or more.

6) Rag Doll: Reverse a Charge into a Takedown. Opponent is also an additional -1 when knocked down. You can perform Rag Doll only once per match. Crowd Pool points can boost your roll (every point gives you +1 to your roll).

Requirement: Strength of 5 or more.

7) Rage: Either through brute strength or a bad temper, the pendulum in the match suddenly shifts. Roll a Strength check while your opponent is in control of the match. If successful, you are in control of the match for three (3) rounds. During these three rounds, gain +1 to Damage on any Strikes and Takedowns.

Requirement: Strength of 5 or more.

8) Relentless: Once per match, choose to re-roll the damage of any one move. Of the two rolls, choose the higher damage. This can be used on anything from a Strike to a Finisher.

Requirement: Resolve of 5 or more.

9) Street Fighter: Take -1 to Damage on any Strikes or High Impact moves performed by your opponent.

Requirement: Toughness of 5 or more.

10) Testicular Fortitude: On pure power alone, you're suddenly able to withstand more punishment. Or you put aside the pain to strengthen yourself. Three times per match, you can switch the Toughness and Strength attribute values. For example, if you had Toughness of 6 and Strength of 4, it changes to Toughness of 4 and Strength of 6. This effect lasts for three rounds and can be used at any time during the match. Any Strength-related Damage bonuses apply during this period, as well as the natural defences related with a higher Toughness (Hit Points are not affected).

Requirement: Toughness of 5 or more.

Mid-Card Traits:

1) Big Brawler: You love to fight. You'll kick, punch, head butt, you name it. Add +1 to Speed on all Strikes and High Impact moves. If your finisher is a striking move, it also gains +1 to Speed.

Requirement: Strength of 6 or more.

2) Bodyguard: Considers this person extra back up against your opponent. Get the following abilities. Each can only be used once per match and only while you are in control:

- Spend half your total Crowd Pool for bodyguard to attack your opponent (DQ check required). Attack causes 1D6+3 damage and causes knockdown. Opponent must make Intelligence check. If successful, the bodyguard is hit and unusable for 10 rounds!
- Spend your entire total Crowd Pool and automatically stun your opponent (with a -2 DQ check!). Opponent must make intelligence check. If successful, the plan backfires and *you* are stunned!

If opponent is successful in either example, there is no ref check.

Requirement: None!

3) Burning Spirit: For one turn, ignore stun penalties and get +2 to speed on your move that round. If you win initiative, move also gets an Aggression upgrade for that hit. All stun penalties return in the next turn, so make it count! This can be used once per match.

Requirement: Resolve of 6 or more.

4) Mat Drilling: Catching your opponent in your arms as they fly off the top rope, you goddamn drill them into the mat. Once per match, reverse an opponent's Top Rope move into a Takedown and get a +2 to Damage bonus, as well. Crowd Pool points boost your roll; each point gives you +1 to your roll.

Requirement: Strength of 6 or more.

5) Underdog: You pull upon some intestinal fortitude that allows you to keep going in the match. Once per match, once your Hit Points reach 0 or below, spend the entirety of your Crowd Pool and regain three times your Resolve in Hit Points.

Requirement: Resolve of 6 or more.

Upper-Card Traits:

1) Blood Thirsty: For every round that you are in control (hitting consecutive moves), gain +1 to damage for each successful hit. For example, if you hit five moves in a row, you'll have +5 to damage for the next move. However, if your opponent breaks this chain and gets a hit in, you lose all momentum and are minus speed equal to your damage momentum. Ex.: If you hit 10 moves in a row, giving you +10 to damage and your opponent cuts off the momentum, you are -10 to Speed in the next round.

Requirement: Toughness of 6 or more, Strength of 4 or more.

2) Body Sacrifice: On Top Rope or plancha manoeuvres (including finisher), for every Hit Point that you sacrifice, your opponent takes it in damage. Stun penalties apply for damage that you take, though.

Requirement: Toughness of 6 or more, Dexterity of 4 or more.

3) Heavy Lifting: It's a battle of power between you and your opponent. Once per match, reverse your opponent's Power Takedown with one of your own, with a +3 Damage bonus! Roll 1D20 against your opponent's successful initiative roll. Also, if your finisher is a Power Takedown, you can reverse into it as well, but at a -6 penalty to attempt the reverse. Crowd Pool boosts your roll: every point gives you +1.

Requirement: Strength of 6 or more, Resolve of 4 or more.

4) Immovable Object: Your considerable girth makes you not only harder to drop, but you can take more hits. To stun your wrestler, it takes an additional two (2) points of damage. In addition, roll Toughness check to be knocked down from any Charges, even if they normally automatically knockdown. Strikes never knock you down!

Requirement: Strength of 6 or more, Toughness of 4 or more.

5) Tough Guy: Anyone taking on this type of wrestler discovers that they're hard to keep down. When your wrestler's Hit Points are under 0, gain 4 HP back every round you don't take damage. If it reaches 10, the Hit Point regeneration stops.

Requirement: Toughness of 6 or more, Strength of 4 or more.

Main Event Traits:

1) He's Finished! No, Really: When using your Crowd Pool to boost your finisher's damage, you gain *double* its value! Ex.: If you spend 5 Crowd Pool points to give your Finisher a +5 boost to damage, you gain +10 points, instead!

Requirement: Strength of 7 or more, Resolve of 5 or more.

2) Freight Train: I scoff at your attacks. I mean, really, are you attacking or am I getting bitten by a mosquito? Once per match (at any time) spend your entire Crowd Pool and for three (3) rounds, you are unstoppable. You remain in control of the match and take no (that's right, *none!*) damage from Basic move and half damage from Signature.

Requirement: Strength of 7 or more, Toughness of 5 or more.

Athletic Style

Athletic Style is for the natural athletes who have not only honed their bodies to perfection, but have natural instincts. Everything that an Athletic wrestler does looks flawless, fluid and masterful. This is the wrestler makes everything look easy and natural. This is not just for body builders or gymnasts, but also martial artists, yoga masters and Olympic wrestlers. Their preparation does not come from studying matches like a Strategist or working purely on passion like an Aggressor, but working in the gyms, honing their innate skills and mixing that natural talent with professional wrestling to display, above and beyond, anything that no other wrestler could hope to obtain.

Developmental Traits:

1) Dazzle: Through some amazing athletic stunt, you turn the course of the match. Once per match, while your opponent is in control, roll a Dexterity check. If passed, you are now in control of the match for three (3) rounds. During this period, your Strikes and Charges gain +1 Speed.

Requirement: Dexterity of 5 or more.

2) Double Jointed: Take -1 to Damage on any Holds and Submissions.

Requirement: Toughness of 5 or more.

3) Fly Away: Once per match, reverse a Takedown to a Charge. Alternatively, “Escape” and gain +3 to Speed in the next round. Crowd Pool points can give you a boost to your roll (each point gives you +1 to your roll).

Requirement: Dexterity of 5 or more.

4) Hang Time: Gain +2 to Damage on your Top Rope moves and Finisher (if it’s Top Rope related). To gain bonus, you must first roll a successful Dexterity check before rolling the move’s damage.

Requirement: Dexterity of 5 or more.

5) Kippup: With a feat of agility, you flip back onto your feet! While knocked down (KD), roll a Dexterity check. If successful, you are back on your feet and negate the KD penalty. This can be done as many times as you want in a match, but every successive attempt (pass or fail) gets a -1 to your check.

Requirement: Dexterity of 5 or more.

6) Lots of Hits: Charges cost one (1) point less. High Impact moves cost 8 Experience.

Requirement: Dexterity of 5 or more.

7) Perfect Form: Your technique is so flawless on everything you do, it’s breath-taking. Technique points cost only seven (7) Experience Points, rather than ten.

Requirement: Dexterity of 5 or more or Strength of 5 or more.

8) Resiliency: Once per match, you have the option of forcing your opponent to re-roll the damage roll of a move they have successfully hit. Of the two rolled damages, choose the lower. If by chance, the same damage is rolled again, you cannot re-roll. This can be used on anything from a Strike to a Finisher.

Requirement: Resolve of 5 or more.

9) Ring Intuition: From years of practicing in the ring, Athletic wrestlers know exactly where they are at all times. Now, they use that knowledge to their advantage, either to reverse or break out of a hold. Once per match, you can switch your Resolve with your Intelligence. This effect lasts for three (3) rounds and can be used at any point during a match. Any bonuses related to a high Intelligence apply while the switch is in effect.

Requirement: Intelligence of 5 or more or Resolve of 5 or more.

10) Try, Try Again: Ugh, he brushed off that dropkick. Hit him again! If you roll a 1 on a Charge, it gets +2 to Damage! If more than one dice is involved (Ex.: 2D6), both must roll a 1 to gain the +2 to damage.

Requirement: Dexterity of 5 or more.

Mid-Card Traits:

1) Kick Away: You managed to get a high flying move in the middle of nowhere just when your opponent is about to drop you hard. It's not much, but it's better than the alternative! Once per match, reverse an opponent's Power Takedown with a Charge. Crowd Pool gives you a boost to this roll; each point gives you +1 to your roll.

Requirement: Dexterity of 6 or more.

2) House of Fire: When the pressure is on, you'll start throwing every kind of move you can think of. Choose one form of move (punches, dropkicks, pinning moves, body slams) when buying this Bonus. If you successfully hit it, the next round, you can use a similar move with a +3 speed bonus! For example, your opponent kicks out of your backslide. Next round, if you try to hit him with a small package, get a +3 bonus to your speed. Though it still affects Speed penalties from overuse, you can use the same move again, as long as it's not an upgraded move.

Requirement: Resolve of 6 or more, Charisma of 4 or more.

4) Peak Condition: Your body's conditioning is so used to pain from training or just overall punishment, that your stamina is better than the average wrestler is. Hit Point penalties for being in the negatives (below 0) do not go into effect until twice your Toughness rating.

Requirement: Toughness of 5 or more, Resolve of 5 or more.

5) Personal Trainer: This person helps you more behind the scenes than directly at

ringside. They teach you to learn from your mistakes and force you to sit down for hours, analysing your matches. Gain one (1) additional Experience Point for every match you wrestle, win, lose or draw.

Requirement: None!

Upper-Card Traits

1) Catch My Kick: Your opponent might fly high, fast and hard, but you're just a little quicker than them. Once per match, reverse a Top Rope or High Impact move with one of your own. Beat your opponent's initiative roll by rolling 1D20+3. If successful, you nail him coming off the top rope or match his high impact with your own. Also, if your Finisher is a High Impact move, you can reverse into your Finisher. However, it's a -6 penalty (so, 1D20-6). Crowd Pool points boost your roll (every point gives you +1).

Requirement: Dexterity of 6 or more, Intelligence of 5 or more.

2) Flying High: You're in the air so often that you know just where, when, and how to hit. +2 to Speed and Damage on all Top Rope moves and plancha or springboard-related Charges (anything that requires opponent to be outside).

Requirement: Dexterity of 7 or more.

3) Last Ditch Effort: How the hell does he do it?! His opponent had him! He had him! Your wrestler always has one chance to kick out, regardless of how low they are (unless unconscious). Although it might not be much, the value to kick out is equal to a Resolve of two (2). This can be used twice in a match.

Requirement: Resolve of 6 or more, Intelligence of 5 or more.

4) Martial Artist: Upgrading impact moves (Strikes and Charges) costs half the usual amount. Speed penalties to upgrade still apply, but only -1 to Speed. Any Strikes currently at 1D4 gain an automatic level of Aggression. Also, you can no longer buy new Holds or Takedowns or further upgrade current ones. Once per match, you are able to reverse a standing Hold to a Takedown. Usual reversal rules apply.

Requirement: Toughness of 5 or more, Dexterity of 6 or more OR Strength of 6 or more.

5) Powerhouse: Gain +2 to Speed on all Takedowns, Power Takedowns and Finisher. Always win Strength checks. Before rolling damage for your Finisher, roll a Strength check. If successful, it gets a free Aggression upgrade.

Requirement: Strength of 6 or more, Toughness of 5 or more.

Main Event Traits:

1) Highlight Reel: He's not. He is! He did! Holy crap, that move is night's highlight! It'll be replayed for decades! While in control of the match, spend your total Crowd Pool. Doing so opens up the chance to use a once-per-match move. 1D20+8, Speed: 1.

Requirement: Resolve of 6 or more, Dexterity of 7 or more OR Strength of 7 or more.

2) Perseverance: You will be beaten, driven into the mat, stretched to the point of your limit, but somehow, you will never, *ever*, go unconscious. Also, gain +1 to Resolve checks against submissions.

Requirement: Resolve of 6 or more, Intelligence of 6 or more.

Dynamic Style

Dazzle and/or demoralize your opponent, using your wits, extraordinary timing and in many cases, taking advantage of those people that paid to see you. Dynamics are opportunists, knowing exactly where they are in the ring at all times, knowing how to work the crowd to their advantage and when to pull that ace card out of their sleeve at just the right time. Dynamics work very similar to Aggressors in that they work from their heart rather than their head like Strategists or Athletes. They feel when it's right because they just naturally know when it's right.

Developmental Traits:

1) Big Kick Out: Faces make the crowd go nuts when they kick out. Heels get that lucky foot on the rope that ticks the crowd off. Any time a Dynamic wrestler kicks out of a two-count or higher, they gain their Charisma back in Hit Points and refill their Crowd Pool.

Requirement: Resolve of 5 or more.

2) Crowd Frenzy: A popular face can pull their strength from the crowd's reactions, a dirty heel can find a cheap way out of a hold or pin. Once per match, you can switch your Charisma and Resolve attributes. For example, if you have Resolve of 3 and Charisma of 6, it's reversed for Resolve: 6 and Charisma: 3. The effect lasts for three rounds and can be used at any time during the match. Switching to a higher Charisma does not refill your Crowd Pool, but raises the maximum Pool you can get during the three rounds.

Requirement: Charisma of 5 or more.

3) Manipulate Crowd: Using your savvy report with the crowd, you masterfully turn the tide. Once per match, while your opponent is in control, roll a Charisma check. If passed, you gain control of the match for three (3) rounds. During this period, your maximum Crowd Pool raises by +2.

Requirement: Charisma of 5 or more.

4) Ref Pull: If your opponent successfully hits a Charge, before they roll damage, roll a +3 Intelligence check. If successful, you just pulled the ref in front of you and your opponent has knocked them clean out! Opponent rolls damage for the Charge, but instead of taking the damage, it's the value for the number of rounds that the referee is down. No DQ checks will apply during this time. Pins, submissions, and count outs will not apply until the ref wakes up.

Requirement: Intelligence of 5 or more.

5) Showboat: Taking the time to rile up the crowd (positively or negatively), you give your opponent a breather. Sacrifice an opponent's stun to refill your crowd pool. Or, sacrifice your opponent's knockdown penalty and refill half (round up) of your Crowd Pool. You can do either trick three times in a match.

Requirement: Charisma of 5 or more.

6) Solid: Take -1 to Damage from your opponent's Charges and High Impacts.

Requirement: Toughness of 5 or more.

7) Shut Up and Fight: Sometimes, there's a time to talk and a time to fight. Three times per match, you can switch your Charisma attribute with your Strength attribute. For example, if you have a Charisma 3 and Strength 6, they are switched to Charisma 6 and Strength 3. This effect lasts for three rounds and can be used at any time during the match. Any Damages bonuses related to Strength apply for this time. Refilling your Crowd Pool counts for the current value while in effect (so, if the switch gives you a higher Charisma, it also temporarily gives you a larger base Crowd Pool). It does *not* refill your Crowd Pool. That's all up to you, partner.

Requirement: Strength of 5 or more.

8) Slam 'Em: Big drop like that, how is your opponent still getting up? If you roll a one on a Takedown, automatically gain +2 to Damage!

Requirement: Strength of 5 or more.

9) Slugfest: Reverse a Strike to a Strike. If successful, gain an extra +1D4 to damage on the return fire. Slugfest can only be used once per match. Crowd Pool points boost your roll (each point is +1 to your roll).

Requirement: Toughness of 5 or more.

10) The Hits Keep Coming: Strikes cost 3 Experience Points, rather than 4. Advance Pins cost 8 Experience.

Requirement: Charisma of 5 or more.

Mid-Card Traits:

1) Grande Entrance: You come out to so much pageantry or intensity that your opponent is nearly in awe. For the first move of the match, gain +5 to Speed. For 3 rounds following that, your opponent is -1 to Damage and Speed.

Requirement: Charisma of 6 or more.

2) Lucky Break: Your opponent is wrenching. You're just about to submit, but somehow, you drag yourself to the ropes (or power out of it) and break out of the hold. Roll 1D20+1 against your opponent's roll that they successfully made to lock you into a submission. If successful, you break free and catch your breath, gaining your Resolve back in Hit Points. Crowd Pool points boost your roll (each point is +1 to your roll).

Requirement: Resolve of 6 or more.

3) Opportunist: When a tie on initiative occurs, gain +8 points to distribute between Speed and Damage on your next move. This trick can only be used once per match. Using this Style Trait negates the Tie-Breaker option and instead, you both move onto the

next round with the above bonus. Crowd Pool points can be included.

Requirement: Intelligence of 6 or more.

4) Personal Weapon: You bring your own backup to the ring! 1D10+4, Speed: 1; spend a round to retrieve it (Spd.5). Retrieving your weapon requires a +3 to Intelligence check. First attack requires an Intelligence check. Each additional attack is -2 to Intelligence. Also, unlike using other foreign objects, your opponent cannot steal it from you!

Requirement: Strength of 6 or more.

5) Valet: Either eye candy or very loud-mouthed, someone that accompanies you to the ring and helps work the crowd for you. If your opponent locks you in a hold (Hold, Signature, Finisher), roll your valet's Charisma check (Charisma: 6). If pass, your valet just refilled your Crowd Pool! You don't break out of the hold, but once you do, look out! In addition, they have the power to stop other managers and bodyguards by rolling an Intelligence check (Intelligence: 5)!

Requirement: None! Anyone can have a girly by their side!

Upper-Card Traits:

1) Back and Forth: A small package rolls in your favour, you sunset flip into a backslide, etc. Your opponent may know pinning holds but you know how to counter them! Roll 1D20 to beat your opponent's roll. If successful, you reverse an opponent's pin move into one of your own! You don't deal damage, but you can do this trick three (3) times in a match. Naturally, you must have at least one pinning move to use this trait. If your Finisher is a pin move, you can use this to reverse into it, but with a -6 penalty to the roll. Crowd Pool boosts your roll.

Requirement: Resolve of 6 or more, Intelligence of 5 or more.

2) Big Comeback: While your opponent is in control, gain +1 Damage or +1 Speed (choose for every move your opponent hits) into a pool for each round your opponent is in control. Keep track of this pool until you gain control. Once you gain control (one move after your first successful attack), you're able to put the pool in any succession of moves while you're in control. If your opponent hits you, however, that entire pool turns into a negative to speed modifier. Essentially, they kill your comeback.

Requirement: Charisma of 6 or more, Resolve of 5 or more.

3) Explosive: Your wrestler comes to the ring with so much pent up energy and intensity that they unleash it all on their opponent in the first five minutes of the match! Unfortunately, you run out of a lot of steam afterwards, leaving you open to attack.. Gain +4 to Speed and Damage on all moves for the first ten (10) rounds. Following that, all your moves for the next ten (10) rounds are -2 to Speed and -1 to Damage.

Requirement: Strength of 6 or more, Charisma of 5 or more.

4) Massive: Jaws are gaped wide open as you walk down the aisle. Your sheer size, either in height or girth, carries with it great advantages. Opponent must make a -2 Strength check to perform any Takedown, -1 for Power Takedowns. All drop moves that require opponent be knocked down (leg drop, splash, etc) gain an automatic Aggression upgrade at no extra cost or penalty. Finisher gets a free +2 to Damage. If opponent successfully makes a Strength check, their Crowd Pool is refilled and you are an additional -2 to Knockdown! However, if they fail, they take 1D6 damage and are knocked down, instead.

Requirement: Toughness or Strength of 6 or more; *maximum* Dexterity of 4

5) Momentum: For every consecutive round that your wrestler is in control, gain +1 to Speed. For example, the second move in a row is +1 Speed, second in a row is +2, etc). However, the drawback to this trait is that the moment that you're not in control (opponent gets a shot in), then for every Speed modifier you gained, it's all shot right back at you for negatives. For example, if your momentum reached +10 to Speed and your opponent gets a shot in, you are -10 to Speed for the next round. This trait is always on during the match.

Requirement: Dexterity of 6 or more, Resolve of 5 or more.

Main Event Traits:

1) Fan Support: You pull upon all those last reserves that only the fans can pull out of you. Roll a Charisma check while your opponent is in control. All stun and knockdown penalties vanish, you gain five times (5x) your Charisma's worth back in Hit Points and you are in control. While you are in control, you get a +5/+5 to Damage and Speed to any move of your choosing (does not need to be the first one after using this bonus). This trick can only be used once per match.

Requirement: Charisma of 6 or more, Resolve of 6 or more.

2) Unfazed: Whatever you've got, it's near impossible to keep you down long enough to finish you off. At the beginning of every match, you have thirty (30) reserve points. At any point that your opponent deals damage to you, you can use your reserve to negate a stun. The damage is still taken in full, as this only negates stunning. This applies for every level of stun (single, double, etc). This reserve cannot be refilled at any time and is empty once all 30 points are used.

Requirement: Resolve of 6 or more, Strength of 6 or more.

Strategic Style

Strategists are master planners. This kind of wrestler will study tapes and practice strategies before and after every match. Sometimes, strategy is figuring what moves would lead to a win. Other times, it's deciding how to outwit their opponent, legally or otherwise. Of all the styles in the game, Strategic style is the "human chess" style. Their tactics, ring awareness and knowledge of the human body give them a unique advantage of thinking three moves ahead of their opponents. Aggressors and Dynamics use their heart. Athletes use their body. Strategists use their head.

Developmental Traits:

1) Back to the Mat: Holds are 1 point cheaper. Submissions only cost 8 Experience.

Requirement: Intelligence of 5 or more.

2) Big Stretch: Technical wrestlers have a tendency to stretch their opponents' joints further than the average wrestler. If you roll a one (1) on a Hold, automatically gain +2 to Damage! In the case of more than one dice (Ex.: 2D4), both dice must roll a one.

Requirement: Intelligence of 5 or more.

3) Blinding Substance: When the ref isn't looking and your opponent looming over you, you reach into your tights and throw a handful of powder in their face! Or you blind your opponent with mist! Once per match, while your opponent is in control, roll Intelligence check to see if the referee catches you. If failed, opponent gains +2 to Speed on their next roll! If passed, your opponent rolls a -1 Intelligence check. If they fail, your opponent is now stunned! If passed, however, the substance backfires and *you* are stunned!

Requirement: None! If your wrestler is dumb as a post, they're welcome to try this!

4) Breaking the Chain: Most wrestlers feel they absolutely need to follow one move up with another. You're not held back by this, though! All linked moves are available to perform separately, even not in succession. Speed for the move returns to its default, however. Bonuses given from other link-related Style Traits remain.

Requirement: Intelligence of 5 or more.

5) Chain Gang: From your days of rolling on the mat, learning more reversals than a politician, you know about ten different ways to break out of a hold or reverse it to your favour. Reverse Hold to Hold; you can use this three (3) times in a match. Crowd Pool boosts your roll (each point gives you +1).

Requirement: Intelligence of 5 or more.

6) Heart & Mind: Although the average Strategist prefers to use their head in a match, they understand that there are times that they must rely on the crowd for support. Once per match, switch the attribute values of your Charisma and Intelligence. This effect lasts for three (3) rounds and can be used at any time during the match. Any bonuses for a high Intelligence apply during the switch. If Charisma becomes higher, it also extends your

maximum Crowd Pool for that period. It does *not* refill your Crowd Pool.

Requirement: Intelligence of 5 or more.

7) Tough Back: Either an amateur wrestling background or just an unnaturally tough back (or even a heavyset person), being thrown on your back is no big deal. Opponent's Takedowns and Power Takedowns are -1 to damage.

Requirement: Toughness of 5 or more.

8) One Step Ahead: Ah, you figured your opponent would try that, which is why you had the perfect counter out of it. Once per match, while your opponent is in control, roll an Intelligence check. If passed, you gain control of the match for three (3) rounds. During this period, gain +1 to Speed and +1 to Damage on your Holds.

Requirement: Intelligence of 5 or more.

9) Under Your Skin: You know exactly how to rile your opponent up. In addition to the usual taunting rules, you also *steal* their Crowd Pool points, adding it to your own! You can do this once in a match.

Requirement: Intelligence of 5 or more.

10) Worldly: Like a travelling monk, you never remain in the same place, making you quick to pick up new things in other territories. If you have two or more Developmental Traits in one Style, you can skip having to purchase a Mid-Card Trait and jump right up to Upper Card! All costs remain the same. You cannot jump to a Main Event Trait.

Requirement: None!

Mid-Card Traits:

1) Fast Learner: Your wrestler seems to have a larger variety and more well-rounded series of moves to use in the match.

- Immediately get either two new Basic moves or one new Signature.
- In addition, all new moves cost one point less than the default (Basics cost 3 points, Signature cost 9 points). This bonus can be combined with other Styles that make moves cheaper.

Requirement: Intelligence of 6 or more.

2) Manager: A shrewd businessperson does whatever it takes to help their client at ringside. While your opponent is in control at the end of a round, you can use one of the following per match:

- Attack: Spend half of your total Crowd Pool for manager to attack your opponent (DQ check required). Attack causes 1D6+3 damage and causes knockdown. Opponent can make an intelligence check. If saved, your manager is knocked for a loop and out cold for 10 rounds.
- Spend your entire total Crowd Pool and automatically stun your opponent (with a

-3 DQ check)! Opponent can make an Intelligence check. If saved, the plan backfires and *you* are stunned!

There is no ref check if your opponent successfully saves (after all, they didn't do anything wrong!).

Requirement: None!

3) Two Steps Ahead: Unlike other wrestlers, you think three moves ahead. Your opponent charges at you at high speeds, but you dive and they tumble to the ground. Before opponent rolls damage for a High Impact, roll 1D20+3 to dodge. If you roll higher than their initiative roll, you dodge and they tumble, taking 1D6+2 damage and are knocked down. You can use this only once per match. Crowd Pool points can give you a boost to your roll (every point gives you +1 to your roll).

Requirement: Intelligence of 6 or more.

4) Playing Possum: Once per match, if your opponent is in control, you can try sneaking a win out of nowhere with a pinning move. At the end of a round with your opponent controlling, have them roll a +1 Intelligence check. If fail, you roll them up into, say, a Small Package. No damage, but your opponent is now being pinned! If they succeed the check, they still remain in control next round. Pass or fail, playing possum costs your entire total Crowd Pool.

Requirement: Intelligence of 6 or more.

5) Thinking Ahead: Gain +1 to Damage and Speed on each linked move, including the first one!

Requirement: Intelligence of 6 or more.

Upper-Card Traits:

1) Escape Clause: Once per match, reverse your opponent's submission with one of your own. Beat their initiative roll with a 1D20. If successful, you reverse the submission and lock on your own. Additionally, they're -2 to break the hold in the first round of it being applied. Also, if your Finisher is a submission hold, you can reverse into your Finisher. However, to do so requires a -6 penalty. Crowd Pool points can give your roll a boost (every point gives you +1 to your roll).

Requirement: Intelligence of 6 or higher, Resolve of 5 or higher.

2) Olympic Wrestler: With a strong background in mat-style amateur wrestling, you not only have an innate knowledge of holds, but in fact, prefer this over just punching and kicking! Upgrading Holds or Pins cost half the usual amount. Speed penalties to upgrade still apply, but are only -1 to Speed. Any Holds current at 1D4 gain an automatic level of Aggression. Also, you can no longer buy any new Basic impact moves (Strikes, Charges) or further upgrade your current ones. Once per match, you are able to reverse a Charge into a Hold. Usual reversal rules apply.

Requirement: Intelligence of 6 or higher, Resolve of 5 or higher.

3) Ringer: Strategic wrestlers who lock on Holds, Submissions and a Submission Finisher forces their opponents to only break out with contested Intelligence, rather than choosing Intelligence or Resolve. Also, opponent is -2 to break out.

Requirement: Intelligence of 6, Resolve of 5.

4) Seasoned Veteran: Always gets to call their moves after their opponent. In cases of multiple participants, the vet calls last. If there is more than one veteran involved, the one with the highest Charisma calls last. Seasoned veterans also take -2 Damage from any Basic Training moves (the ones everyone gets, like Shoulder Block, Punch, etc).

Requirement: None!

5) Devious Mind: Cheater never prosper? Yeah right, kid.

Main Event Traits:

1) Finisher Out of Nowhere: Wham! Just like that, folks, it's over. While using Crowd Pool to boost your finisher's speed, you gain *double* its value!

Ex.: If spend 5 Crowd Pool points to gain a +5 boost to your Finisher's speed, you gain +10 points, instead!

Requirement: Resolve of 6 or more, Intelligence of 6 or more.

2) Psychotic: You lock onto even what seems like a simple hold and become obsessed with keeping it on until your opponent submits! Once per match, a hold (Hold, Submission, Finisher) upgrades in Aggression for every round that you successfully keep it applied. This means that a move that does 1D4 in damage on the first round goes to 1D6 the next, then 1D8, to 1D10, to 1D12, and finally stops at 1D20. Once the move goes beyond 1D10, your opponent must roll to save against submission. However! You are obsessed with keeping the hold locked on, even if you've won! Referees and officials rush to pull you off, but to no avail! To break the hold or risk a reverse disqualification (and thus, lose) you must spend half of your total Crowd Pool. If the hold is broken at any point after this trait's activation, it cannot be used again in the match.

Requirement: Intelligence of 6 or more, Resolve of 6 or more.

CHAPTER 3: THE MATCH

Through play testing, we discovered new players will understand the basics of Spirit of Wrestling just by playing and trying out one match. In Chapter 11, you can read a play-by-play between two players and the GM going through an entire match. For now, let's explain how to actually play a wrestling bout.

Step 1: Pre-Match Determination

Before three players begin a match, there are three things to take into account:

- 1) **Time Limit & Hit Points** – Chapter 4 goes into more detail on time limits. Each minute of a match equals one Hit Point to begin your match. For example, a 15-minute match (determined by the GM) rewards each wrestler an extra 15 Hit Points. On a piece of scrap paper, write create a two-column graph with the initials of your respective wrestlers and their hit points. As you beat the crap out of each other, cross out the previous Hit Points amount and write the new, damaged value below it. This is a great way to keep track of Hit Points and how many rounds the match has gone on.
- 2) **Attributes** – Four attributes can affect your or your opponent's Speed: Charisma, Dexterity, Intelligence and Strength. Discuss with the other player to see if any of their wrestler's attributes are lower than 5. If so, you will get bonuses, as stated in Table A back in Chapter 1. For example, Calvin Calamity only has Strength: 4. Therefore, his opponent, for the entirety of the match, will gain +1 to Speed on their Takedowns. His opponent has Intelligence: 3, Calvin will gain +2 to Speed on his Holds for the entirety of the match. These small bonuses can make all the difference in gaining an advantage.
- 3) **Charisma** – Between the two wrestlers, see who has the higher Charisma. If both wrestlers have the same level of Charisma, roll 1D6. Whoever rolls the higher number will be in control of the first round in the match.

Step 2: Calling Moves and Being in Control

The wrestler controlling the match hit the last move. Being in control of the match forces your opponent to choose and call their move, first. This might seem like an advantage to them, but in fact, it's to *your* advantage. By knowing what Speed they call, you can determine what kind of move they're attempting and prepare for it accordingly.

To call a wrestling move, look at the list of moves in your arsenal. Don't say the specific move that you are attempting. Instead, look at its corresponding Speed and call that. For example, at the start of the match, you have a lower Charisma and decide to start with a Punch (Speed 8). However, you upgraded that Punch's Aggression, which you might not want your opponent to know. So, you call "Speed Eight!"

The person in control then picks their move and calls their Speed. To determine who hits their move, roll a contested 1D20, using your respective Speeds as a modifier (Speed 1 would mean 1D20+1). To simplify this, take the difference between you and your

opponent's Speed. For example, if you called "Speed 8" and your opponent risks a bigger, slower move, "Speed 5", you gain a +3 advantage (rolling D20+3).

The winner of this contested roll successfully performs their move. There is no chance to block, dodge or parry. Just take the hit and hope the next round works out better for you.

Step 3: Rolling Damage & Moves

Once a wrestler has successfully won the initiative, they get to roll damage. Look at the Damage value for the move you had previously called. Roll that particular damage and remove it from your opponent's Hit Points.

From this, you return to Step 1, calling moves for the next round, so on and so forth until you can get your opponent into the position of pinning them or locking them into a submission move.

However, before we get to the End Game, let's discuss wrestling *holds* in the game.

Step 3.5: Sustained Holds

Holds and Submissions work slightly different than a Strike, Charge or Takedown. In the case of Strikes, Charges and Takedowns, the damage is dealt, its circumstances such as Knockdown, are decided and you move onto the next round. However, when you lock your opponent into a Hold, such as a Headlock, your opponent must fight to break out.

Once you've successfully applied a Hold, roll the damage. In the next round, a similar initiative contest takes place, but you use your Intelligence as your 1D20 modifier. Your opponent has the choice to use either their Intelligence or their Resolve (whichever is higher) to break out. If they lose, they remain locked in the Hold that you have applied and take another round of Damage. If they win, they manage to fight out of the Hold, but the Damage for that round still applies (it hurts or wears them out to break away).

A Hold continues for as many rounds as equal to your Intelligence attribute. For example, if your Intelligence is 5, you can keep a Hold applied for 5 rounds, if you can keep it on.

Step 4: Cause & Effect

During a match, there are several ways to penalize your opponent's Speed, slowing them down and ensuring an upper hand to hit bigger moves.

Moves: If you continue to use the exact same move throughout the match, your opponent will soon see it coming and know how to block or counter it. You can perform each move only twice in a match...without penalty. On its third use, there is a -2 to Speed penalty that accumulates with each use (-2 the first time, -4 the next, etc). This applies moves that you have successfully hit, not attempted but lost that round's initiative.

You cannot use the exact same move twice in a row. For example, if you have a very effective dropkick that delivers 2D6 points of damage, you cannot hit it in round one and then hit it again in round two.

Knockdown: Knockdown occurs when your opponent takes you off your feet. This means you must fight back to your feet to hit your opponent. The penalty for being knocked down is -4 to Speed. You sustain a knockdown penalty if you continually hit moves that require knockdown (elbow drop, leg drop, etc).

There are a two ways to cause knockdown:

1) If Strikes or Charges causes equal or higher damage than the value of your opponent's Toughness.

2) Takedowns, High Impact, Power Takedowns and Top Rope moves automatically cause knockdown.

Inside/Outside: Getting in and out of the ring is simple, using Positioning move. You can use it to either throw your opponent out or escape yourself. While outside, any Basic moves performed temporarily upgrade in Aggression! Be careful you aren't counted out, though!

Be sure to see Chapter 5: The End Game on count out rules.

Stun: If a wrestler is hit hard enough, they're reeling and unable to recover for a moment. Their opponent can capitalize on the situation. Other modifications to speed, such as knockdown, are added in with a stun.

A stun occurs when a wrestler is hit with double the value of their Toughness in damage. For the next round only, they are -8 to Speed.

A double stun occurs when a wrestler is hit with triple their Toughness in damage. For the next round only, they are -16 to Speed. This continues so on and so forth with triple stuns, and higher.

As a match progresses longer, your wrestler will become sluggish, sweating profusely and wondering how much longer they can continue. Once your Hit Points reach below 0, it only takes equal to your Toughness to stun. Double stuns occur with double their Toughness, etc.

Tag Team and Multiple Participant Match: In instances where more than two wrestlers are involved, there's a chance not only for double-teaming two-on-one but also attacking two opponents at the same time.

Performing the same move on two other wrestlers simultaneously (ex.: double DDT), is a -3 penalty to Speed. Both victims take the move's damage and resulting penalties.

If two performers double team on one wrestler (ex.: tag teams), then they each gain a +3 to Speed bonus.

Step 4.5: Ties & Tie-Breakers

A common occurrence when rolling initiative are ties between the duelling D20s. If a tie occurs, all sorts of things can happen. Either the GM can decide or roll a D10 on the following table to discover the result:

- 1-2: Brawl
- 3-4: Chain Wrestling
- 5-6: Double Down
- 7-8: High Spot
- 9-10: Turning Point

Using the appropriate Attribute, each tiebreaker is contested between the wrestlers. To contest, both wrestlers roll a D20 and add their attribute to the roll. To simplify, give the wrestler with the higher attribute the bonus (a Strength 7 vs. Strength 6, opponent with Strength 7 gains a +1 to their roll).

1-2 Brawl: Battling around the outside or duke it out in the centre of the ring. The referee loses all control as the two combatants beat the crap out of each other. There's nothing fancy about this one, folks! Both wrestlers roll three Strength-contested rounds. The winner of each round deals damage to their opponent. The damage they deal is the equivalent to their Strength. Stuns do not apply.

3-4 Chain Wrestling: In a refined style, both wrestlers reverse and counter each other's holds until one dazzles the other and gains the upper hand. Chain Wrestling is determined in a best two out of three, contested Intelligence check. The winner causes their opponent to be -8 (stun) in the next round.

5-6 Double Down: In an extraordinary event, both wrestlers nail each other at exactly the same time, both of them crashing to the mat! It's a battle of wills to see who gets up first as the referee dramatically counts to ten! Double Down is determined with a two out of three contested Toughness check. The loser after three rounds is still knocked down and is -4 to Speed in the next round. The winner gains their Toughness back in Hit Points!

7-8 High Spot: Something big is about to happen, the fans can feel it! This is the kind of thing that'll be replayed for weeks! A High Spot is determined with best two out of three contested Dexterity check. The winner gets an automatic 2D6 move to their opponent! It can be any move, but it works like a Charge, so if the damage is equal to or higher than opponent's Toughness, they are knocked down! Stun rules apply.

9-10 Turning Point: Suddenly, there's an upswing in the action as either you make a fierce comeback or your opponent cuts you off. A Turning Point is determined with a best two out of three contested Charisma check. The winner gains full use of either their Crowd Pool or their opponents (whichever is higher!) for the next round, only. This is separate from your own Crowd Pool, so it's not saved after the next round and does not refill or drain your Crowd Pool!

Step 5: Pinning

You've just hit your opponent with a Signature move or Finisher; it's time to go for the win! Just hope that they don't get a shoulder up, kick out or get a lucky foot on the bottom rope.

To pin your opponent, you only need to say "I'm going for the pin!" There is no determination to see if you successfully pin your opponent. The only rule is that your opponent must be knocked down (obviously) to attempt a pin. The only exception is pin moves, which automatically locks your opponent into a pinning position.

To determine what happens when you go for a pin, see Chapter 5: The End Game.

Chapter 4: Time & Time Limits

Time

Each round during a match is about 30 seconds. This is taking into account stalling, working the crowd, arguing with the referee or simple exhaustion near the end of the match. Thus, every two rounds in a match is the equivalent to one minute. Every action and move that requires an initiative roll will mean a round has passed. In the case of reversals, the reversal occurs in the same round as the initiative roll because the move being reversed was never performed.

Essentially, a regular fifteen-minute match is the equivalent of thirty (30) rounds.

The longer a match is, the more Hit Points that your wrestler (and your opponent) get at the onset. The GM (or the players) determines a set time limit. One (1) Hit Point is awarded for every minute of a match. This is a temporary, match-by-match boost to your Base Hit Points.

Time Limit

If a match does not end by the end of the set number of rounds, the match ends in a draw because of time expiration. This adds a great deal of drama to the match, especially in the later rounds before the time limit expires.

Table C shows the type of match, the number of rounds (and time) and the amount of Hit Points granted due to the length of the match. The best way to look at it is for every minute (two rounds) gives one Hit Point. The table's match examples are a guideline, but not concrete.

Table C: Time Limit & Hit Points

Type of Match	Length	Rounds	Hit Point Bonus
TV Match	10 minutes	20	+10 Hit Points
House Show, PPV	15 minutes	30	+15 Hit Points
Specialty Match	20 minutes	40	+20 Hit Points
Mid-Card Title Match	30 minutes	60	+30 Hit Points
Main Event	60 minutes	120	+60 Hit Points

Chapter 5: The End Game & Being Rewarded

The name of the game is trying to win and trying not to lose. There are four ways to end a match: pin, submission, count out, and disqualification. As the match progresses longer, penalties apply up as your wrestler's body wears down from exhaustion.

You can only win a match by pin or submission once hitting a Signature move. Your Basic moves are great for wearing your opponent down or setting up the big move, but they don't do enough to keep them down. However, in desperation, you can also win by count out. Winning by disqualification? Well, that's if your opponent is caught cheating.

Count Out: If both wrestlers are on the outside, they have five rounds to get back in the ring before getting counted out. A count is broken if one is on the outside and the other comes out after them or one of the wrestlers can sacrifice the stun of the other to roll in and back out of the ring.

There is one thing to keep in mind while on the outside of the ring, however. While on the outside, any moves performed by either wrestler get an automatic Aggression upgrade with no Speed penalty!

Disqualification: Throughout the book, you'll see reference to "DQ checks". In the case of being disqualified due to cheating, the cheater must make an Intelligence check to ensure the ref didn't see anything. If they fail, they are disqualified. Keep in mind that not everything is an automatic DQ; there are also ref checks, where the ref breaks an illegal move (foot on the ropes, etc).

Cheating: We've talked about disqualification, but there are some advantages to being a jerk...if you're willing to take the risk. You can add damage to your move if you want to cheat. For example, you can take an eye rake for a 1D4 Strike, but add +3 to the damage. However, for each Damage point that you add, there is a -1 penalty to your DQ check. You can add this to any move in your repertoire, from Holds (such as having an abdominal stretch and grabbing the ropes) to a pin move (putting your feet on the ropes).

Cheating is by a three strikes and you're out deal. The first two strikes are a warning. If the ref warns while in a hold, you *must* break the hold and your opponent does not receive that last round of damage as normal. In Holds, you can ignore the first two warnings. Failing the third Intelligence check means a DQ.

Cheating using Signature moves, you get +2 to Damage or Speed for every -1 to DQ to check. However, it's a one-strike deal. You can even have a foreign object as a Signature move with a high cheat rating and only use it as an emergency.

Pinning/Kicking Out: While being pinned, there are four chances to kick out (1-count, 2-count, close 2-count, final 3-count). Each of these rolls is determined by rolling a Resolve check. On a 1D10, roll equal to or under the value of your Resolve attribute. If you fail all four chances, you've lost, pal. If you succeed, then you kick out and live to fight another few minutes.

Submissions: Once locked into a submission hold, you have two chances to make a Resolve check. If you fail both, your pain outweighs your pride and you cry uncle or tap out. If you succeed, the fight's not over! You still have to escape the hold in a similar manner to a sustained Hold! However, your opponent does not get a final round of damage should you escape as they would a Hold. If you fall into automatic pin range (see below), you only get one Resolve check to submit. For every level of stun, negate one (1) point from your Revolve check. For example, if you are double stunned, then your Resolve check is -2.

Exhaustive Match

While your wrestler is certainly a miracle of human endurance, they can only last for so long. Eventually, their muscles will get sore and their bodies weary. At this point, it becomes easier for their opponent to capitalize and snatch victory from you.

Drained: Once your Hit Points drop below 0 (into the negatives) the chances of kicking out or breaking out of a hold gradually dwindle. The following list is what occurs if your Hit Points drop below 0, towards the equal, double or higher to your Toughness. Keep in mind that getting stunned AND being below 0 in Hit Points is not cumulative towards getting pinned. Once you drop to five times your Toughness, you are to the point of exhaustion. You can still keep going, but you don't know for how much longer.

Toughness Rating: Automatic 1-count

Toughness x2: Automatic 2-count

Toughness x3: Automatic close 2-count

Toughness x4: Automatic final 3-count. Pinned wrestler gets one chance to roll a 1.

Toughness x6: Resolve check. If fail, you fall into unconsciousness.

Toughness x10: 1D4 week injury

Toughness x15: 1D6 month injury

Note: If a single move deals the equivalent of six times your Toughness in damage, you must also roll a Toughness check. If you fail, you are knocked unconscious (or pass out) and automatically lose the match.

Groggy and Pinned: Being stunned gives its disadvantages towards being pinned. For every stun on you while being pinned, lose -1 to your pin check when rolling under your Resolve. For example, if you have Resolve: 6, then you'd normally have to roll under a 6 on 1D10 to kick out. If single stunned, then it would be under 5. If double stunned, then you are -2 and so on.

Injured: If a specific body part receives more than half of your wrestler's Hit Points, they must take 1D4 weeks (in game) to heal. If you continue to wrestle with this injury, any moves performed to that body part by your opponent gain an automatic level of Aggression. This continues until you take the 1D4 weeks to heal. If a body part receives more than two thirds of your Hit Points, the same rules apply, but only apply 1D6 months (in game) to heal.

Resting

The best thing to say about resting during a wrestling match is simple...there is no rest. To leave the option open, though, if your opponent is double stunned or higher, there's little chance they'll get a hit on you, so you sacrifice the open shot and gain one round of rest back. Your opponent will no longer be stunned, though.

-In the occasions that you might get a rest (between falls, opponent cheating, etc), gain your Resolve equivalency in Hit Points back per round of rest.

-During tag matches refill one point of your Crowd Pool for each round you wait on the apron.

Match Rewards

Whether you win or lose a match, you always gain experience because each match is a learning experience. Whom you beat in the rankings also depends on the amount of rewards gained. This includes title matches, which if you win, you'll gain more rewards depending on the belt (World titles rewarding the most, naturally).

When awarding experience for specialty, feud ending and/or title matches, the rewards are in addition to that of a regular match. However, if the same specialty match is overused too much (every couple of weeks or months), even if the participants are different, the uniqueness of the match is lost and no experience is rewarded. Fans quickly grow tired of seeing the same specialty matches all the time if they're used too frequently.

Note on Titles: Generally, there are three levels of titles, not including the tag titles or a woman's title. There are low-card titles for wrestlers commonly known for opening shows (Television title, Cruiserweight title), mid-card titles for wrestlers more experienced and more well-known (Intercontinental, United States) and finally, the main event titles (World Title). Tag Team titles would fall under the category of Mid-Card.

Match Rewards

Win: 4 experience points

Loss/Draw: 2 experience.

Defeat a Higher Ranked: +1 Experience

Specialty Match: +3 Experience

Feud Winning Match: +5 Experience

Low-Card Title Win: +2 Experience

Low-Card Title Defence: +1 Experience

Mid-Card Title Win: +4 exp

Mid-Card Title Defence: +2 exp

Main Event Title Win: +6 exp

Main Event Title Defence: +3 exp

Chapter 6: Spending Experience

Experience is the amount of physical activity training that you've picked up as a result of working in the business. You can buy new moves or upgrade existing ones. Earning experience through winning matches will grant the players the ability to buy things to improve on how they work in the ring. This will range from buying new moves, upgrading existing moves, buying more hit points, etc.

What Can I Buy With My Experience?

Aggression Upgrade: Upgrading the aggression on a move means changing what die you roll to deal damage. For example, this upgrades 1D4 to 1D6, a 1D6 to 1D8, 1D8 to 1D10, 1D10 to 1D12 and 1D12 to 1D20. To decide how much the cost of an aggression upgrade is, take the number of die and multiply it by the *new* die roll. For example, you have a punch that does 1D4 and want to upgrade it to 1D6. You would multiply 1x6; therefore, you must spend six (6) Experience Points. This applies to *each* upgrade, so you can't jump from 1D4 to 1D10 and just spend ten points. Each Aggression upgrade results in a -1 penalty to the move's Speed.

Attributes: Upgrading attributes costs five times (5x) the new number for the attribute. For example, upgrading Intelligence from 5 to 6 would cost 30 points. Note that you cannot jump from 1 all the way to 10 and just spend 50 points. You must spend Experience for each individual upgrade.

Base Hit Points: Each Hit Point costs one (1) Experience point. There is *no* limit to the amount of Hit Points. Once your Base Hit Points reach 75, they cost two (2) Experience Points for each Hit Point. Base Hit Points 150 or higher costs three (3) Experience Points for each new Hit Point.

New Moves: Basic Moves cost 4 Experience Points. Signature moves cost 10 Experience Points. However, be sure to check the Styles. Some Traits' bonuses lower the cost of certain moves. These moves begin at the default Damage and Speed.

Skill Upgrade: Skill upgrades, like aggression, make your move more skilful by adding the number of dice to roll, but not the type. For example, this upgrades a 1D8 move into a 2D8. To determine how much you spend on a skill upgrade, multiply the new Skill number with the die roll. For example, if upgrading 1D8 to 2D8, you multiply 2x8; therefore, you must spend sixteen (16) Experience Points to upgrade. This applies to *each* upgrade. Each Skill upgrade results in a -2 penalty to the move's Speed.

Style Traits: Mentioned earlier, Style Traits have four different levels. The more expensive the Style, the more benefits you reap from it. Developmental Traits cost eight (8) Experience Points. Mid-Card Traits cost fifteen (15) Experience Points. Upper Card Traits cost twenty-five (25) Experience Points. Main Event Traits cost forty (40) Experience Points.

Technique Point: A technique point guarantees a higher roll of damage. Each Technique point you buy gives a move +1 to Damage. Each Technique Point costs ten (10)

Experience Points. This damage modifier can go into any move, whether it's Basic, Signature or your Finisher. There's no limit to the amount of technique points you can buy on one move. Keep in mind, though, that they still count towards your total damage. Therefore, if you have a 1D6 punch and add ten technique points, it becomes an advanced. There is no Speed penalty for adding Technique Points. Technique points are especially great on Finishers.

Chapter 7: Specialty Matches

What would professional wrestling be like without specialty matches? They can be the match that ends a feud or the big title match. However, given that many specialty matches fall under different rules to winning a match than a simple pin or submission, some new rules have been created for them.

Some matches give bonuses to particular moves or even new moves while others have certain goals that must be met before the match can end.

1) Barb Wire Match: The ropes are replaced with barb wire.

- Rules: Same as a regular match, but there is no disqualification.
- Irish whip does 2D4 damage.
- New Move: Barb Wire Face Rake (2D6, Speed 3)
- Add barb wire to an existing move: +1D6 damage, -2 to Speed
- Take careful note of bleeding rules in Chapter 4.

2) Battle Royal: Whether it's a twenty-man over the top battle royal, or a 30-man extended battle royal (participants entering every two minutes/5 rounds), a battle royal can change any wrestler's career.

- Rules: No pin fall, submission, disqualification or count out. You are eliminated by being thrown over the top rope and onto the floor.
- To successfully throw an opponent out, you must use Ring Toss (Speed 3). The victim has two chances to save: the first is a Dexterity check; the second is a Resolve check. If they fail both, they are eliminated. If stunned, opponent ignores the Dexterity check. If double stunned, it's an automatic toss.
- If any wrestler has a move that specifically causes outside, then Ring Toss rules apply!
- Reversals (not including Strike-based ones) can cause elimination but with a -3 to penalty to reverse. Victim ignores Dexterity check but still has a Resolve check with a -3 penalty.
- High Impact and Impact Finishers can cause elimination and ignore Dexterity checks!
- Counters to Top Rope moves can cause elimination, ignoring the Dexterity check!
- If someone successfully performs Work the Crowd and another wrestler hits a ring toss move in the next round, their Dexterity check is ignored!
- In the event of a tie where either wrestler is attempting a Ring Toss, roll a best two out of three contested Toughness check. Winner eliminates the other. However! If another wrestler makes a -3 to Intelligence check during this contest, you must *both* do a -1 Resolve check. If either of you fail, you are eliminated!
- Add an additional -1 to the Resolve check for each wrestler that teams up to eliminate you (Ex.: Several guys teaming up to eliminate someone with Massive).
- Wrestlers with the Powerhouse Style Bonus force their opponent to ignore the Dexterity check.
- Wrestlers with the Massive trait gain a +2 to their Resolve check.
- For *each* wrestler that you eliminate, gain one (1) Experience Point!

3) Best 2 out of 3: Just one fall in the match isn't enough for either participant. One thing to note, though, is that while 2 out of 3 is the most common, you can have any "best of" combination (five of seven, etc).

-Rules: The same as a regular match.

-At the end of each round, both participants get to rest for three (3) rounds, gaining three times the equivalent of their Resolve back in Hit Points.

4) Something on a Pole Match: To win the match, you must climb a pole in one corner of the ring and retrieve an object. Depending on what the object is (decided before the match), you either win the match upon retrieval, or must hit your opponent with it, first. A third option is simply having the object in play for the remainder of the match until someone is pinned or submits

-Rules: No disqualification, no count out.

-You must win three successful climbing rolls (Speed 5) to successfully retrieve the object.

-If retrieval object is a weapon, regular foreign object rules apply (see Chapter 7). The winner is whoever successfully hits the other with the object.

-Retrieved Object, 1D12; Speed: 3. Add +1D8 to combine with a move, with a -2 to Speed penalty.

5) Cage Match: The most classic and well-known of specialty matches. Cage matches are simultaneously dangerous and exciting. It stands to be a testament for any man who battles within the confines of a steel cage. Some cage matches also include a referee inside for pins and submissions. This is optional, but we're going with the classic cage match of escaping, so the rules are a little different. It's a little complex, we admit, but so are pins, submissions, DQ's and count outs.

-Rules: No count outs, no disqualification, no pins or submissions. The only way to win the match is by climbing up and over the cage or walk through the door. Bleeding rules (see Chapter 3) are mandatory! Someone's bleeding here, folks.

-Optional: Closed Cage is with pin/submission rules, not escape.

-**New Moves:** Cage face rake (1D8, Spd.5), Throw into Cage (1D10, Spd.2), Door Slam (1D10, Spd.2). Irish whip does 1D6 damage.

-**Walk Through the Door to Win:** Make a Resolve check. If succeed, you and your opponent roll a best two out of three contested Resolve check (duelling D20; modify with Resolve). However, this can only be performed once your opponent is within Exhaustion stage (four times their Resolve below 0 Hit Points).

-**Climb Out to Win:** Must make three consecutive Climb (Speed 5) moves to win. Opponent must be knocked down to climb. No Attribute modifiers affect Climb's speed.

-If your opponent is stunned, you can sacrifice their stun penalty to climb a level. If double stunned, then you can climb two levels!

Climbing Levels:

Level 1 (Past the top rope): Gain +4 to Damage on a High Impact or Top Rope move.

Level 2 (Top of the cage): Gain +8 to Damage on a High Impact or Top Rope move.

Level 3 (Over the other side): Win the match, if next climb is successful.

-If opponent is at Level 1, you can attack them without climbing with a Charge, Takedown, High Impact or Power Takedown. If successful, you knock them back down

and get the +4 to Damage bonus for that level.

-If both wrestlers are at climbing levels 1 and/or 2, only Strikes and Takedowns are allowed. If a move causes knockdown, the damage bonus applies for that level (+4 is fighting at level 1, +8 if fighting at level 2). Knockdown rules apply for Strikes and only your opponent to fall. However, your opponent is holding on tight to stop from falling, so their Toughness rating to fall gets a +2 bonus. Takedowns cause you *both* to fall.

Basically, if you want to guarantee they fall, you'll have to go with them.

-If opponent is at Climbing Level 3, there is only one way to stop them: first successfully make a climbing check of your own to catch up to them. Then, you must drag them back. If you are at Climbing Level 1 and they are at Level 3, it's a best two out of three contest Resolve contest (-1 to Resolve for you). If successful, you are both at Climbing Level 2 (let the battle begin!).

6) Cannibal Match: The most brilliant and sickeningly new type of match. Similar to a casket match, but you must stuff your opponent into a giant cauldron filled with boiling water. Well, the water tends to get spilled pretty early in the match

-Rules: No pin, submission or count out. No disqualification. You must either knock opponent unconscious (six times their Toughness rating under 0 Hit Points) or triple stun.

-New Moves: Lid Thwack (3D4, Speed 3), Whip into Cauldron (1D8, Speed 5), Cauldron Burn (1D6, Speed 3, sustained). Add to a Takedown move (+1D6, -1 to Speed).

7) Casket Match: A fear of being buried alive is scary, but even just the prospect of being stuffed into a casket can make any wrestler fight to stay out of it.

-Rules: No pins, submissions, disqualification or count out. You must knock your opponent unconscious (six times their Toughness rating under 0 Hit Points) or triple stun them.

-New Moves: Door Attack (2D4, Speed 3), Irish Whip into Casket (1D8, Speed 5). Add to a Takedown move (+2D6, -2 to Speed). Casket itself cannot be picked up, but you can ram it into your opponent (2D6, Speed 1).

8) Dog Collar Match: Both wrestlers wear dog collar around their neck with a 30 foot chain linking both collars together.

-Rules: No disqualification or Count Out.

-New Moves: Chain Whip (1D10, Speed 2), Chain Choke (1D8, Speed 3, sustained), Add to a move (+1D8, -2 to Speed)

9) First Blood: First wrestler to get hit five times after dropping below 0 Hit Points loses.

10) I Quit: A win can only occur with a submission or role-playing/storyline.

11) Iron Man Match: A gruelling half hour or one hour match where every pin fall, submission, disqualification and count out tally up. The wrestler with the most points (wins) at the end of the time limit is declared the winner.

-Rules: Regular match rules apply.

-Half hour match: 30 rounds. +60 Hit Points for both wrestlers.

-Hour-long match: 60 rounds. +120 Hit Points for both wrestlers.

-For the entirety of the match, both wrestlers are -2 to their Resolve.

12) Ladder Match: Either a career-altering contract in a briefcase or a championship belt hangs high above the middle of the ring. What's the only way to reach it? Climbing a ladder and reaching for it.

-Rules: No disqualification, no count out, no pins, no submissions.

Climb (Spd.2) move three times in a row to win.

13) Stretcher Match: Either unconscious or when losing player says so.

14) Table Match: Must break table with opponent (or vice versa!). Table can take a total of 50 damage or 15 damage in a single hit. Table knocks opponent unconscious once broken. Gain +1D6 damage on any move using the table. New Move: Table Thwack (1D10, Speed 3).

15) Taped Fist: Any move labelled "punch" gives 1D4 additional damage, punches don't go in speed.

16) World of Sport: These are classic British styles with a very gentlemanly, technical aspect to the matches. The match is broken up into six (6) 5-minute rounds. In game terms, this is 6 10-round rounds.

-Rules: Same as a regular match, but in points. Gain a point for any pin fall or submission. Winner is the one with the most points at the end of the 6 rounds.

-Both wrestlers gain the value of their Toughness back in Hit Points between rounds.

-Both wrestlers are -1 to their Resolve, except the final round

-It is illegal to strike your opponent while down (3-strike DQ checks apply)

-Top rope moves are banned!

Tournaments

Wrestling in a tournament can slowly wear on your wrestler. Though you will gain all of your hit points back in time for the next match, you lose -5 from your total Hit Points for each match you wrestle in the night. For every match that you wind up in the negatives, you lose -10 from your total Hit Points.

Chapter 8: Foreign Objects List

All around the ring are all sorts of objects, impromptu weapons, plunder, etc. In wrestling, everything can be a weapon in some way or another. While not a comprehensive list, here's a list of as many weapons or foreign objects that are commonly used in wrestling and their damage/speed ratings.

Note that you must retrieve these items outside the ring or thrown in/given to by a manager. To retrieve a weapon takes one round and counts as an action (Speed. 5).

Unless there's a ref bump or the match is no disqualification, there is a D.Q. check when a weapon is used. An additional -2 to the ref each time said weapon is used. In other words, the more you use it, the greater chance you'll get caught.

This list will give examples for using weapons for impact moves or combining with rest/submission holds. Keep in mind that as detailed as this list will attempt to be, the GM and players are welcome to come up with their own ideas. Obviously, some on the list can't be picked up (floor, posts, etc) but can certainly add extra damage if used.

The exception to this rule is the announcer's table. If there is one by ringside, then there is no D.Q. check for going through it or putting your opponent through it. However, there's still the risk of getting back in the ring before being counted out.

Some items, such as cookie sheets, only have a one-time use since one hit will bend them so out of shape to make them unusable a second time. These are noted with a * in parenthesis.

2x4: 2D6, Speed 4

2x4 w/Barb Wire: 2D8, Speed -3; can only be used by wrestlers with particular Style Traits.

2x4 w/Barb Wire (Flaming) (*): 3D6+5, Speed -3; spend a round to light on fire

Barb Wire: Whip opponent (1D8, Speed 3), Sustained/wrapping (1D8, Speed 3, sustained)

Branding Iron: 1D8, Speed 5

Championship Belt: 3D8, Speed -3; can only be used in championship matches

Cookie Sheet (*): 1D6, Speed: 6; add +1D6 to Strike, Charge or Takedown.

Floor (padded): Add +1D6 to Takedown while on the outside.

Floor (concrete): Add +1D8 to Takedown while on the outside; remove padding is Speed 5 move.

Guardrail: Irish Whip does 1D8 (negate usual bonus); add +1D6 to move with -2 Speed penalty.

Kendo Stick: 2D6, Spd.4; add +1D8 to move with -2 Speed penalty.

Ladder: 2D6+3, Speed: -2; add +1D10 to move.

Lead Pipe: 1D10, Speed 3

Ring Bell: 2D6, Speed. 2; add to move: +1D8 with -2 Speed penalty.

Ring Steps: 2D6, Spd.1; add +1D6 to Irish/Buckle Whip; add to move: +1D6 with -2 to Speed penalty.

Ring Post: Irish/Turnbuckle Whip does 1D8, Add to move: +1D6, -2 Speed for move.

Road Sign (Big): 1D10, Speed. 1; add to move: +1D8

Road Sign (Small) (*): (1D6, Speed. 6

Sledgehammer: 1D10, Speed 3

Steel Chair: 1D12, Speed. 3; add to move: +1D12 with -4 to Speed penalty)

Table: Irish Whip does 1D8; add to move: +2D4 with -2 to Speed penalty; Hit Points: 20

Table (Announcers) (*): Irish Whip does 1D6; add to Move: +2D4 with -2 Speed penalty; Hit Points: 15.

Table (Flaming) (*): Add to move: +2D6+4, -3 to move; broken upon impact.

Table (Spanish) (*): Irish Whip does 1D6; add to Move: +2D4 with -1 Speed penalty) (Hit Points: 10)

Thumbtacks: +4 to Damage to any move that causes KD.

Trash Can: 1D8, Speed: 5; add to move: +1D6.

Trash Can Lid (*): 1D6, Speed: 8; add to move: +1D4

Wire: Whip Opponent: 1D6, Speed. 6; Choke: 1D6, Spd.2; Add to Hold: +1D4 with -2 to Speed penalty.

Chapter 9: The FAQ of the RPG

Frequently Asked Questions for the Game

1) Why am I only getting 30 points to distribute into my attributes? Why can't I take an attribute higher than seven (7)?

The simple answer is this: we want everyone to start on a relatively equal level. With 30 points, you can make most starting attributes between 5 and 6, which would be average for the wrestling industry. We considered higher numbers, but it would leave many wrestlers, meant to be fresh out of wrestling school when first rolled up, a little unbalanced.

Regarding attributes higher than seven? We realize that many wrestlers are either natural athletes or former body builders who may have an attribute higher than 7, but again, it's a matter of balancing the game. If you were given an attribute of 10 right off the bat, you probably have an attribute of 1 or 2. To upgrade that would be unbelievably cheap, leaving wrestlers over powered early in the game.

2) But it's not fair! I want a brute with Strength of 10! Why can't I?

In the wrestling world, a worker isn't actually that strong unless he's promoted as such. Naturally, the biggest guys would be the strongest, but sometimes, you have guys smaller than them able to lift them high up, showing amazing feats of strength.

In game terms, it's about balance. In a game of genuine competition, you don't start out as the strongest.

3) I hate taking Position when my opponent takes a Top Rope move. Why can't I choose Strike and just punch them off the ropes?

Look at it this way: if both wrestlers are fresh and one goes for a top rope move, then his possible victim is going to have a +9 to Speed advantage, leaving a *very* good chance of the move missing. That leaves them with 1D6+4 damage and knocked down. A difference of Speed from a Strike gives you a huge advantage if the high-risk move misses. The counter is one of the most guaranteed damaging moves. Nine times out of ten during play testing, the top rope move misses when both wrestlers are fresh; leaving it wide open for a possible pin attempt! It's an advanced move, after all! In fact, our shortest match ever had one player try using a Top Rope as their very first move, missed, was stunned, and lost all their kickout attempts! It was a one-round match!

We intended top rope moves to be risky. They're a great pay off if they hit, but very damaging if they miss.

4) Hey, those Style Traits are great but they're expensive! Why can't I buy as many as I want? Shouldn't I be able to buy as many as I'd like, if I can afford them?

Again, this is a balancing issue. We want everyone on equal footing from the start, right up to when they start headlining shows. We've looked over each and every one of the

Style Traits to make sure that they're worth buying. We believe that there's something for everyone. In the right hands, any one of those Traits can be beneficial.

As for cost, trust us, it's worth it. We've made sure that if you have a Main Event trait, there is a VERY good chance you will win your match.

Chapter 10: Putting It All Together

We realize that there is a *lot* to take in and remember for the game. It's not quite as easy as Dungeons & Dragons where things are a little more situational depending on your location, the monster you're fighting or the equipment you've purchased. Every rule here takes place within the squared circle.

To help understand things a little better, here are some typical conversations. One is between a new player and the GM in creating a character, the other is between two players and the GM running through a match.

Character Building

GM: Thanks for showing an interest, Luke. Did you think about who you want to make?

Lucas: Yeah, I want to create Brigadier Smith, a former British military man. He wears his uniform to the ring, but doesn't wrestle in it.

GM: Heh, okay. What kind of wrestler do you see him being?

Lucas: I think a combination power and technical wrestling.

GM: Okay, so maybe his wrestling style is strategic, then. Let's pick out his stats.

Lucas takes the 30 Attribute points and puts them in as follows: Charisma of 5, Dexterity of 4, Intelligence of 6, Resolve of 4, Strength of 5 and Toughness of 6.

Lucas: How's that?

GM: Good. Some of the faster guys might run around him, but he's balanced enough that he can take whatever they've got. A Toughness of 6 means you have 30 Hit Points to start, which is a great start. Having a 6 for Intelligence gives you some bonuses. Let's pick your moves next. You get seven basic and three signature moves.

Lucas: Okay, I don't know much about wrestling moves, though.

GM: No problem, I'll help. So, he's a power mat wrestler. He's probably going to be throwing his opponents down in an old school, Olympic style way. How about we start with a waist lock takedown? He'll grab a guy from behind, lift him up and bring him down face-first onto the mat; a classic takedown.

Lucas: Sure. Can I apply a hold while he's down?

GM: Totally. How about a front face lock? You could apply it after he throws him down.

Lucas: Cool, I could see him doing that all the time.

GM: Every time?

Lucas: Sure.

GM: Well, why don't we link it, then? It'll help lock the front face lock on faster after you have him down. You won't be able to use it any other time, though.

Lucas: That's fine. So, I have five more Basics to choose. If I focus more on his sides, it might work. Is there another hold for that?

GM: How about an abdominal stretch?

Lucas: Sure! I should probably give him some kind of hitting move, too. How about a big kick to the face?

GM: That sounds tougher than a regular kick. Let's call it a big boot and make it a Charge. Three more.

Lucas: I know two moves I always liked: the suplex and elbow drop. I'll give him those.

GM: Great! That elbow drop means you can only hit it after you've knocked your opponent down, *but* that means one of your Charges can automatically cause knockdown.

Lucas: I'd love to see someone run into him and be knocked down, so how about my

shoulder block?

GM: Sure, that's a classic wrestling move. To give him another Strike, let's give him a European Uppercut. It's a classic British attack. All right, now we'll pick your three Signature moves. They're moves that Brigadier could use to win.

Lucas: What's the move you used to lock me into when we were kids? It hurt a lot.

GM: Oh! The Scorpion Deathlock!

Lucas: It's mine, now! Oh, payback will be sweet. Also, I used to love the DDT, so I'll take that; and a pile driver, because that move is awesome.

GM: That was quick; now your finisher.

Lucas: You said I could win with those advanced moves. Can I just make that scorpion thing my finisher?

GM: Sure, but you'll have to give yourself a different signature move in its place.

Lucas: What's the move in the Olympics where he grabs the guy around the waist, throws him back, and bridges to pin him?

GM: German Suplex! You could make that a pin move. It makes it harder to kick out.

Lucas: Done! What's next?

GM: We'll upgrade your moves. *GM explains that Lucas gets two Aggression upgrades, one Skill upgrade and a +1 to damage.*

Lucas: All right. Well, if I get him down with that waist-lock thing, I should make sure it's worth it. We'll make that 1D6. I think I'll make the waist-lock takedown tougher, too, so make that 1D10.

GM: And Skill is left. This makes something that's one dice roll into two, so 1D4 becomes 2D4. But remember, it's going to take two points of speed off the move.

Lucas: What's that European Uppercut look like?

GM demonstrates the European Uppercut; he does an uppercut-like motion with his forearm.

Lucas: That baby just became 2D4. So, that means it goes down to Speed...six, right?

GM: Right, but that's okay. It's not *much* slower and if it hits, it'll be damn worth it.

Lucas: Cool. Just to make that big boot a little stronger, we'll put the +1 damage on that.

GM: Done. Now, you have fifteen experience points to spend.

Lucas: Okay, I'm going with Strategic Style. That means he has a game plan before the match, right?

GM: Right, he's a real planner and thinker. So, you get one free Developmental bonus, first.

Lucas: Okay...say, I have many Holds. That Chain Gang one would come in handy for me.

GM: It sure would. You could reverse another Hold three times in a match. You still have 15 experience points to spend.

Lucas: I don't know when I'll be able to afford it next, so I'm also going to buy Thinking Ahead.

GM: Ooh, that'll play really well with your waist lock combo. You should think about buying more moves later on so you can have more linked combos.

Lucas: We'll see how I do with this, for now.

GM: Oh, and before I forget, let's add your bonuses for having a high Intelligence.

The GM explains that Smith gets a +1 to Damage or Speed on all Holds, Submissions and Finisher.

Lucas: I'll just add damage to all the Holds, my German Suplex a little faster and another point of damage on my Finisher.

GM: And...that's it! I'll let you add in his other details, like height, weight and such.

Bring it On! – Move-by-Move Details of a Short Match

Background information:

For the sake of the conversation, we're going to assume that both players are now familiar with the system, but will explain each of the steps so you can follow along. The GM will be there to look things over in the case of an argument or confusion. Anything spoken in parenthesis is their inner thoughts (like the move they're going for) and dice rolls. Since we've seen them both grow up along the way, we're going to have a match between our two new wrestlers! That's right, it's...

BRIGADIER SMITH vs. CALVIN CALAMITY

GM: Ladies and gentlemen! The following contest is scheduled for one fall, with a fifteen-minute time limit! First, hailing from Hampshire, England! Weighing in at 265 pounds...BRIGADIER SMITH!

Brigadier Smith: Charisma: 5, Dexterity: 4, Intelligence: 6, Resolve: 4, Strength: 5, Toughness: 6

Hit Points: 45 (30 Base Hit Points + 15 for time limit)

Style Traits: Chain Gang (Can reverse a Hold to a Hold three times), Thinking Ahead (Damage/Speed bonuses to linked moves)

GM: And his opponent...from New York City! Weighing in at 225 pounds...COLIN CALAMITY!

Colin Calamity: Charisma: 5, Dexterity: 4, Intelligence: 5, Resolve: 5, Strength: 6, Toughness: 5

Hit Points: 40 (25 Base Hit Points + 15 for time limit)

Style Traits: Slam 'Em (If 1 is rolled on Takedowns, automatically gain +2 Damage), Valet (while trapped in Hold, roll Charisma: 6; if win, refill Crowd Pool)

GM: Colin, you've got the higher Charisma, so you're in control. That means Brigadier must call his move, first.

BS: (Let's see how he likes that upgraded European Uppercut) Speed 6!

CC: (Hm, could be an upgraded Strike. I have one of those, too. But let's up the ante and move him into Position, first.) Speed 5!

GM: Brig, you get +1 to your initiative roll.

(They each roll 1D20. Brig gets 15, Colin rolls 3.)

CC: Uh oh.

BS: Booyah! Eat European Uppercut! Two-die four! (Rolls) Five!

CC: Geez! That knocks me down, right?

GM: Yeah, you five damage is equal to your Toughness attribute. You are -4 to Speed, now. Brig is now in control, so you call next, Calamity! We'll call you Cal for short.

CC: (I gotta get up faster! A headbutt with the crowd behind me will help!) Speed 4, but I'm using all five points of my Crowd Pool to make it...Speed 9!

BS: (My elbow drop oughta keep him down.) Speed 5! Plus four to you, sir.

(Rolls. Cal rolls 22! Brig only rolls an 8.)

CC: Headbutt! 1D4+1! (Rolls: 3)

GM: I'll add some spice, here. Brig, you go to pick him up and Cal clocks you under the

chin with his head. You bit your tongue! Cal makes fun of you for that and gets the crowd riled up.

BS: Oh, that's it! You're in control, so my call! Speed 5! (I'll use Positioning to whip him into the ropes!)

CC: (I need to chop this bastard, but let's Position him, first.) Speed 5! Even rolls! (Rolls: Brig with 13, Cal with 3.)

CC: Damnit! The dice hate me, tonight!

BS: And now you're running 'cause I just threw you into the ropes.

GM: Oh, boy. Brig, you get +4 to Speed from Positioning. Whoever hits this, their moves gets +1D4 damage. Cal, your call.

CC: (Screw it, let's just kick him.) Speed 8!

BS: (Incoming Big Boot!) Speed 9! +1 to me. (Rolls: Brig with 8, Cal with 5.)

BS: BIG boot to the head! That Crowd Pool worked for you, so I'm going put another 3 points of damage into this. (Rolls 1D6+1D4+4 for 11 damage.) WHAM! You're knocked down!

CC: Ugh! That's double my Toughness!

GM: I'm afraid so. That boot rocked you so hard, you're -8 from the stun *and* -4 from knockdown. Your next roll is -12. Your call.

CC: (I'll punch my way out.) Sigh. Speed -4.

BS: (Now I'll really take him down with my waistlock takedown.) Speed 2, so +4 to me. (Rolls: Brig with 24, Cal with 17.)

CC: CRIPES!

BS: Waistlock takedown! (1D10+1: 8) And that automatically knocks you down.

CC: But I'm not stunned anymore, right?

GM: No, that was for one round only. But it's not looking good for you, so far. Brig is still nearly fresh with 43 Hit Points. You're down to 19.

CC: (I can do this. Positioning, first.) Speed 1.

BS: (And now for my linked move, the front facelock.) Speed 7. Plus 6 to me. (Rolls: Brig with 22, Cal with 11.)

CC: *sob!*

BS: And I've locked you into a front facelock! (1D6+2: 4) That's sustained.

CC: Ah HA! I've got Candy Looper at ringside! She'll work the crowd to help me out of this.

GM: Good call, Cal! Candy has Charisma: 6, so roll 1D10. If it's 6 or lower, it works.

CC: (Rolls: 1!) Boy, does she ever! My Crowd Pool is restored!

GM: (Imitating a crowd.) COL-IN! COL-IN! COL-IN!

BS: He's still locked in, though, right?

GM: Oh, yes. Each of you rolls D20 to contest the hold, Calvin's Resolve versus Brig's Intelligence. Brig, you get +1 to this roll because of the difference.

(Rolls: Brig with 15, Cal with 13.)

CC: I just can't catch a break!

BS: (Rolls 1D6+2: 5) And *that* wrenches it!

GM: Candy Looper is, like, *totally* screaming for Calvin to get out! Roll again, guys. (Rolls: Brig with 2, Cal with 7!)

CC: Yes! I broke out of the hold! But I still take damage getting out, right?

GM: Right.

BS: (1D6+2: 4.) It's still your call, Cal.

CC: (Position, again.) Speed 5!

BS: (He's almost down to zero Hit Points, so it'll be easier to stun him. Just need to wear him down a little more. An abdominal stretch'll work.) Speed 3! Plus two to you.
(Rolls: Brig rolls 4, Cal rolls 18!)

CC: Booyah! I whip you into the turnbuckle! Positioning, baby!

GM: Uh oh, he's setting something up! Your call, Brig.

BS: (A European Uppercut oughta do the trick.) Speed 6.

CC: (Here come the chops!) Speed 10!
(Rolls: Brig rolls 9, Cal rolls 16!)

CC: Woo! Taste 2D4 chops, plus another 1D4 from positioning!

GM: The night's first plate of chops has been served!

CC: (Rolls 3D4+1: 10) Oh, *hell* yeah! Does that stun you?

BS: UGH! Damn close, but no. But I'm knocked down. (Punch) Speed 4.

CC: (Positioning, again.) Speed 5! Plus one to me.
(Rolls: Brig rolls 4, Cal rolls 14.)

CC: And now it's *your* turn to be whipped into the ropes.

BS: Uh oh. (Kick) Speed 8.

CC: Oh, no you don't. (Back body drop.) Using all 5 Crowd Pool, too. Speed 10!
(Rolls: Brig rolls 3, Cal rolls 16.)

CC: Baaaaaack body drop! (1D10+1D4+1: 8) Damn, not as good as I hoped. But I'm on fire!

GM: You should think about getting the Momentum trait later on!

BS: I'm knocked down, again. (Kick) Speed 4.

CC: (Gotta wear him down. Headlock time.) Speed 3.
(Rolls: Brig rolls 5, Cal rolls 7.)

CC: Headlock time!

BS: Ah, ah, ah. Not so fast. I'm going to reverse that using Chain Gang.

GM: Quick thinking, Brig! You just need to beat Cal's roll of 7.

BS: (Rolls: 9) Easy. I reverse your headlock into a wristlock. (Rolls: 1D4+1: 4)

GM: Now duelling rolls for the hold, again. Plus one to Brig.
(Rolls: Brig rolls 9, Cal rolls 8. 1D4+1: 4)

GM: Cal, I'm afraid you're below zero in Hit Points. Any damage that's 5 or over will stun you, now.

CC: Hoo boy, then I had better get out of this hold.
(Contested roll again: Brig rolls 17, Cal rolls 3. 1D4+1: 2.)

BS: I'm holding onto it.
(Rolls: Brig rolls 2, Cal rolls 18! Damage: 1D4+1: 2)

CC: I'm free! My call. (Chops) Speed 6!

BS: (Big boot will stun him, if I roll high.) Speed 5.
(Rolls: Brig rolls 4, Cal rolls 15.)

CC: Did someone order another order of chops? (Rolls: 2D4+1: 7) With authority!

BS: Holy crap, that knocks me down! My call. (Big Boot.) With my last two Crowd Pool points, Speed 3.

CC: (I need my Crowd Pool back, so I'll work the crowd.) Speed 5.
(Rolls: They both rolls 13!)

GM: Tiebreaker time! (Rolls: 6) Double Down! What were both attempting?

CC & BS: Work the Crowd. Big Boot.

GM: Cal, you turn to get the crowd behind you. Brig, you try to blindside him with a big boot, miss, and bounce your leg against the ropes past him! You fall back and knock heads! We'll do a best two out of three Toughness checks. Brig, you get +1 for this, since

you have a higher Toughness.

(Rolls: Cal wins the first two rolls!)

GM: Cal, you struggle to your feet, first and get your toughness back in Hit Points! Brig, you're still loopy and knocked down. It's also your call.

BS: (Kick) Speed 4.

CC: (Clothesline) Speed 5.

(Rolls: Brig rolls 7, Cal rolls 16.)

CC: You are *staying* down, sir! Clothesline! (Rolls: 1D8: 7) Oh, yeah!

BS: (I can probably take something big if I lose this round. Let's see if I can sneak a German Suplex in.) Speed -4.

CC: Whoa, really? (What's he going for? He's knocked down. What would be Speed 0? Screw it. I'll take the risk. Signature Dropkick!) Speed -3. Plus one to you.

(Rolls: Brig rolls a natural 20, which trumps unless Cal rolls one, too...but he doesn't.)

BS: German suplex! (Rolls: 1D6: 5) That stuns you, too! I'm pinning!

GM: Oh boy, Cal. This doesn't look good. Your Hit Points are -5, which means an automatic one-count. And you're stunned, so that's -1 to your Resolve. He hit you with a pin hold, which is another -1 to our Resolve. You have three chances to roll 3 or under on a 1D10.

CC: Okay...I can do this. (Rolls: 6)

GM: One! Two!

CC: (Rolls: 5)

GM: Two and a half....

CC: (Rolls: 2!)

GM: He kicked out! HE KICKED OUT! Cal, your call, my man.

CC: (Let's end this. Signature dropkick.) Speed -3.

BS: (Here we go. Signature DDT time.) Speed -4.

(Rolls: Brig rolls 5, Cal rolls 10.)

CC: Got it! My patented dropkick! (Rolls: 1D8+5: 12)

GM: Good gravy, you nearly took his head off with that!

BS: Damn, man! That stuns me! Getting stunned means -8, right?

GM: Right, and you're knocked down for a total of -12.

BS: Oy. (Punch; gotta get back up.) Speed -4.

CC: (Signature powerslam!) Ditto! Even rolls.

(Rolls: Brig rolls 2, Cal rolls 17.)

CC: Powerslam, baby! (1D8+6: 13)

BS: Good gawd! *Double* stunned and KD; so I'm -20. Oy. (Punch, obviously.) Speed -12, I guess.

CC: Speed....nah, forget it. Screw my finisher, I'm going for the pin. I can do that, as long as I hit a Signature or Finisher, right?

GM: Right. This doesn't look good for you, Brig. You have two chances to roll a 2 or lower.

BS: (Rolls: 7)

GM: One! Two! Thr...

BS: (Rolls: 10)

GM: THREE! Ding-ding-ding! The winner of this match: COLIN CALAMITY!

(Switches to commentator's voice) Unbelievable, folks! What a comeback by Calamity!

Chapter 11: Wrestling Moves

By no means is this a complete listing of every single manoeuvre in professional wrestling. It is, however, a good starting point for those unfamiliar with wrestling and therefore, a good, basic referral. If you want to use wrestling moves not listed here, there are tons of internet resources or you could watch some wrestling and listen to the commentators during the match for the names of manoeuvres. With this basic list, we're hoping that someone who has at least seen a wrestling match could say, "Oh yeah! I saw that before!"

A) Strikes (30)

Back Rake: Digging your nails in, you scrape down the entirety of your opponent's back, leaving long red marks. It ain't pretty or playing nice, but it hurts!

Bite: It isn't exactly a legal move, but you might find a souvenir while flossing your teeth tonight!

Chop: Rearing back, you smack your opponent across the chest with an open hand, leaving incredibly painful welts in its wake. It's loud enough to hear throughout an entire arena and hurts like a bitch.

Conga Clap: Arms stretched out, you slap your hands together as hard you can. Unfortunately, for your opponent, their head is in the middle of these hands, boxing and ringing their ears.

Crescent Kick: Balancing on one foot, you send your other foot up sideways until it connects directly under the chin of your opponent.

Double Axehandle: Fingers entwined together, you drive a double fist down onto the lower back or back of the neck of your opponent.

Elbow Smash: Using the pointy part of your arm, you drive an elbow into the top of your opponent's skull. Or you strike an elbow in their face when they're behind you.

European Uppercut: A classic British strike; you grab your opponent's head with your left hand and strike them under the chin with your forearm in an uppercut motion.

Eye Gouge/Poke: Yeah, it's cheap and illegal, but they can't hit what they can't see, right?

Field Goal Kick: You take a few steps back and charge forward, kicking your downed opponent in the side of the temple. Or if they're sitting up, you kick them as hard you can in the square of the back.

Forearm: Any mook can throw a punch, but nailing them in the side of the temple with a bent elbow'd forearm? Now they know they're in for a brawl!

Headbutt: Either grabbing their head for extra effect or just suddenly lunging forward,

when you force your opponent's forehead to meet with yours, they'll be seeing stars.

Heart Punch: You drive a fist right into the center of your opponent's chest. If you hit with enough force, you might stop their heart long enough to pin them.

Kick: Nothing fancy, just your harsh foot to their gut.

Knee Lift: Either forcing their head down to meet your bent leg or catching them with their head down, your opponent might want to check their nose after this. Note: This is one of the few Strikes allowed to use after an Irish Whip.

Knee to Gut: Lunging forward and to the side of your opponent, you drive a knee deep into abdomen. Note: This is one of the few Strikes allowed to use in a Collar/Elbow Lock-Up.

Low Blow: Your opponent might want to consider a career in singing soprano after this!

Mounted Punches: After throwing your opponent into the corner, you climb to the second rope and fire away. The crowd counts the punches. This move requires your opponent to be in the turnbuckle.

Overhead Smash: Bending your opponent over, you raise and slam a single arm down on the back of their neck or on the lower back.

Palm Strike: Arm stretched forward, you strike your opponent in the chest or under chin with that part of your hand just above the wrist.

Punch: You might not knock them out, but you can be sure it'll hurt!

Shoulder Charge: After cornering your opponent in the buckle, you grab the middle ropes and drive your shoulder deep into their abdomen. This move requires Positioning, first.

Slap: Oh, man! You bastard! You don't smack someone across the face! That's just not cool!

Spinning Back Fist: Spinning clockwise on your heel, you twist do a full 360 spin with one fist stretched out, connecting with your opponent's face with the back of it.

Stomp on Foot/Toe: Usually smaller wrestlers need a quick advantage on a much bigger opponent. Sure, it's cheap, but wait'll they see what you've got planned for them next!

Thigh Kick: Your opponent might have a hard time standing if you keep kicking away at that meaty part of their leg above the knee. Classic move used by martial artists.

Throat Chop: Hauling your arm down, you strike your opponent with a flat hand under their chin, directly attacking their windpipe.

Tornado Punch: Spinning counter-clockwise, you pivot around and crack your opponent

right in the jaw with a closed fist.

Turnbuckle Smash: Grabbing your opponent by the back of the head, you ram them skull-first into the top padding in the corner.

Uppercut: A punch that can knock out boxing champs, your knuckles cracks your opponent under the jaw.

Walk/Jump on Back or Stomach: Heavyset wrestlers will just walk right over their opponents. Smaller wrestlers might just hop on them! The move requires your opponent to be knocked down.

B) Charges (31)

Avalanche: A great follow-up to a turnbuckle whip, you charge into the corner where your opponent is and squash them with all of your weight and momentum. This move requires your opponent to be in the turnbuckle (using Turnbuckle Whip).

Back Brain Kick: Also known as an enziguri kick, you leap in the air, swinging one foot across the back of your opponent's head.

Banzai Drop: Dropping butt-first onto your opponent might seem silly, but if a heavysset wrestler drops on someone's chest, they might not get back up. A technical wrestler who sets up the rival's leg on the bottom rope and dropping onto it is also very effective.

Baseball Slide: Your opponent has just taken a breather on the outside, but they didn't expect you to dive feet-first under the ropes at them!

Big Boot: Either whipping your opponent into the ropes and waiting for them or just charging at them, you raise a size twelve-foot right in their face.

Body Attack: Like an avalanche, using your entire body to attack your opponent. In this case, you don't need them in the turnbuckle.

Bronco Buster: Yee-haw! Ride 'em cowboy! With your opponent sitting on their butt in the corner, you run, split your legs and nail them with your butt. This move requires your opponent to be in the buckle (set up with Turnbuckle Whip).

Clothesline: With your arm stretched out to the side, you try to take your opponent's head off. This clothesline doesn't hang clothes, but it might hang your opponent out to dry.

Cross Body Block: Leaping high in the air and turning sideways, you fly into your opponent's arms, the momentum and your weight sending them crashing to the mat. Oh, and hey! You're in the right position to pin them, now!

Diving Headbutt: Either leaping or just dropping, you drive your head onto your opponent's skull. This move requires your opponent to be knocked down, but you can be sure they stay there!

Double Leg Takedown: Surging forward, you wrap your arms around the back of your opponent's knees, forcing them back-first down to the mat.

Dropkick: Leaping into the air, you kick your feet together into the chest of your opponent.

Elbow Drop: Either leaping or dropping, you drive a bent arm into the chest, throat, back of the neck or back of your opponent. This move requires your opponent to be knocked down, but they'll stay there!

Fist Drop: Either leaping or dropping, you drive a closed fist into your opponent's

forehead. This move requires your opponent to be knocked down, but you can be sure they'll stay there!

Flying Clothesline: Leaping high in the air, your outstretched arm connects across the throat or chest of your opponent.

Flying Headbutt: Holding your hands in front of you for protection, you leap up and slam your head into your opponent's head or chest.

Flying Knee: Leaping, you drive a single knee into your opponent's chest.

Flying Shoulder Tackle: Bounding towards your opponent, you connect your shoulder with theirs.

Knee Drop: Either leaping or dropping, you drive a knee into your opponent's head or chest. This move requires your opponent to be knocked down, but you can be sure they'll stay there!

Leg Drop: Either leaping or dropping, you drop onto your butt with one leg connecting across your opponent's throat or chest. This move requires your opponent to be knocked down, but they'll stay there!

Mule Kick: Planting your hands on the mat and kicking your feet behind you, your opponent might think a mule had actually kicked them!

Ring Dive: Your opponent is taking a breather on the outside or you've tossed them there. Quick! Dive between the top and middle rope and say hello the hard way!

Senton: You leap back-first across your opponent while they're on the mat. Some more dexterous wrestlers might flip in the air before coming down. This move requires your opponent to be knocked down.

Shoulder Block: You meet your opponent shoulder-to-shoulder, forcing them to the mat.

Single Leg Takedown: Surging forward, you wrap your arms around the back of one of your opponent's knees and force them back down to the mat.

Spear/Tackle: A classic football move, charging shoulder first into your opponent's abdomen, driving them to the mat.

Spinning Heel Kick: Spinning clockwise on your left foot, you swing your right leg right into the face of your opponent.

Splash: Typical of heavysset wrestlers, you leap or drop stomach first across your prone opponent. This move requires your opponent to be knocked down.

Standing Moonsault: With your prone opponent behind you, you flip backwards, landing either stomach or legs first onto them. This move requires your opponent to be knocked down.

Tope Con Hilo: Fit for someone with a higher dexterity, you sail over the top rope to the floor, crashing on top of your opponent.

Turnbuckle Whip: Grabbing hold or just throwing your opponent, you send them reeling into the corner. A turnbuckle whip works the same as knocking your opponent down (causing -4 to Speed to their next move). Like being knocked down, you can keep them in the buckle if you have moves that specifically require your opponent to be in the turnbuckle (Avalanche, Mounted Punches, etc)

C) Holds (30)

Abdominal Stretch: While facing your opponent's side, you straddle one of their legs, and then reach over their near arm with the arm close to their back and lock. You squat slightly and twist to the side, stretching their abdomen. Sound complicated? Try writing a description of it.

Airplane Spin: Hoisting your opponent onto your shoulders (grabbing onto their head with one arm, their legs with the other), you spin around and around so much that they might puke!

Ankle Lock: With your opponent face down on the mat, you wrap your arms around one of their feet and twist it in a way that nature doesn't want it to twist.

Armbar: Tucking their hand under your arm, you push up under the elbow, stretching your opponent's arm in a way that it's not meant to.

Bear Hug: Wrapping your arms completely around your opponent, you squeeze all the breath out of them, working the lower back.

Boston Crab: Hooking your arms around their knees, you turn your opponent over onto their stomach and wrench back, working on their legs and back. This hold requires your opponent to be knocked down.

Bow & Arrow: With your opponent face down on the mat, you dig your knees into their back, wrap one arm around their legs and the other under the chin and roll back. This hold requires your opponent to be knocked down.

Camel Clutch: With your opponent face down on the mat, you sit on their back, hook their arms up over your knees and pull their head back by the chin. This hold requires your opponent to be knocked down.

Choke: Hey, come on! That's not legal! Come on; break it off before the ref disqualifies you!

Choke on Ropes: Damnit, using the ropes doesn't make it legal, either!

Figure Four Leglock: Your opponent prone on the mat, you grab their leg and turn with it 360 degrees, grab the other leg and cross the bent leg over top of it (creating a "4" shape), dropping onto the mat and apply pressure by hooking your own leg over theirs. This hold requires your opponent to be knocked down.

Front Facelock: Pulling your opponent towards you, you hook one arm under their arm while wrapping your other around their head and interlock your fingers.

Full Nelson: From behind, you hook both arms underneath your opponent's and lock your fingers behind their neck. This is a great way to work their neck and a possible submission.

Half Crab: Hooking one arm behind one of their knees, you turn your opponent over and wrench back, stretching that one leg and working their back. This hold requires your opponent to be knocked down.

Half Nelson: From behind, you hook one arm underneath your opponent's arm and lock your hand behind the neck. It's not as effective as a full nelson, but it'll work their neck.

Hammerlock: You twist one of your opponent's arms behind their back, wrenching it upwards.

Headlock: Wrapping a beefy arm around their head, it might not make them submit, but it sure as hell hurts their temples.

Headscissors: While your opponent is on the mat, you wrap your thighs around their neck and squeeze. This move requires your opponent to be knocked down.

Iron Claw: Locking your hand around the front of their skull, you press your thumb and pinky finger into their temples, causing excruciating pain in the head's pressure points.

Neck Twist: With your opponent sitting or kneeling, you grab their head and twist it to the side, torturing the neck in a way it's not meant to.

Nerve Pinch: With your opponent sitting or kneeling, you grasp firmly around the pressure points between their neck and shoulder.

Rear Chinlock: With your opponent sitting, you come from behind and wrap an arm around and under their chin, cutting off their air supply. It might be considered a choke, but it's more of a pressure point.

Scorpion Deathlock: Sticking one leg between theirs and then crossing both of their legs, you turn your opponent over and sit back, wrenching their legs and working their back. This move requires your opponent to be knocked down.

Sleeper: From behind, you wrap both of your arms around your opponent's head, one under his chin, the other around the top of his head (for support), hitting the right pressure point that cuts off their air supply.

Step-Over Toe Hold: Grabbing one of your opponent's legs, you turn 360 degrees over the leg, twisting it inwardly. This is repeated over and over, twisting the leg and ankle. This move requires your opponent to be knocked down.

Stump Puller: Your opponent sitting up, you swing both of your legs over their shoulders and wrench one of their legs up towards you. This is agonizing on their leg and neck.

Texas Cloverleaf: Bending one of your opponent's legs behind the other, you turn them over and sit back, wrenching the legs and working the back. The move requires your opponent to be knocked down.

Torture Rack: Hoisting your opponent up onto your shoulders, you wrench their back by pulling down on their neck and legs with each arm.

Waistlock: From behind, you wrap your arms around their waist and interlock your fingers.

Wristlock: Holding onto their hand, you twist and stretch their arm, slowly wrenching it.

D) Takedowns (30)

Ace Crusher: Also known as a Stunner (and dozens of other variations). With your back to your opponent, you wrap one arm around their chin, tucking it over your shoulder and either drop to your butt or back, crushing their chin into your shoulder.

Armdrag: Locking your opponent into an armbar, you dive to your back and fling them over your shoulder, sending them crashing to the mat.

Atomic Drop: From behind your opponent, you throw their arm over the back of your neck, scoop them up and drop them butt-first onto your knee. It might be a pain in the butt, but it also sends a shock up the base of their spin.

Back Body Drop: After whipping your opponent into the ropes, you bend down, catch them running towards you, stand up straight and send them sailing over you, crashing back-first onto the mat.

Backbreaker: Scooping your opponent around the waist, you bend down to one knee, bringing them down back-first onto your bent knee.

Body Slam: Scooping up your opponent, holding them upside down, you slam them back first down into the mat.

Bulldog: Locking your opponent into a headlock, you charge, kicking your legs forward and fling to the mat, crashing their head and face first into the mat.

Chokeslam: Wrapping a hand around their throat, you haul your opponent straight off their feet and send them crashing back-first down into the mat.

DDT: Locking your opponent into a front facelock, you fall backwards, driving their head into the mat.

Death Valley Driver: Hoisting your opponent onto your shoulders, you throw their feet off and crash them back-first onto the mat.

Drop Toe Hold: Hooking your legs around your opponent's own legs, you cause their knees to buckle and send them face first into the mat.

Fallaway Slam: Scooping your opponent into your arms (completely horizontal), you throw yourself back, falling backwards and sending your opponent sailing over you.

Fireman's Carry: A classic Olympic style takedown, you hook on arm around your opponent's head, the other between their legs. Dropping to one knee, you send them sailing over your shoulder, sending them back-first onto the mat.

Gutbuster: Scooping your opponent into your arms, you drop to one knee and drop them stomach first onto your bent knee.

Headscissors Takedown: Leaping horizontally at your opponent, you wrap your legs

around their head, balancing on their shoulder. You twist while falling, forcing them to keel forward and crash back-first onto the mat.

Hip Toss: Hooking your arm under theirs, you send your opponent barrelling over your hit, landing them back-first onto the mat.

Hurricanrana: Leaping up onto your opponent's shoulders (one leg over each shoulder), you wrap your legs around their neck and bend backwards until your opponent flings forward, landing on their back.

Inverted Atomic Drop: Facing your opponent and wrapping your arms around their waist, you lift them up and drop them crotch-first onto a bent knee.

Jawbreaker: Tucking your opponent's jaw on top of your head, you drop to your knees. If they're unlucky, they might bite their tongue!

Monkey Flip: Most commonly (but not always) used while your opponent is in the buckle, you leap up to the second rope, hooking your hands behind their head and fall backwards, kicking your opponent and sending them sailing over and past you.

Neckbreaker: Wrapping your arms around your opponent's head, you pivot around until you are both back-to-back. Then you tuck their head onto your shoulder and drop butt-first onto the mat, forcing your opponent to do the same.

Piledriver: Tucking your opponent's head between your legs, you scoop them upside down and drive them head-first into the mat.

Powerbomb: Tucking your opponent's head between your legs, you hoist them up onto your shoulders (each leg over one shoulder) and fire them back down onto the mat.

Powerslam: Scooping your opponent into your arms, you fall forward with them, driving them back-first into the mat.

Russian Legsweep: Standing shoulder-to-shoulder beside your opponent, you wrap one arm around their head and one leg around theirs and fling them and yourself back.

Snapmare: With your back to your opponent, you wrap an arm around their head, drop to one knee and fling them over your shoulder to land on their butt or back.

Spinebuster: Hooking your arms behind your opponent's knees, you hoist them up off the ground and send them crashing back-first back onto the mat.

Suplex: Bending your opponent over, you hook their arm behind your head and wrap an arm around their own head. Hoisting them up (usually using their tights for leverage), you fall back with them, crashing them back-first onto that mat. Although there are hundreds of variations of suplexes, this is the most common, textbook style.

Tombstone Piledriver: Facing your opponent, you wrap your arms around their waist, hoisting them upside down and tuck their head between your legs. Dropping to your

knees, you drive their head hard into the mat.

Waistlock Takedown: From a waistlock (wrapping your arms around your opponent's waist from behind), you heave them up and quickly send them face down into the mat; a classic Olympic style takedown.

E) Pins (10)

Backslide: Back-to-back with your opponent, you hook your arms under theirs and drop to your knees. This forces your opponent's shoulders to the mat with no way to raise an arm!

Cross Body Block: Surprising your opponent with a cross body block (see Charges), you send them crashing to the mat and are now in the perfect position to pin!

Crucifix: From behind your opponent, you wrap your legs around one of their arms; your arms around the other. Forcing them down to the mat, you hold onto this hold, ensuring they can't raise a shoulder.

German Suplex: From behind, you wrap your arms around your opponent's waist and heave them off their feet and arch back, crashing them back first onto the mat. From here, you keep hold of them around the waist, bridge your back and hold them there!

La Majestrel: While they're on their hands and knees, you grab one of your opponent's arms, spin around with it and then roll forward until you're on top of your opponent and pinning them.

O'Connor Roll: Wrapping your arms around your opponent's waist from behind, you roll backwards until your opponent is crunched up with their legs over their head and sit on their legs. A dirty playing bastard tends to grab a handful of their opponent's tights while doing this.

Schoolboy: With one hand between their legs, you force your opponent to roll back onto the mat and hook one leg while they're crunched up. A dirty playing bastard tends to grab a handful of their opponent's tights while doing this.

Small Package: Hooking your opponent into a front facelock, you roll backward and hook their leg. The end result looks like a ball made up of the two combatants.

Sunset Flip: While your opponent is ducked down, you sail over them, wrapping your arms around their waist on the way over. Landing on your back, you force them to fall back, hooking your legs under their arms and into the pin.

Victory Roll: Sitting on top of your opponent's shoulders, you roll forward, rolling them with you and hook their legs.

F) Top Rope

Flying Elbow Drop: You fly off the top rope and deliver a bent elbow into their chest or throat. This move requires your opponent to be knocked down.

Frog Splash: Flying off the top rope, you gain extra momentum by tucking your arms between your legs in mid-air and quickly straighten up just in time to land right on top of your opponent. This move requires your opponent to be knocked down.

Missile Dropkick: Off the top rope, you kick your opponent in the chest with both of your feet.

Moonsault: From the top rope, with your back to your opponent, you flip back and land with your full body on top of them. This move can be performed either while your opponent stands or knocked down.

Superplex: Scooping your opponent up onto the top rope (with their legs straddled across the buckle), you hook them into a suplex, climb to the second or top rope and suplex them right off the top!

Top Rope Double Axehandle: From the top or second rope, you entwine your fingers together and drive the double fist down onto the top of your opponent's skull.

Top Rope Splash: You fly off the top rope and crash body-first down onto your laying opponent. This move requires your opponent to be knocked down.

Chapter 12: Telling a Story – How to Be a Wrestling GM

First, breathe a sigh of relief because you won't have to worry about drawing dungeon maps or writing long, detailed world histories that your players may or may not even pay attention to.

In fact, much of your storytelling is impacted – and possibly dictated – by your players.

Optional: Linking Your Moves

Linking one move to another gives you a Speed boost to every successive move. Linking one move with another means you cannot use the second move unless the former is successfully performed. The first move remains the same speed, but the following move gains a +3 to Speed bonus.

For example, Ricky Steamboat would have an arm drag (Takedown) linked with an arm bar (Hold). The arm drag, if not upgraded, would remain at Speed 1. The arm bar with the link bonus would be Speed: 6 rather than the usual Speed 3 for a Hold.

Double check with your GM before linking moves in your repertoire.

Knockdown

2) Charges can also cause automatic knockdown if you have a complementary move requiring your opponent to be lying on the mat. For example, if you have a leg drop Charge or a Boston Crab Hold, you can have a dropkick that causes knockdown but you are not required to follow up with that leg drop.

To indicate this on your character sheet, beside the Damage and Speed information on the corresponding move, you would write (R: KD) beside an elbow drop and (KD) beside your dropkick

Optional: You can get even more specific on your opponents position while knocked down. While no different result, it can be fun to add flavour and even set up to a follow-up moves. For example, a drop toehold can cause KD: Front. Or a snapmare can cause KD: Butt (popular among some play testing).

OPTIONAL: Bleeding

Getting busted open in wrestling is a common occurrence. Bleeding adds more excitement, especially to specialty matches. This is an optional addition to the game that, while fun, we recommend familiarizing yourself with the rest of the core game before adding this to matches.

While it's more common to wear the crimson mask after a deadly chair shot, sometimes a strike to the head can do just as much damage.

Bleeding the Hard Way

-From full Hit Points down to 15, if a wrestler is hit with a natural 20 striking move to the head, roll a +3 to Toughness check. If failed, you have been busted open, tough guy!

- Once their Hit Points are 15 or less, if a wrestler is hit with a natural 20 striking move to the head, roll a Toughness check with no modifiers. If failed, you've been busted open!
- Once their Hit Points are 0 or in the negatives, if a wrestler is hit with a natural 20 striking move to the head, roll a -3 Toughness check. If failed, you have definitely been busted open!

Bleeding from Weapons

In hardcore matches or illegal moves wrestlers might be hit with chairs, ring bells or in extreme instances weapons like screwdrivers, barbed wire or even cheese graters! In these instances blood almost always comes into play. Some weapons will draw blood easier than others. Some are nearly automatic bleed weapons.

Lesser Objects (Speed: 8) Brass knuckles, Kendo Stick, Leather Strap. (Roll toughness check +3)

Medium Objects (Speed: 0 to Speed: 5) Steel Chair, Ring Bell, Exposed Turnbuckle (Roll Toughness Check without modifier)

Dangerous Objects (Speed -6 to Speed -1) Barbed wire, Screwdrivers, Glass (Only saved on a natural 10)

Busted Open!

Once you are busted open and bleeding like a stuck pig, you tend to be a little groggy. You're not thinking clearly and your opponent has a much greater chance of winning.

The amount of time you bleed depends on your Toughness attribute. Subtract your Toughness attribute from the number 15. The result is the number of rounds that you will bleed. For example, someone with a toughness of 5 will bleed for 10 rounds.

The first time you're busted open in a match, lose two (2) points off of either Toughness or Resolve (the bleeder's choice). This can be divided between Toughness and Resolve (one point off of either or both points off one Attribute). After the bleeding period expires, these penalties disappear.

However, for every time that the wound is reopened, lose another additional point off Toughness or Resolve. For example, if you are busted open once, you lose the two points. If you are busted open a second time, you must lose three (3) points.

--

Real Name: _____ **Height:** _____ **Weight:** _____
Hometown: _____ **Style:** _____
Alignment: _____ **Experience:** _____ **Total Experience:** _____
Hit Points: _____ **Crowd Pool:** _____

Attributes	Attribute Bonuses/Penalties
Charisma:	
Dexterity:	
Intelligence:	
Resolve:	
Strength:	
Toughness:	

Strikes:

Punch (1D4, Spd.8)

Kick (1D4, Spd.8)

Charges:

Shoulder Block (1D6, Spd.5) Buckle Whip (1D6, Spd.5)

Positioning (Spd.5)

Work the Crowd (Spd.5)

Holds:

Headlock: (1D4, Spd.3)

Wristlock (1D4, Spd.3)

Takedowns Moves:

Body Slam (1D8, Spd.1)

Escape Ring (Spd.1)

Advanced Moves:

Finisher:

Bonus Style Traits: