WORLD WIDE WRESTLING: THE ANTI-HERO

You are the badass that everyone loves. Whether you’re sticking it to “the man” or telling it like it is, the audience identifies with your rejection of conformity.

HAILING FROM

- Detroit, Michigan
- Brooklyn, New York
- Alligator, Mississippi
- Elsewhere:

ENTRANCE

- Loud & Flashy
- Downhome & Gritty
- Silent & Serious
- Something Else:

NAME & LOOK

WORLD WIDE WRESTLING: THE ANTI-HERO

LOOK

POWER

REAL

WORK

STATS

Start With:

» Look 0, Power -2, Real +1, Work -1
» Then add 1 to 1 Stat

Roll For:

- Cut A Promo Wrestling
- Feat Of Strength Wrestling
- Break Kayfabe Work Real Stiff

Wrestling

HEAT

Write down each other wrestlers name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who did I have to kick the shit out of to show how badass I am?
» With whom do I have a reluctant alliance?
» Who do I think is a slave to management?
» Who wishes they were as cool as me?

At the end of a match with someone you have +4 Heat with, gain +1 Audience. When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

ROLES

» Pick your starting Role. You can use the Move of the same name. Gain +1 Heat with everyone who’s the opposite Role.
» Babyface - You’re a good guy.
» Heel - You’re a bad guy.

» When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
» Gain an Advanced Role via Advances. You can use the Move of the same name.
» Celebrity - You’ve gained fame outside the ring.
» Icon - You embody your style of wrestling.
» Legend - The audience will never forget you.
WORLD WIDE WRESTLING: THE ANTI-HERO

FINISHING MOVE:
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean. Choose whether you gain +1 Audience, or whether your opponent does. On a 7-9, they make you work for it. Chose: you win clean, and you both gain +1 Momentum, or win via countout, disqualification or interference, and gain +1 Heat with your opponent. On a botch, choose: you lose -1 Audience (but get the win) or you’re screwed out of victory by an authority figure.

RULES? WHAT RULES?: When you break the rules in a match, roll +Look. On a 10+, you get away with it, book the finish of the match on the fly. On a 7-9, pick 1: you get away with it and gain +1 Momentum, or you don’t and gain +1 Heat with your opponent. On a Botch you get DQed and lose the match (the results of this Move overrides Creative’s booking).

ANYTHING YOU NEED TO DO TO WIN: You can use both the Babyface and Heel Role Moves.

MOUTH OF THE PEOPLE: When you speak truth to power, roll +Audience. On a 10+, gain +1 Momentum and pick 2; on a 7-9, pick 1: They shut the hell up right now; you get booked in a match with them; you gain +1 Heat with them. On a Botch, you get beat down by their cronies.

TWITCH THE CURTAIN: When you air your legit grievances, on camera, you can roll +Real for any Moves you make outside of the ring for the rest of the Episode. At the end of the Episode, if you haven’t gained any Audience, you lose 1 Audience.

ADVANCEMENT

Gain An Advance When:
» Your Audience hits +4 or 0 the first time in an Episode
» You gain a Championship Belt
» You end a feud satisfactorily

ADVANCES:
Spend An Advance To:
Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team
And Once You’ve Picked 3 of Those:
» Create a new wrestler to play (instead of, or with, this one).
» Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy, Jobber or Manager), and/or in an Advanced Role. Erase all Injury checks.
» Legit retire this character. Create a new one, or play an NPW.

INJURY

When you get injured, check an Injury box, and note who did it. While injured, you can interfere in any of their matches without Creative’s approval or consent, and they gain +1 Momentum when you do so.

When you spend an Advance, you can erase a check. If you have 3 checks, you can no longer compete.

AUDIENCE

The Anti-Hero starts and resets to Audience +1.
Roll For: Work the Audience, Champions Advantage
+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.
» TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.
+3 Start the Episode with +2 Momentum.
+2 Start the Episode with +1 Momentum.
+1 Start the Episode with +1 Momentum.
0 Mark an Advance. At the end of the Episode, you’re fired.

MOMENTUM

Add Momentum spent to any roll you make. Cheap Heat, Finishing Move, Babyface/Heel

STATS

LOOK POWER REAL WORK
WORLD WIDE WRESTLING: THE GOLDEN BOY

You’re the next big thing, whether the audience, and the other wrestlers, admit it or not. Someone backstage is putting all of their weight behind you. You just have to hold up your end in the ring.

HAILING FROM

- Los Angeles, California
- Muncie, Indiana
- Dallas, Texas
- Elsewhere:

ENTRANCE

- Classic & Impressive
- Showy & Ostentatious
- Mild & Unremarkable
- Something Else:

NAME & LOOK

HEAT

Write down each other wrestler’s name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who did I debut with (and leave behind)?
» Who’s taken me under their wing?
» Who’s jealous of my rapid rise?
» Who has taken it upon themselves to teach me a lesson in the ring?

Whenever you work a match with a character you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

STATS

Start With:
» Look +1, Power 0, Real -2, Work -1
» Then add 1 to one stat

Roll For:
- Cut A Promo Wrestling
- Feat Of Strength Wrestling
- Break Kayfabe
- Work Real Stiff
- Wrestling

LOOK

POWER

REAL

WORK

ROLES

» Pick your starting Role. You can use the Move of the same name.
» Gain +1 Heat with everyone who’s the opposite Role.
- Babyface - You’re a good guy.
- Heel - You’re a bad guy.

» When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
» The Golden Boy cannot take an Advanced Role.
MOVES

FINISHING MOVE:
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean, gain +1 Audience. On a 7-9, they make you work for it. Choose: they obviously allow you to get the win and gain +1 Heat with them; they push you, you both gain +1 Momentum. On a Botch, choose: an authority figure interferes and calls the match in your favor on a technicality, losing you -1 Audience; or there was a last-minute change to the booking from backstage and your opponent wins the match.

DYNASTY SCION: Take +1 Look (Max +3)

SPECIAL SNOWFLAKE: When you go to an authority figure to save you from the consequences of your actions, roll +Real. On a 10+, they cover for you and you pick 1; on a 7-9 they cover for you and they pick 1: they demand something new from you; they make you pay for it; they take something away from you; you make a new enemy. On a Botch, whoops, you thought wrong.

ALWAYS LEARNING: When you work a match with someone you know is better than you, roll +Work. On a 10+ pick 2, on a 7-9 pick 1: gain +1 Momentum; gain +1 Heat with them; gain their respect. On a Botch, you make a rookie mistake and lose -1 Audience.

I AM THE FUTURE: When you keep a promise or follow through on a threat you made on camera, roll +Look. On a 10+ pick 2, on a 7-9 pick 1: book yourself a match with any opponent; add a stipulation to a match; gain +2 Momentum. On a Botch, you get booked in a punitive match.

ADVANCES:

Gain An Advance When:
» Your Audience hits +4 or 0 the first time in an Episode
» You gain a Championship Belt
» You end a feud satisfactorily

Spend An Advance To:
Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team
And Once You’ve Picked 3 of Those:
» Create a new wrestler to play (instead of, or with, this one).
» Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Veteran). You cannot take an Advanced Role. Erase all Injury checks.
» Legit retire this character. Create a new one, or play an NPW.
WORLD WIDE WRESTLING: THE HARDCORE

You’re not the best wrestler or the best looking, but you know how to get a pop through naked aggression and rampant bloodshed. Some in the business look down on you, but you’re a legend in the making for a small subset of the audience. How long can that fact be ignored?

HAILING FROM

- Peoria, Illinois
- Manchester, England
- Union City, New Jersey
- Elsewhere:

ENTRANCE

- Raucous & Aggressive
- Ironic & Jokey
- Sudden & Loud
- Something Else:

NAME & LOOK

Start With:
- Look 0, Power -1, Real 0, Work -1
- Then add 1 to either Look or Real

Roll For:

- Cut A Promo Wrestling
-Feat Of Strength Wrestling
-Break Kayfabe Work Real Stiff
-Wrestling

HEAT

Write down each other wrestler’s name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.
- Who’s jealous of my devoted fan base?
- Who beat me bloody...most recently?
- Who’s returned from an injury I gave them?
- Who can take everything I can dish out?

Whenever you work a match with a character you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

STATS

Start With:
- Look 0, Power -1, Real 0, Work -1
- Then add 1 to either Look or Real

Roll For:

- Look
- Power
- Real
- Work

ROLLES

- Pick your starting Role. You can use the Move of the same name.
  - Babyface - You’re a good guy.
  - Heel - You’re a bad guy.
- When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
- Gain an Advanced Role via Advances. You can use the Move of the same name.
  - Celebrity - You’ve gained fame outside the ring.
  - Icon - You embody your style of wrestling.
  - Legend - The audience will never forget you.
**WORLD WIDE WRESTLING: THE HARDCORE**

**MOVES**

**FINISHING MOVE:**
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean (or bloody). Choose whether you or your opponent gains +1 Audience. On a 7-9, they make you work for it. Choose: you win clean, and you both gain +1 Momentum, or sacrifice your body to make it happen - you gain +1 Heat with them and take an injury. On a botch, you still get the win, but pick one: you lose -1 Audience, or you injure your opponent.

**TABLES AND LADDERS AND CHAIRS, OH MY:** Whenever you’re booked in a match, you can add the Hardcore stipulation: no disqualification, no count out, and weapons allowed. The match uses the Hardcore/Violence Stipulation Move.

**STATS**

**INJURY**
When you get injured, check an Injury box, and gain +1 Heat with the wrestler you were working with.

When you spend an Advance, you can erase a check. If you have 3 checks, you can no longer compete.

**AUDIENCE**

The Hardcore starts and resets to Audience +1.

Roll For: Work the Audience, Champions Advantage

- **+4** Mark an Advance. At the beginning of the Episode, make the OVER Move.
  - TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.
- **+3** Start the Episode with +2 Momentum.
- **+2** Start the Episode with +1 Momentum.
- **+1** Start the Episode with +1 Momentum.
- **0** Mark an Advance. At the end of the Episode, you’re fired.

**MOMENTUM**
Add Momentum spent to any roll you make.

*Cheap Heat, Finishing Move, Babyface/Heel*

**ADVANCEMENT**

Gain An Advance When:

- Your Audience hits +4 or 0 the first time in an Episode
- You gain a Championship Belt
- You end a feud satisfactorily

Spend An Advance To:

Choose to erase an Injury check when you spend an Advance.

- Add +1 to any stat (max +3)
- Add +1 Audience
- Pick another Move (from this Gimmick or any other)
- Create a custom Move for your character
- Gain a Manager, a Valet or an Enforcer (NPW)
- Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

- Create a new wrestler to play (instead of, or with, this one).
- Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy, Jobber or Technician), and/or in an Advanced Role. Erase all Injury checks.
- Legit retire this character. Create a new one, or play an NPW.

**INJURY**

- **Red Means Green:** When you’re covered in blood, substitute Look for any other stat.
- **Are You Not Entertained:** When you suffer injury, endure humiliation or go down in the face of overwhelming odds, roll +Real. On a 10+ pick 2, on a 7-9 pick one: Gain +1 Audience, make Creative book you in a revenge match, gain +2 Momentum. On a botch, they are not entertained, lose -1 Audience.
- **High Pain Tolerance:** Take +1 Real (Max +3)
- **What a Weirdo:** Take +1 Look (Max +3)
- **Master of Hardcore:** Whenever you’re booked in a Hardcore match, take +2 Momentum.
- **That is Insane:** When you demonstrate reckless disregard for your own health and safety, substitute Real for any other stat.

**LOOK**

**POWER**

**REAL**

**WORK**
WORLD WIDE WRESTLING: THE HIGH FLYER

You are extremely athletic, able to go up to the top rope and execute dazzling maneuvers. You put your body on the line every night. How long can you keep this up?

HAILING FROM

- Guadalajara, Mexico
- Black Hawk, Colorado
- Daytona Beach, Florida
- Elsewhere:

NAME & LOOK

ENTRANCE

- Fresh & Young
- Loud & Fast
- Rhythmic & Mellow
- Something Else:

HEAT

Write down each other wrestler's name.
On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who always has my back?
» Who mentored me when I first joined this roster?
» Who's ripping off my highflying style?
» Who wishes they could do what I do in the ring?

Whenever you work a match with a character you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

START WITH:

» Look 0, Power -2, Real -1, Work +1
» Then add 1 to one stat

Roll For:

• Cut A Promo Wrestling
• Feat Of Strength Wrestling
• Break Kayfabe Work Real Stiff
• Wrestling

STATS

LOOK

POWER

REAL

WORK

ROLL FOR:

• Pick your starting Role. You can use the Move of the same name.
  Gain +1 Heat with everyone who's the opposite Role.
• Babyface - You're a good guy.
• Heel - You're a bad guy.
• When you deliberately break your role, you make a turn and switch to it's opposite. Gain +1 Heat with everyone now opposed to you.
• Gain an Advanced Role via Advances. You can use the Move of the same name.
• Celebrity - You've gained fame outside the ring.
• Icon - You embody your style of wrestling.
• Legend - The audience will never forget you.
**WORLD WIDE WRESTLING: THE HIGH FLYER**

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**MOVES**

### FINISHING MOVE:
When you’re booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean. You gain +1 Audience. On a 7-9, they make you work for it. Choose: they counter and you have to resort to a roll-up, gain +1 Heat with them; or you execute another high spot, and gain +2 Momentum. On a Botch, you still get the win, but pick one: it looks terrible and you lose -1 Audience; injure your opponent; injure yourself.

### “LOOK AT THAT AMAZING ATHLETICISM!”
Take +1 Work (Max +3)

### ENMÁSCARADO
When your mask is at stake in a match, use this Move instead of your Finishing Move. Roll +Heat with your opponent. On a 10+, you keep your mask, and gain +1 Audience as your legend grows. On a 7-9, you keep your mask, and pick how you lose the match: you are saved by someone else; you save yourself by fleeing the ring; you save yourself by using a weapon. On a Botch, lose the match, and your mask. Choose whether you replace this Move with any other, or whether you take a new Gimmick next Episode without needing to spend Advances. (This Move overrides Creative’s booking)

### FAN FAVORITE
You know they want to see you. When you make a big deal of being passed over roll +Real. On a 10+, pick 2, on a 7-9 pick 1: Demand, and be granted, a match; gain +1 Heat with the one sidelining you; gain +1 Momentum. On a Botch, you were wrong, lose -1 Audience.

### HUMAN HIGHLIGHT REEL
The first time per match that you roll a 10+ (before spending Momentum) on a high-flying maneuver, gain +1 Audience.

### “LOOK AT THAT AMAZING ATHLETICISM!”
Take +1 Work (Max +3)

### ENMÁSCARADO
When your mask is at stake in a match, use this Move instead of your Finishing Move. Roll +Heat with your opponent. On a 10+, you keep your mask, and gain +1 Audience as your legend grows. On a 7-9, you keep your mask, and pick how you lose the match: you are saved by someone else; you save yourself by fleeing the ring; you save yourself by using a weapon. On a Botch, lose the match, and your mask. Choose whether you replace this Move with any other, or whether you take a new Gimmick next Episode without needing to spend Advances. (This Move overrides Creative’s booking)

### ADVANCES:
Gain An Advance When:
- Your Audience hits +4 or 0 the first time in an Episode
- You gain a Championship Belt
- You end a feud satisfactorily

Spend An Advance To:
*Choose to erase an Injury check when you spend an Advance.*
- Add +1 to any stat (max +3)
- Add +1 Audience
- Pick another Move (from this Gimmick or any other)
- Create a custom Move for your character
- Gain a Manager, a Valet or an Enforcer (NPW)
- Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:
- Create a new wrestler to play (instead of, or with, this one).
- Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy, Jobber or Monster), and/or in an Advanced Role. Erase all Injury checks.
- Legit retire this character. Create a new one, or play an NPW.

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**INJURY**

When you get injured, check two Injury boxes. While injured, any time an opponent uses your injury against you to gain an advantage, they gain +1 Momentum and you gain +1 Heat with them.

When you spend an Advance, you can erase a check. If you have 3 checks, you can no longer compete.

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**INJURY**

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**AUDIENCE**

The High Flyer starts and resets to Audience +2.

Roll For: Work the Audience, Champions Advantage

- **+4** MARK AN ADVANCE: At the beginning of the Episode, make the OVER Move.
  - **TOP SPOT:** When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

- **+3** START THE EPISODE WITH +2 MOMENTUM.

- **+2** START THE EPISODE WITH +1 MOMENTUM.

- **+1** START THE EPISODE WITH +1 MOMENTUM.

- **0** MARK AN ADVANCE. At the end of the Episode, you’re fired.

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**MOMENTUM**

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

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**STATS**

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**LOOK**

--- **POWER**

--- **REAL**

--- **WORK**

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ndpdesign.com/wwwrpg | updated 2018
**WORLD WIDE WRESTLING: THE JOBBER**

You’re a nobody. You’re there to lose and make the other guy look good. You may not have the fans, but you have a job to do and you can do it well. How long will that keep you, and your family, fed?

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**HAILING FROM**

- Hillsboro, Iowa
- Rumford, Maine
- Right Here!
- Elsewhere:

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**ENTRANCE**

- None
- Silly & Overblown
- Strangely Sympathetic
- Something Else:

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**HEAT**

Write down each other wrestler’s name.  
On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.  
» Who was my tag team partner before they made it big?  
» Who thinks they’re too important to work with me?  
» Who can’t remember who I am?  
» Who is always trying to get management on my side?  
Whenever you work a match with a character you have +4 Heat with, gain +1 Audience. When you finish a feud, reset Heat to +1.

**NAME & LOOK**

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**STATS**

Start With:  
» Look -2, Power 0, Real 0, Work +1  
» Then add 1 to one stat and subtract 1 from one stat.

**LOOK**

- Cut A Promo Wrestling

**POWER**

-Feat Of Strength Wrestling

**REAL**

- Break Kayfabe Work Real Stiff

**WORK**

- Wrestling

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**ROLES**

» Pick your starting Role. You can use the Move of the same name. Gain +1 Heat with everyone who’s the opposite Role.  
- Babyface - You’re a good guy.  
- Heel - You’re a bad guy.  
- When you deliberately break your role, you make a turn and switch to its opposite. Gain +1 Heat with everyone now opposed to you.  
- The Jobber cannot take an Advanced Role.
WORLD WIDE WRESTLING: THE JOBBER

DO THE JOB: You are always booked to lose your matches. When your opponent pins you for the win, roll 2d6: On a 10+, you make them look great. They gain +1 Audience. On a 7-9, you do OK. Gain +1 Momentum or +1 Heat with them, your choice. On a Botch, you don’t sell it right. You both lose -1 Audience. If your opponent is another player’s wrestler, you roll for this Move when they make their Finishing Move. If it’s an NPW, you roll at the end of the match.

CAREER WRESTLER: If you end an Episode with Audience +3 or higher, you can change to any other Gimmick, per the changing Gimmick rules. If you end an Episode with Audience 0, you aren’t fired - instead, your Audience is reset to +1.

SYMPATHETIC: Roll +Work instead of +Audience when you make the WORK THE AUDIENCE Move.

JOBBER TO THE STARS: When competing against an NPW jobber, you don’t count as a Jobber and you’re booked to win! You can pick the Finishing Move from any other player’s Gimmick to replace your DO THE JOB Move.

MULTITALENTED: When you demonstrate leadership or ability outside of the ring, roll +Real. On a 10+ pick 2, on a 7-9 pick 1: someone listens to you, you book a match they’re in; someone gives you a chance to prove yourself, gain +1 Heat with them; gain +2 Momentum. On a Botch, you make a fool of yourself.

HAM-N-EGGER: Take +1 Real (max +3)

The Jobber starts and resets to Audience 0.
(Do not mark an Advance when starting or resetting)

Roll For: Work the Audience, Champions Advantage

+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.

† TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Mark an Advance. At the end of the Episode, reset to +1.

INJURY

When you get injured, check an Injury box. If you play up your injury during a match, your opponent gains +1 Momentum.

When you spend an Advance, you can choose to erase a check. You can compete no matter how many checks you have, but when you have four checks you’re fired. You’re just too much of a liability to keep in the ring.

INJURY

AUDIENCE

The Jobber starts and resets to Audience 0.

+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.

† TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Mark an Advance. At the end of the Episode, reset to +1.

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Do The Job, Babyface/Heel

STATS

LOOK POWER REAL WORK

ADVANCES:

Gain An Advance When:

» Your Audience hits +4 or 0 the first time in an Episode
» You gain a Championship Belt
» You end a feud satisfactorily

Spend An Advance To:

Choose to erase an Injury check when you spend an Advance.

» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

» Create a new wrestler to play (instead of, or with, this one).
» Legit retire this character. Create a new one, or play an NPW.
WORLD WIDE WRESTLING: THE MANAGER

You’re the sizzle on the steak. You don’t compete, but you have the charisma, the talk, the walk and the ideas to keep your client/companion in the spotlight - in and out of the ring.

ENTRANCE

- None
- Generic & Celebratory
- Uses Client’s Entrance
- Something Else:

NAME & LOOK

HAILING FROM

- Memphis, Tennessee
- New York City
- Las Vegas, Nevada
- Elsewhere:

HEAT

Write down each other wrestlers name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- Who do I manage/accompany to the ring?
  (If you don’t manage another player’s wrestler, decide which NPW you manage and start with Heat +3)
- Who is trying to undermine me backstage?
- Who turned on me when I was their Manager?
- Who knows I have their best interests at heart?

Whenever your Client works a match with a character you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

STATS

Start With:
- Look +2, Power -1, Real 0, Work -2
- Then add 1 to one stat

Roll For:
- Cut A Promo Wrestling
- Feat Of Strength Wrestling
- Break Kayfabe Work Real Stiff
- Wrestling

ROLES

- Pick your starting Role. You can use the Move of the same name.
  Gain +1 Heat with everyone who’s the opposite Role.
  Babyface - You’re a good guy.
  Heel - You’re a bad guy.
- When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
- Gain an Advanced Role via Advances. You can use the Move of the same name.
  Celebrity - You’ve gained fame outside the ring.
  Icon - You embody your style of wrestling.
  Legend - The audience will never forget you.
WORLD WIDE WRESTLING: THE MANAGER

MOVES

MEAL TICKET: When you interfere on your client’s behalf to win them a match, roll 2d6. On a 10+, you pull it off and they get the win. Choose whether you gain +1 Audience, or your client does. On a 7-9 the ref notices your attempt, choose: your client uses your distraction to get the win, they gain +2 Momentum; or you interfere but their opponent still wins, you gain +1 Heat with your client. On a Botch, choose: your effort is hilariously obvious, losing you -1 Audience (though your client still wins the match); or the ref tosses you out of the match and DQs your client. The results of this Move overrides Creative’s booking.

MOUTHPIECE: When you speak for your client, they can roll on your stat instead of theirs for any Move they would normally make. (If your client is an NPW: Gain +1 Momentum whenever you speak for your client.)

“ALWAYS HAS A PLAN”: Take +1 Look (Max +3)

BRAIN FOR THE BUSINESS: Take +1 REAL (Max +3)

LOYAL: When you take action in your client’s best interests, roll +LOOK. On a 10+ pick 2, on a 7-9 pick one: gain +1 Momentum; overturn a decision made against your client; gain +1 Heat with your client; add a stipulation to your client’s upcoming match. On a Botch, you’re obviously faking it, lose -1 Heat with your client.

BACKSTAGE POLITICS: When you cut a deal backstage (on or off camera), roll +REAL. On a 10+, take +2 Momentum and set up any segment you want later in the show. On a 7-9, you set up a segment later in the show, but pick one: it’s a match your client does not want to have; it places you or your client in an embarrassing situation; it must elevate someone else over your client. On a Botch, Creative picks two.

When you get injured, check an Injury box. When you use your injury as an excuse to help out your client, they gain +1 Momentum.

When you spend an Advance, erase an Injury check. If all boxes are checked, you’re too injured to appear on camera.

AUDIENCE

The Manager starts and resets to Audience +1.

Roll For: Work the Audience, Champions Advantage

+4 □ Mark an Advance. At the beginning of the Episode, make the OVER Move.
   » TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

+3 □ Start the Episode with +2 Momentum.

+2 □ Start the Episode with +1 Momentum.

+1 □ Start the Episode with +1 Momentum.

0 □ Mark an Advance. At the end of the Episode, you’re fired.

MOMENTUM

Add Momentum spent to any roll you make. Cheap Heat, Meal Ticket, Babyface/Heel

STATS

LOOK

POWER

REAL

WORK

ADVANCES:

Gain An Advance When:
   » Your Audience hits +4 or 0 the first time in an Episode
   » Your client gains a Championship Belt
   » You end a feud satisfactorily

Spend An Advance To:

Choose to erase an Injury check when you spend an Advance.
   » Add +1 to any stat (max +3)
   » Add +1 Audience
   » Pick another Move (from this Gimmick or any other)
   » Create a custom Move for your character
   » Gain a Manager, a Valet or an Enforcer (NPW)
   » Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:
   » Create a new wrestler to play (instead of, or with, this one).
   » Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy, Jobber or Veteran), and/or in an Advanced Role. Erase all Injury checks.
   » Legit retire this character. Create a new one, or play an NPW.
WORLD WIDE WRESTLING: THE MONSTER
You’re physically enormous and intimidating. You may have a supernatural edge, or simply be mean - either way, you make people nervous, in and out of the ring.

HAILING FROM
- Parts Unknown
- Dead Horse, Alaska
- Kill Devil Hills, North Carolina
- Elsewhere:

NAME & LOOK

ENTRANCE
- Thunderous & Impressive
- Overblown & Odd
- Weird & Mysterious
- Something Else:

HEAT
Write down each other wrestler's name.
On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.
» Who is terrified of me backstage?
» Who helps me come up with new directions for my character?
» Who’s made me look weak?
» Who can stand up to me in the ring?
Whenever you work a match with a character you have +4 Heat with, gain +1 Audience.
When you finish a feud, reset Heat to +1.

STATS
Start With:
- Look 0, Power +1, Real -2, Work -1
- Then add 1 to one stat

Roll For:
- Cut A Promo Wrestling
- Feat Of Strength Wrestling
- Break Kayfabe Work Real Stiff
- Wrestling

LOOK

POWER

REAL

WORK

ROLES
» Pick your starting Role. You can use the Move of the same name.
Gain +1 Heat with everyone who’s the opposite Role.
- Babyface - You’re a good guy.
- Heel - You’re a bad guy.
» When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
» Gain an Advanced Role via Advances. You can use the Move of the same name.
- Celebrity - You’ve gained fame outside the ring.
- Icon - You embody your style of wrestling.
- Legend - The audience will never forget you.
**WORLD WIDE WRESTLING: THE MONSTER**

### MOVES

#### FINISHING MOVE:
When you’re booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean, gain +1 Audience. On a 7-9, they make you work for it. Choose: they showcase your strength, and you both gain +1 Momentum, or they’re unwilling to take your finisher and flee the ring, gain +1 Heat with them. On a Botch, you still get the win, but choose whether you lose -1 Audience or injure your opponent.

#### INJURY
When you get injured, check an Injury box. When an opponent uses your injury against you, they gain +1 Momentum and you gain +1 Heat with them. When you erase your last Injury check, you can demand, and be granted, a revenge match with anyone who won a match against you while you were injured.

When you spend an Advance, you can erase a check. If you have 3 checks, you can no longer compete.

### AUDIENCE

The Monster starts and resets to Audience +1.

*Roll For: Work the Audience, Champions Advantage*

- **+4** Mark an Advance. At the beginning of the Episode, make the OVER Move.
  - **TOP SPOT:** When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.
- **+3** Start the Episode with +2 Momentum.
- **+2** Start the Episode with +1 Momentum.
- **+1** Start the Episode with +1 Momentum.
- **0** Mark an Advance. At the end of the Episode, you’re fired.

### MOMENTUM

Add Momentum spent to any roll you make.

*Cheap Heat, Finishing Move, Babyface/Heel*

### STATS

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### ADVANCEMENT

Gain An Advance When:

- Your Audience hits +4 or 0 the first time in an Episode
- You gain a Championship Belt
- You end a feud satisfactorily

#### ADVANCES:

Spend An Advance To:

*Choose to erase an Injury check when you spend an Advance.*

- Add +1 to any stat (max +3)
- Add +1 Audience
- Pick another Move (from this Gimmick or any other)
- Create a custom Move for your character
- Gain a Manager, a Valet or an Enforcer (NPW)
- Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

- Create a new wrestler to play (instead of, or with, this one).
- Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy, Jobber, High Flyer or Manager), and/or in an Advanced Role. Erase all Injury checks.
- Legit retire this character. Create a new one, or play an NPW.
WORLD WIDE WRESTLING: THE TECHNICIAN

Whether you were an amateur sensation or an indy workhorse, you have all the skills. Your wrestling ability stands out, but you’re continually fighting the assumption your only have one dimension to you.

---

HAILING FROM

- St. Paul, Minnesota
- Calgary, Alberta Canada
- Manchester, England
- Elsewhere:

---

ENTRANCE

- Generic & Easy
- Loud & Overblown
- Raw & Intense
- Something Else:

---

NAME & LOOK

---

HEAT

Write down each other wrestler’s name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who was holding me back as my tag team partner?

» Who’s trying to learn by watching me in the ring?

» Who’s jealous of my skills?

» Who is trying to teach me to be more of an entertainer?

Whenever you work a match with a character you have +4 Heat with, **gain +1 Audience**.

When you finish a feud, **reset Heat to +1**.

*Roll For: Run-In, Wrestling*

---

STATS

Start With:

- Look -2, Power 0, Real -1, Work +1
- Then add 1 to one stat

*Roll For:*

- **LOOK**
  - Cut A Promo Wrestling
- **POWER**
  -Feat Of Strength Wrestling
- **REAL**
  - Break Kayfabe Work Real Stiff
- **WORK**
  - Wrestling

---

ROLES

» Pick your starting Role. **You can use the Move of the same name.**

- Gain +1 Heat with everyone who’s the opposite Role.

- Babyface - You’re a good guy.

- Heel - You’re a bad guy.

» When you **deliberately break your role**, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.

- Gain an Advanced Role via Advances. **You can use the Move of the same name.**

- Celebrity - You’ve gained fame outside the ring.

- Icon - You embody your style of wrestling.

- Legend - The audience will never forget you.
**WORLD WIDE WRESTLING: THE TECHNICIAN**

**MOVES**

**FINISHING MOVE:**
When you’re booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean. You gain +1 Audience. On a 7-9, they make you work for it. Choose: they counter and you have to slap a real submission hold on them, gain +2 Momentum; they no-sell your finish and you have to hit them with it again, gain +1 Heat with them. On a Botch, pick one: it’s sloppy, lose -1 Audience and win the match; or you go overboard and really crank in a hold, you injure your opponent, and end the match in a no contest.

- “FORMER AMATEUR CHAMPION”: Take +1 REAL (Max +3)
- TECHNICAL EXPERT: Take +1 WORK (Max +3)
- VERSATILE: You use the opposite Role move of anyone you’re squaring off with (in or out of the ring). If you’re facing a Babyface, you use the Heel Move, and if you’re facing a Heel, you use the Babyface Move. If you’re facing an Advanced Role, you use your normal Role Move.

**INJURY**
When you get injured, check an Injury box. Whenever you lose a match due to your injury, lose all Momentum. Whenever you push through your injury to win a match, gain +2 Momentum.

When you spend an Advance, you can erase a check. If you have 3 checks, you can no longer compete.

**AUDIENCE**
The Technician starts and resets to Audience +1.

*Roll For:* Work the Audience, Champions Advantage

- +4 □ Mark an Advance. At the beginning of the Episode, make the OVER Move.
  - TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

- +3 □ Start the Episode with +2 Momentum.

- +2 □ Start the Episode with +1 Momentum.

- +1+ □ Start the Episode with +1 Momentum.

- 0 □ Mark an Advance. At the end of the Episode, you’re fired.

**MOMENTUM**
Add Momentum spent to any roll you make.

*Cheap Heat, Finishing Move, Babyface/Heel*

**STATS**

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**ADVANCEMENT**
Gain An Advance When:

- Your Audience hits +4 or 0 the first time in an Episode
- You gain a Championship Belt
- You end a feud satisfactorily

**ADVANCES:**
Spend An Advance To:

*Choose to erase an Injury check when you spend an Advance.*

- Add +1 to any stat (max +3)
- Add +1 Audience
- Pick another Move (from this Gimmick or any other)
- Create a custom Move for your character
- Gain a Manager, a Valet or an Enforcer (NPW)
- Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

- Create a new wrestler to play (instead of, or with, this one).
- Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy, Jobber, or Monster), and/or in an Advanced Role. Erase all Injury checks.
- Legit retire this character. Create a new one, or play an NPW.
WORLD WIDE WRESTLING: THE VETERAN

You are an established name. You work almost every night, you have a dedicated fan base, and you’re ready to create an enduring legacy.

HAILING FROM
- Hollywood, California
- Toronto, Ontario Canada
- Charlotte, North Carolina
- Elsewhere:

ENTRANCE
- Classic Orchestral
- Solemn & Dignified
- Iconic Symbolism
- Something Else:

NAME & LOOK

HEAT
Write down each other wrestler's name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- Who am I keeping out of the spotlight?
- Who is my protégé?
- Who is undercutting me?
- Who has no respect for all the work I’ve put into this company?

Whenever you work a match with a character you have +4 Heat with, gain +1 Audience. When you finish a feud, reset Heat to +1.

Roll For:
- Run-In, Wrestling

STATS
Start With:
- Look 0, Power -1, Real -1, Work +1
- Then add 1 to one stat

Roll For:
- Cut A Promo Wrestling
-Feat Of Strength Wrestling
-Break Kayfabe Work Real Stiff
-Wrestling

ROLES
Pick your starting Role. You can use the Move of the same name. Gain +1 Heat with everyone who’s the opposite Role.

- Babyface - You’re a good guy.
- Heel - You’re a bad guy.

- When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
- Gain an Advanced Role via Advances. You can use the Move of the same name.

- Celebrity - You’ve gained fame outside the ring.
- Icon - You embody your style of wrestling.
- Legend - The audience will never forget you.
MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

STATS

INJURY

When you get injured, check an Injury box. When injured, you can pull out of any match you’re booked in without repercussions, but you gain +1 Momentum if you don’t.

When you spend an Advance, you can erase a check. If you have 3 checks, you can no longer compete.

AUDIENCE

The Veteran starts and resets to Audience +2.

Roll For: Work the Audience, Champions Advantage

+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Mark an Advance. At the end of the Episode, you’re fired.

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

LOOK

POWER

REAL

WORK

ADVANCES:

Gain An Advance When:

» Your Audience hits +4 or 0 the first time in an Episode

» You gain a Championship Belt

» You end a feud satisfactorily

Spend An Advance To:

Choose to erase an Injury check when you spend an Advance.

» Add +1 to any stat (max +3)

» Add +1 Audience

» Pick another Move (from this Gimmick or any other)

» Create a custom Move for your character

» Gain a Manager, a Valet or an Enforcer (NPW)

» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

» Create a new wrestler to play (instead of, or with, this one).

» Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (must pick Anti-Hero, Manager or Wasted), and/or in an Advanced Role. Erase all Injury checks.

» Legit retire this character. Create a new one, or play an NPW.
**NAME & LOOK**

You are well known for your impressive style and have a dedicated fan base, but you have some serious real-life substance abuse and addiction problems that could threaten your career.

**HAILING FROM**
- Orange, New Jersey
- Philadelphia, Pennsylvania
- Holly Springs, North Carolina
- Elsewhere:

**ENTRANCE**
- Screams & Tears
- Rock & Roll
- XTreme & Wild
- Something Else:

**STATS**

Start With:
- Look +1, Power -1, Real -2, Work 0
- Then add 1 to one stat

**HEAT**

Write down each other wrestlers name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- Who kicked my ass backstage most recently?
- Who thinks I’m a curse for the company?
- Who did I last injure while I was high?
- Who is jealous of my fan base?

Whenever you work a match with a character you have +4 Heat with, gain +1 Audience. When you finish a feud, reset Heat to +1.

**ROLES**

Pick your starting Role. You can use the Move of the same name.
- Babyface - You’re a good guy.
- Heel - You’re a bad guy.
- When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
- Gain an Advanced Role via Advances. You can use the Move of the same name.
- Celebrity - You’ve gained fame outside the ring.
- Icon - You embody your style of wrestling.
- Legend - The audience will never forget you.

**ROLL FOR:**
- Run-In, Wrestling
- Cut A Promo Wrestling
-Feat Of Strength Wrestling
-Break Kayfabe Work Real Stiff
-Wrestling
MONEYMAKER: When you go for your Finisher, whether you’re booked to win or not, roll 2d6: On a 10+, you hit it clean. You gain +1 Audience. On a 7-9, you gain +1 Audience, but something goes wrong. Pick 1: your opponent no-sells it, lose -1 Heat with them; you injure yourself; you injure them. On a Botch, you forgot the booking. You lose -1 Audience, and your opponent gets to call an audible and finish the match however they want (somebody had to do something…). You can go for your Finisher multiple times during a match, but if you Botch it ends the match.

ADDICT: Whenever you take something, gain +3 Momentum and lose -2 Real (minimum -2). Whenever you’re on something, roll +Real for ALL your non-Gimmick Moves (All Basic, In-Ring, Top of the Card and Role Moves).

"YOU’RE A PROBLEM YOURSELF": When you piss someone off with your bullshit, roll +Real. On a 10+ they give you the rope to hang yourself with, set up any segment you want and gain +1 Momentum. On a 7-9, gain +1 Heat with them and pick 1: you’re booked in a punitive match, you get beaten down, you get humiliated because of your addiction. On a Botch, all three.

STILEY: That sick style? You got it. Take +1 Look (Max +3)

THEY KNOW IT: The audience knows of your addiction and it’s part of why they’re into you. Gain +1 Momentum when you enter the ring obviously high.

COMPLETELY INSANE: You can replace any stat with +Look when you do something that’s just plain crazy. (This overrides Addict) If you Botch, you injure yourself.

INJURY

When you get injured, gain +1 Audience and check an Injury box. For every Injury box you have when you compete, your opponent gains +1 Momentum at the beginning of the match.

When you spend an Advance, you can erase a check. If you have 2 checks, you can no longer compete.

AUDIENCE

The Wasted starts and resets to Audience +2.

Work the Audience, Champions Advantage

+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.

  » TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

+3 Start the Episode with +2 Momentum.

+2+ Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Mark an Advance. At the end of the Episode, you’re fired.

MOMENTUM

Add Momentum spent to any roll you make. Cheap Heat, Moneymaker, Babyface/Heel

STATS

LOOK POWER REAL WORK

ADVANCEMENT

Gain An Advance When:

» Your Audience hits +4 or 0 the first time in an Episode

» You gain a Championship Belt

» You end a feud satisfactorily

ADVANCES:

Spend An Advance To:

Choose to erase an Injury check when you spend an Advance.

» Add +1 to any stat (max +3)

» Add +1 Audience

» Pick another Move (from this Gimmick or any other)

» Create a custom Move for your character

» Gain a Manager, a Valet or an Enforcer (NPW)

» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

» Create a new wrestler to play (instead of, or with, this one).

» Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick (cannot pick Golden Boy), and/or in an Advanced Role. Erase all Injury checks.

» Legit retire this character. Create a new one, or play an NPW.
WWWPG INTERNATIONAL INCIDENT: THE ACE

You are the top star of your division, consistently either holding the title or in contention for it. You’re considered to carry the company both in and out of the ring. You also have the biggest target on your back.

HAILING FROM

- Tokyo, Japan
- Kagoshima Prefecture, Japan
- The Kingdom of Tonga
- Elsewhere:

NAME & LOOK

ENTRANCE

- Licensed Tie-In
- High Temp & Exciting
- High-Concept & Production-Filled
- Something Else:

HEAT

Write down each other wrestlers name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who trained with me in the dojo?
» Who thinks they deserve my spot?
» Who do I have amazing chemistry with in the ring?
» Who’s just biding their time until my inevitable fall?

At the end of a match with someone you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

STATS

Start With:
» Look +1, Power -1, Real +1, Work -1
» Then add +1 to a Stat and subtract -1 from a Stat

LOOK

POWER

REAL

WORK

Roll For:
- Cut A Promo
- Wrestling
- Feat Of Strength
- Wrestling
- Break Kayfabe
- Work Real Stiff
- Wrestling

ROLES

» Pick your starting Role. You can use the Move of the same name.
  Gain +1 Heat with everyone who’s the opposite Role.
  Babyface - You’re a good guy.
  Heel - You’re a bad guy.
» When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.
» Gain an Advanced Role via Advances. You can use the Move of the same name.
  Celebrity - You’ve gained fame outside the ring.
  Icon - You embody your style of wrestling.
  Legend - The audience will never forget you.
**WWWRPG INTERNATIONAL INCIDENT: THE ACE**

**MOVES**

**FINISHING MOVE:** When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean. Choose whether you or your opponent gains +1 Audience. On a 7-9, you need to hit your Finisher twice. Choose whether you gain +1 Heat with each other, or they gain +1 Audience. On a Botch, choose whether you rush through the botched move, get the win and lose -1 Audience, or you let them counter it into something that looks better, and take the loss (this overrides Creative’s booking).

**FIGHTING SPIRIT:** When taken to the limit you dig deep and find the passion and fire to press on. Once per match, when your opponent clearly has the upper hand and presses the attack, narrate how you ignore the pain and take control of the match. This works as the INTERRUPT MOVE, but take 1 Momentum from your opponent instead of spending 1.

**CARRY THE COMPANY:** You are anointed to carry the title scene of your division. When a match that involves the title is announced, ROLL +REAL. On a 10+, pick 2, on a 7-9, pick 1: book yourself into or out of the match (the title must remain on the line); you book the finish of the match; you book a rematch of your choice after the match; add an additional stipulation to that match. On a Botch, management doubts your judgment this time and your opponent picks one from the list to their own advantage.

**AMAZING ENTRANCE:** The production behind your entrance overshadows everyone else’s. Roll +Audience when you make your first full entrance in an Episode. On a 10+ gain +1 Heat with your opponent plus the 7-9 result: on a 7-9, gain the Momentum you start each Episode with (+2 if you have +4 Audience). On a Botch, lose -1 Audience due to an embarrassing technical problem.

**STRONG STYLE:** When you work stiff without intent to injure, ROLL +REAL for the WRESTLING MOVE. If you hit on a 10+ without spending Momentum, gain an extra +1 Momentum. If you Botch, you injure them anyway.

**ADVANCES:**

The Ace starts and resets to Audience +2.

*Work the Audience, Champions Advantage*

**AUDIENCE**

- **+4**  [ ] Mark an Advance. At the beginning of the Episode, make the OVER Move.
- **TOP SPOT:** When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

- **+3**  [ ] Start the Episode with +2 Momentum.
- **+2**  [ ] Start the Episode with +1 Momentum.
- **+1**  [ ] Start the Episode with +1 Momentum.
- **0**  [ ] Mark an Advance. At the end of the Episode, you’re fired.

**MOMENTUM**

Add Momentum spent to any roll you make.

*Cheap Heat, Finishing Move, Babyface/Heel*

**STATS**

**LOOK**  [ ]  [ ]  [ ]

**POWER**  [ ]  [ ]  [ ]

**REAL**  [ ]  [ ]  [ ]

**WORK**  [ ]  [ ]  [ ]

**ADVANCEMENT**

Gain An Advance When:

- Your Audience hits +4 or 0 the first time in an Episode
- You (re)gain your Championship title
- You give up your Championship to a worthy challenger
- You end a feud satisfactorily

Spend An Advance To:

*Choose to erase an Injury check when you spend an Advance.*

- Add +1 to any stat (max +3)
- Add +1 Audience
- Pick another Move (from this Gimmick or any other)
- Create a custom Move for your character
- Gain a Manager, a Valet or an Enforcer (NPW)
- Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:

- Create a new wrestler to play (instead of, or with, this one).
- Retire this character and pick an NPW to play for the next episode. Then return this character in an Advanced Role. Erase all Injury checks.
- Legit retire this character. Create a new one, or play an NPW.

**ADVANCEMENT Note:** Any Gimmick that can advance to the Veteran can advance to the Ace as well.
WWWRPG INTERNATIONAL INCIDENT: THE CULTURAL CHAMPION

You started in the ring, but are now legitimately more famous for your appearances in other media than your wrestling career. You’re a little older and slower now, but you have real emotional and financial investment behind you. Is it possible to keep your broad appeal or have you hit market saturation?

HAILING FROM
- Mexico City, Mexico
- Venice Beach, California
- Parts Unknown
- Elsewhere:

NAME & LOOK

ENTRY
- Custom Composition
- Pop Music Tie-In
- Pulse-Pounding & Frenetic
- Something Else:

HEAT
Write down each other wrestler’s name.
On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.
» Who was instrumental to my early success?
» Who wants me to just retire already?
» Who is honored to be on my team?
» Who wants to unmask me (literally or figuratively)?

At the end of a match with someone you have +4 Heat with, gain +1 Audience.
When you finish a feud, reset Heat to +1.

Start With:
» Look +1, Power -1, Real +1, Work -2
» Then add 1 to Look or Real

stats

Roll For: Run-In, Wrestling

Roles
- Pick your starting Role. You can use the Move of the same name (see reverse).
  - Técnico - You obey the rules of honor and respect. You count as a Babyface for Heat purposes.
  - Rudo - You’re selfish, disobedient and disrespectful. You count as a Heel for Heat purposes.

- When you deliberately break your role, you make a turn and switch to its opposite. Gain +1 Heat with everyone now opposed to you.
- Gain an Advanced Role via Advances. You can use the Move of the same name.
  - Celebrity - You’ve gained fame outside the ring.
  - Icon - You embody your style of wrestling.
  - Legend - The audience will never forget you.

Roll For:
- Cut A Promo Wrestling
- Feat Of Strength Wrestling
- Break Kayfabe Work Real Stiff
- Wrestling

Roll For:
- Run-In, Wrestling

Roll For:
- Custom Composition
- Pop Music Tie-In
- Pulse-Pounding & Frenetic
- Something Else:
FINISHING MOVE:
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean, gain +1 Audience. On a 7-9, it’s close enough, gain +1 Momentum. On a Botch, you still win, but they’re disappointed at your lack of effort, lose -1 Audience.

ESTRELLA: You’re a multimedia star. Whenever you would lose Audience, choose: lose the Audience and Creative books you to win your next match to get them back on your side; or lose all your Momentum instead of losing the Audience. If you have no Momentum you must choose the first option.

TÉCNICO: When you demonstrate your technical prowess in the ring or make a big deal of respect, spend 2 Momentum and pick 1: gain +1 Heat with your opponent, an ally comes to your aid, win the match (regardless of booking).

RUDO: When you do something to save yourself at the expense of another in the ring, or show disrespect for an authority figure or teammate, spend 2 Momentum and pick 1: gain +1 Heat with your opponent, cause a legit injury, win the match (regardless of booking).

MERCADERÍA: Your face is on everything. Gain +1 Momentum each time you enter the ring during an Episode.

LAS EXPECTATIVAS: You represent something extraordinarily meaningful to your fans. When you change Role, ROLL +REAL. On a 10+, it makes perfect sense to them, gain +1 Audience next time you make a public appearance. On a 7-9, they see the logic, but it shakes them up. Your highest Heat opponent gains +1 Audience from your fans switching allegiance. On a Botch, they refuse to accept it. You must stay in your current Role instead of switching, and lose -1 Audience.

EL RIVAL: If you’re in the Top Spot (+4 Audience), your agent demands a match that ties in the antagonist from your latest movie (or TV show, or comic book) to your storyline in the promotion. Work with Creative to come up with the nature of El Rival (including whether they are a separate performer or played by an existing member of the roster) and you must be booked against them as the main event of the next Episode. You start with +2 Heat with El Rival.

AUDIENCE
The Cultural Champion starts and resets to Audience +2.
Work the Audience, Champions Advantage

+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.
  » TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Mark an Advance. At the end of the Episode, you retire from competition.

INJURY
When you get injured, check two Injury boxes. The referee stops the match for “excessive punishment” and DQs your opponent (this overrides Creative’s booking).
If you wrestle while injured, your opponent can only take control of the match from you if they BREAK KAYFABE.

MOMENTUM
Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Técnico/Rudo

STATS

ADVANCEMENT
Gain An Advance When:
» Your Audience hits +4 or 0 the first time in an Episode
» You gain a Championship belt
» You end a feud satisfactorily

Spend An Advance To:
Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:
» Create a new wrestler to play (instead of, or with, this one).
» Retire this character and pick an NPW to play for the next episode. Then return this character with a new Gimmick (choose Manager, Veteran or Wasted) or in an Advanced Role. Erase all Injury checks.
» Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Veteran can advance to the Cultural Champion as well.
WWWRPG INTERNATIONAL INCIDENT: THE INDIE DARLING

You’ve made a living on the road, wrestling for anyone who’ll take you. You’ve got a cult following, a set of unique skills and a lot of experience. Finally, you have an opportunity to make your name at the next level. Will you take it?

NAME & LOOK

HAILING FROM

- Seattle, Washington
- Grand Rapids, Michigan
- Dubuque, Iowa
- Elsewhere:

ENTRANCE

- Reused From A Retired Wrestler
- Custom Song From a Local Band
- Fresh & Intriguing
- Something Else:

HEAT

Write down each other wrestler's name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who’s excited that I’m finally on the roster?
» Who thinks I’m completely overrated?
» Who do I have backstory with from encounters in other companies?
» Who feels most threatened by what I bring to the roster?

At the end of a match with someone you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

STATS

Start With:

» Look 0, Power -1, Real -1, Work 0
» Then subtract -1 from a Stat and add +2 to a Stat

Roll For:

LOOK

POWER

REAL

WORK

ROLES

» Pick your starting Role. You can use the Move of the same name.
  - Gain +1 Heat with everyone who’s the opposite Role.
  - Babyface - You’re a good guy.
  - Heel - You’re a bad guy.

» When you deliberately break your role, you make a turn and switch to it’s opposite. Gain +1 Heat with everyone now opposed to you.

» Gain an Advanced Role via Advances. You can use the Move of the same name.
  - Celebrity - You’ve gained fame outside the ring.
  - Icon - You embody your style of wrestling.
  - Legend - The audience will never forget you.
FINISHING MOVE:
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean. Gain +1 Audience. On a 7-9, they sandbag you. You still win, but choose: you gain +1 Heat with each other, or you punish them with an injury. On a Botch, choose whether you win the match but have Creative change your Finisher after (you keep this Move, just change what it looks like), or let them counter it and lose the match (this overrides Creative’s booking).

HUNGRY: You want this so bad you can taste it. When you’re booked to lose a match and you take action to prevent it, roll +Work. On a 10+ you win the match instead, and pick one from the 7-9 list. On a 7-9 you win, but your opponent picks: you take an injury, lose -1 Heat with your opponent, get pulled out of this feud by Creative. On a Botch, you lose the match anyway, and lose -1 Audience for looking like a chump. This Move overrides Creative’s booking.

10-YEAR VETERAN: You’ve been wrestling longer than most of the “top talent” in this company. You start and reset to Audience +2 instead of Audience +1.

I REMEMBER THIS ONE TIME...: When you pitch an idea that you’ve seen or done before, just not for this company, roll +Real. On a 10+ pick two, on a 7-9 pick one: Gain +2 Momentum, they go for it, you get to book it yourself. On a Botch, they steal or ruin your idea (or both).

REPUTATION: When you appear on camera for the first time in an Episode, roll +Real. On a 10+, they’ve all heard of you, gain Momentum equal to what you started the Episode with. On a 7-9 there’s a vocal minority. You gain +1 Momentum when you mug to your fans in a segment until you Botch a roll or the end of the Episode, whichever comes first. On a Botch, they’ve heard of you...and think you suck. Lose -1 Audience.

ADVANCES:

Gain An Advance When:
» Your Audience hits +4 or 0 the first time in an Episode
» You win a Championship belt
» You end a feud satisfactorily

Spend An Advance To:
Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:
» Create a new wrestler to play (instead of, or with, this one).
» Retire this character and pick an NPW to play for the next episode. Then return this character in any other Gimmick or an Advanced Role. Erase all Injury checks.
» Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Technician can advance to the Indie Darling as well.
WWRPG INTERNATIONAL INCIDENT: THE LUCHADOR

**HAILING FROM**
- Mexico City, Mexico
- Gómez Palacio, Durango, Mexico
- Boyle Heights, CA
- Elsewhere:

**ENTRANCE**
- American Nü Metal
- Popular Hit
- Pulse-Pounding & Frenetic
- Something Else:

**HEAT**
Write down each other wrestler's name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

» Who allied with me on my first team?

» Who just doesn’t understand Lucha Libre?

» Who thinks I don’t deserve my mask (or overall look)?

» Who is trying to convince me to change my style, my mask, or both?

At the end of a match with someone you have +4 Heat with, gain +1 Audience.
When you finish a feud, reset Heat to +1. Roll For: Run-In, Wrestling

**STATS**
Start With:
- Look -1, Power -2, Real 0, Work +1
- Then add 1 to any stat

**ROLES**
- Pick your starting Role. You can use the Move of the same name (see reverse).
  - Técnico - You obey the rules of honor and respect. You count as a Babyface for Heat purposes.
  - Rudo - You're selfish, disobedient and disrespectful. You count as a Heel for Heat purposes.
  - When you deliberately break your role, you make a turn and switch to its opposite. Gain +1 Heat with everyone now opposed to you.
  - Gain an Advanced Role via Advances. You can use the Move of the same name.
  - Celebrity - You’ve gained fame outside the ring.
  - Icon - You embody your style of wrestling.
  - Legend - The audience will never forget you.
WWRPG INTERNATIONAL INCIDENT: THE LUCHADOR

FINISHING MOVE:
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean, gain +1 Audience. On a 7-9, the timing is off but you make it work; you win but your opponent chooses which of you loses 2 Momentum, and the other gains +1. On a Botch, you still win but it’s ugly. Your opponent chooses whether the botch is your fault (and you lose -1 Audience) or their fault (and they take an Injury).

EXÓTICO: You have a provocative act that challenges gender norms, making you stand out. Take +1 Look (max +3).

TRADICIONAL: You refuse to be seen without your mask. Whenever your mask is at risk of being removed, roll +Work if it’s your choice, or roll +Real if it’s someone else’s. Gain +1 Heat with your foe, and on a 10+ pick 2, on a 7-9 pick 1: you book the next step of the feud, you cover your face in time, you take theirs as part of the scuffle. On a Botch, lose -1 Audience, as your mystique is lost.

TÉCNICO: When you demonstrate your technical prowess in the ring or make a big deal of respect, spend 2 Momentum and pick 1: gain +1 Heat with your opponent, an ally comes to your aid, win the match (regardless of booking).

RUDO: When you do something to save yourself at the expense of another in the ring, or show disrespect for an authority figure or teammate, spend 2 Momentum and pick 1: gain +1 Heat with your opponent, cause a legit injury, win the match (regardless of booking).

CAPITÁN DEL PAREJAS: Tag team wrestling is Lucha Libre. Spend 2 Momentum to add anyone you have Heat with to your side at the top of a match (making a solo match a tag team, a tag match a trio, etc). Creative chooses who comes out for the other team. In addition, you can spend your Momentum on any of your teammates rolls.

EL HIJO DE...: You’ve inherited your mask from another popular Luchador. Describe the relationship. You start and reset to Audience +2 (instead of +1).

ADVANCES:
Gain an Advance When:
» Your Audience hits +4 or 0 the first time in an Episode
» You gain a Championship belt
» You end a feud satisfactorily

INJURY
When you get injured, check two Injury boxes.
When you roll +Work while injured, you cannot spend Momentum on the result.
When you win a match while injured, gain +2 Momentum.

AUDIENCE
The Luchador starts and resets to Audience +1.
Work the Audience, Champions Advantage

+4 □ Mark an Advance. At the beginning of the Episode, make the OVER Move.
  » TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.

+3 □ Start the Episode with +2 Momentum.

+2 □ Start the Episode with +1 Momentum.

+1+ □ Start the Episode with +1 Momentum.

0 □ Mark an Advance. At the end of the Episode, you’re fired.

MOMENTUM
Add Momentum spent to any roll you make.
Cheap Heat, Finishing Move, Técnico/Rudo

LOOK POWER REAL WORK

STATS

ADVANCES:
Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:
» Create a new wrestler to play (instead of, or with, this one).
» Retire this character and pick an NPW to play for the next episode. Then return this character with any Gimmick (cannot pick Golden Boy or Manager), or in an Advanced Role. Erase all Injury checks.
» Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the High Flyer can advance to the Luchador as well.
WWW RPG INTERNATIONAL INCIDENT: THE SHOOT FIGHTER

HAILING FROM

- Kuwana, Japan
- Wigan, United Kingdom
- Rio de Janeiro, Brazil
- Elsewhere:

ENTRANCE

- Heavy & Threatening
- Explosive & Impulsive
- Simple & Direct
- Something Else:

HEAT

Write down each other wrestler’s name.

On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- Who has earned my respect with their fighting skills?
- Who wants to add more entertainment to my repertoire?
- Who have I beat in a shoot fight?
- Who will I never admit beat me?

At the end of a match with someone you have +4 Heat with, gain +1 Audience.

When you finish a feud, reset Heat to +1.

Roll For: Run-In, Wrestling

STATS

Start With:
- Look -2, Power +1, Real -1, Work 0
- Then add +1 to any Stat.

Roll For:
- Cut A Promo Wrestling
- Feat Of Strength Wrestling
- Break Kayfabe Work Real Stiff
- Wrestling

ROLES

- Pick your starting Role. **You can use the Move of the same name.**
  - Gain +1 Heat with everyone who’s the opposite Role.
- Babyface - You’re a good guy.
- Heel - You’re a bad guy.
- When you **deliberately break your role**, you make a turn and switch to its opposite. Gain +1 Heat with everyone now opposed to you.
- Gain an Advanced Role via Advances. **You can use the Move of the same name.**
- Celebrity - You’ve gained fame outside the ring.
- Icon - You embody your style of wrestling.
- Legend - The audience will never forget you.

NAME & LOOK

Roll For:
- NAME & LOOK

ENTRANCE

- Heavy & Threatening
- Explosive & Impulsive
- Simple & Direct
- Something Else:

Whether you have a legitimate fighting background or you’re just a natural-born hardass, you know how to hurt people for real. How long will what you want from this company align with what it wants from you?
WWWRPG INTERNATIONAL INCIDENT: THE SHOOT FIGHTER

MOVES

FINISHING MOVE:
When you’re booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean. Gain +1 Audience. On a 7-9, it doesn’t look real enough. Choose whether you injure your opponent to clinch the win, or let it ride—you lose any Momentum you have left, but keep the win. On a Botch, it’s too real! You get DQed (this overrides Creatives booking), lose -1 Audience and injure your opponent.

SHOOT FIGHTER: As long as you have a higher +Work than your opponent, they have to spend 2 Momentum to use the Interrupt Move instead of 1. You can choose to compare +Real if you have Martial Arts Training or +Power if you have You Know It’s Fake, Right? instead of +Work, on a match-by-match basis.

STARE DOWN: You are known for your intensity. Whenever you stare someone down, roll +Heat with them. On a 10+ pick two, on a 7-9 pick one: book the rest of the segment; gain +1 Heat with them; they gain +1 Heat with you; gain +1 Momentum. On a Botch, they no-sell it and take control of the situation.

STRETCHER: Your job is to break in fresh meat. Whenever you give someone an injury, roll +Real. On a 10+ pick 2, on a 7-9 pick 1: You face no repercussions backstage, you gain their respect, you gain +1 Heat with each other. On a Botch, that was not the plan and you’re in real trouble.

AUDIENCE

The Shoot Fighter starts and resets to Audience +1
Work the Audience, Champions Advantage
+4 Mark an Advance. At the beginning of the Episode, make the OVER Move.
   » TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode.
+3 Start the Episode with +2 Momentum.
+2 Start the Episode with +1 Momentum.
+1 Start the Episode with +1 Momentum.
0 Mark an Advance. At the end of the Episode, you’re fired.

MOMENTUM
Add Momentum spent to any roll you make.
Cheap Heat, Finishing Move, Babyface/Heel

STATS

LOOK POWER REAL WORK

INJURY

When you get injured, check an Injury Box. When injured, your opponent counts as having +1 to their stat you’re comparing for the purposes of your Shoot Fighter Move (+Work, +Real or +Power).

ADVANCEMENT

Gain an Advance When:
» Your Audience hits +4 or 0 the first time in an Episode
» You win a Championship belt
» You end a feud satisfactorily

ADVANCES:

 Spend An Advance To:
Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Pick another Move (from this Gimmick or any other)
» Create a custom Move for your character
» Gain a Manager, a Valet or an Enforcer (NPW)
» Form a Dedicated Tag Team

And Once You’ve Picked 3 of Those:
» Create a new wrestler to play (instead of, or with, this one).
» Retire this character and pick an NPW to play for the next episode. Then return this character in another Gimmick (cannot pick Jobber, High Flyer or Manager) or an Advanced Role. Erase all Injury checks.
» Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Hardcore or Monster can advance to the Shoot Fighter as well.
**WWWRPG INTERNATIONAL INCIDENT: THE YOUNG ONE**

You are a new trainee. You’ve toiled in the dojo and gone through strenuous physical conditioning. Finally, it’s time to see how well you do in front of a live audience. Do you have what it takes to become the best?

### HAILING FROM
- Auckland, New Zealand
- Kurihara, Japan
- The Dojo
- Elsewhere:

### ENTRANCE
- Generic Rock
- Generic Electronic
- Generic Pop
- Nothing

### HEAT
Write down each other wrestlers name. On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- Who trains me in the dojo?
- Who is too famous to associate with me?
- Who sees my potential for stardom?
- Who wants to make me quit?

At the end of a match with someone you have +4 Heat with, **gain an Advance and reset Heat to +1**. (This is different from the usual Heat rule)

*Roll For: Run-In, Wrestling*

### STATS
Start With:
- Look -1, Power -1, Real -1, Work -1
- Then add +1 to two Stats, or +2 to one Stat

*Roll For:*

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<th>LOOK</th>
<th>POWER</th>
<th>REAL</th>
<th>WORK</th>
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**Cut A Promo Wrestling**

**Feat Of Strength Wrestling**

**Break Kayfabe Work Real Stiff**

**Wrestling**

### ROLES
- You do not pick a starting Role. Rather, whenever you start a match, you count as the opposite Role of your opponent (or pick one of the basic roles, if they have a Legendary Role).
- Babyface - You’re a good guy.
- Heel - You’re a bad guy.
- **When you check your Role for a match, take +1 Heat with your opponent at that time. You do NOT use the Role Move of the same name (though you should still act to fulfill your Role in a match) as you’re still learning. Instead...**
- **YOUR WHOLE CAREER AHEAD OF YOU:**

  You’re here to get good enough to make a real impact, not to sell tickets. You do not gain Advances from Audience (though you still have an Audience rating). Instead, **gain an Advance when you work a match with any opponent you have +4 Heat with**, and reset to +1 Heat immediately following.
WWW RPG INTERNATIONAL INCIDENT: THE YOUNG ONE

MOVES

**GAIN EXPERIENCE:**
At the finish of the match, regardless of result, roll 2d6. On a 10+, you learned something valuable. Describe what you learned, and gain +1 Heat with your opponent. On a 7-9, it’s not quite clicking yet. Next time you GAIN EXPERIENCE, add +1 (this bonus stacks, if you continue rolling 7-9). On a Botch, you learn the wrong lesson. Lose -1 Heat with your opponent.

**NEW CHAPTER:** You’ve wrestled elsewhere, but this is a bottom-up reinvention for you. Take +1 Work (max +3).

**HELP AT RINGSIDE:** Your job at ringside is to observe, help wrestlers hit their spots and physically aid them after hard matches. You may declare that you are ringside for any match. If someone is injured in the match, ROLL +HEAT with them. On a 10+, your on-the-spot help is vital; they uncheck an Injury box and you gain +1 Heat with each other. On a 7-9, you did your job well, gain +1 Heat with them. On a Botch, you messed it up. Choose whether you reset your Heat with them to 0, or they take another Injury. If no-one is hurt in the match, add +1 to your GAIN EXPERIENCE bonus based on your observation of the match.

**INJURY**

When you get injured, check an Injury box. Add +1 to your GAIN EXPERIENCE bonus. If your opponent uses your injury against you in a match, they win the match immediately, regardless of booking.

**AUDIENCE**

The Young One starts at Audience 0.
You do not reset your Audience. Your Audience does not count towards Promotion advancement.

Work the Audience, Champions Advantage

| +4  | You’ve gained a cult following and take a new Gimmick as described under Advancement. |
| +3  | Start the Episode with +2 Momentum. |
| +2  | Start the Episode with +1 Momentum. |
| +1  | Start the Episode with +1 Momentum. |
| 0+  | Start the Episode with +1 Momentum. |

**MOMENTUM**

Add Momentum spent to any roll you make.

Cheap Heat, Gain Experience, Babyface/Heel

**STATS**

LOOK

POWER

REAL

WORK

ADVANCES:

Gain An Advance When:
» You have a match with an opponent with whom you have +4 Heat.

 Spend An Advance To:

Choose to erase an Injury check when you spend an Advance.
» Add +1 to any stat (max +3)
» Add +1 Audience
» Take a Move from any other Gimmick

And Once You’ve Picked 3 of Those:

or

Once You’ve Reached +4 Audience:

» You’ve learned enough to take on a fully-formed wrestling person! Pick any other Gimmick, and pick your starting Role (Babyface or Heel). You start the next Episode with that Gimmick. You do not have to take an Episode off before returning in the new Gimmick.

Advancement Note: No other Gimmick can advance to the Young One.