WORLD WIDE WRESTLING GIMMICK SHEET

Your Gimmick:

—— HAILING FROM ——

angkan

—— NAME & LOOK ——


—— ENTRANCE ——


—— 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. See Gimmick for questions.

Q1:

Q2:

Q3:

Q4:

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 ——

» Consult the Gimmick description for starting stats and choices. Stats are from -2 to +3.

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.
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MOVES

FINISHING MOVE:

enter and check your other Moves taken, per your Gimmick

MOVE:

MOVE:

MOVE:

MOVE:

MOVE:

INJURY

When you get injured, check an Injury box. When Injured:

When you spend an Advance, you can erase a check. You cannot longer compete when you have Checks.

AUDIENCE

This Gimmick starts and resets to: Audience

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

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, and/or in an Advanced Role. Erase all Injury checks.

» Legit retire this character. Create a new one, or play an NPW.