

# THE ACE

You are the top star of your division, the face of the company. Consistently either holding the title or in contention for it, you're under constant pressure to represent your promotion and take it to new heights. You also have the biggest target on your back for those who envy your spot.

## NOW MAKING THEIR WAY TO THE RING

===== HAILING FROM ===== ENTRANCE =====

- |  |   |
|--|---|
| <input type="checkbox"/> Tokyo, Japan                | <input type="checkbox"/> Licensed Tie-In                  |
| <input type="checkbox"/> Kagoshima Prefecture, Japan | <input type="checkbox"/> High Tempo & Exciting            |
| <input type="checkbox"/> Venice Beach, California    | <input type="checkbox"/> High-Concept & Production-Filled |
| <input type="checkbox"/> Elsewhere:                  | <input type="checkbox"/> Something Else:                  |



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|   |                      |
|---|----------------------|
| <b>BODY</b><br>ATHLETIC FEAT<br>WRESTLING       | <input type="text"/> |
| <b>LOOK</b><br>CUT A PROMO                      | <input type="text"/> |
| <b>REAL</b><br>BREAK KAYFABE<br>WORK REAL STIFF | <input type="text"/> |
| <b>WORK</b><br>WRESTLING                        | <input type="text"/> |

### STATS

You start with:

- ➡ Body -1, Look +1, Real +1, Work -1
- ➡ Then add +1 to one stat of your choice, and subtract -1 from another.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who trained with me in the dojo?
- ➡
- ➡ Who cares about this company even more than me?
- ➡
- ➡ Who do I have amazing chemistry with in the ring?
- ➡
- ➡ Who is trying to steal my spotlight?
- ➡

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A New Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- A Record-Breaking Title Run!

You can also change Wants anytime (without taking an Advance).

===== ROLL +HEAT FOR: RUN-IN, WRESTLING ===== YOU HAVE HEAT WITH =====

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

### MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE ACE

## YOUR 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 one: **On a Botch**, choose one:

- ➡ It makes you both look strong (gain +1 Heat with each other).
- ➡ They *almost* had you (they gain +1 Audience).
- ➡ You rush through the mess to get the win (lose -1 Audience).
- ➡ You let them counter you to save the moment, **BOOKING** them to win the match.

**CARRY THE COMPANY:** You are the designated face of the promotion. When a title match is announced, *roll +Real*.

**On a 10+**, pick 2, **on a 7-9**, pick 1: **On a Botch**, management doubts your judgment this time. Your opponent picks one from the list to their own advantage.

- ➡ Place yourself into or out of the match (the title remains on the line).
- ➡ **BOOK** the finish of the match.
- ➡ Replace the title with a different stake for the match.
- ➡ Add an additional stipulation.

PICK 1

**FIGHTING SPIRIT:** 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**, without needing to spend Momentum. If you have higher **+Body** than your opponent, *also* gain +1 Momentum.

**AMAZING ENTRANCE:** A lot of money is spent on this. *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 (+3 if you are in the Top Spot). **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.

:

**BODY**

**LOOK**

**REAL**

**WORK**





## INJURY

When you get injured, check an Injury box. While injured, you can opt out of any match, except title matches. You and your opponent both start a title match with +1 Momentum.

**INJURY** |



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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +2**

- TOP SPOT**  Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!
- +4**  Start each Episode with 2 Momentum.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

**GAIN AN ADVANCE WHEN:**

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You drop a Championship to a worthy contender
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

**SPEND AN ADVANCE TO:**

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a *new wrestler* to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (choose from Luminary, Manager or Veteran). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE ANOINTED

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.

## NOW MAKING THEIR WAY TO THE RING

===== HAILING FROM ===== ENTRANCE =====

- |  |   |
|--|---|
| <input type="checkbox"/> Los Angeles, California | <input type="checkbox"/> Classic & Impressive |
| <input type="checkbox"/> Muncie, Indiana         | <input type="checkbox"/> Showy & Ostentatious |
| <input type="checkbox"/> Houston, Texas          | <input type="checkbox"/> Mild & Unremarkable  |
| <input type="checkbox"/> Elsewhere:              | <input type="checkbox"/> Something Else:      |

|   |                      |
|---|----------------------|
| <b>BODY</b><br>ATHLETIC FEAT<br>WRESTLING       | <input type="text"/> |
| <b>LOOK</b><br>CUT A PROMO                      | <input type="text"/> |
| <b>REAL</b><br>BREAK KAYFABE<br>WORK REAL STIFF | <input type="text"/> |
| <b>WORK</b><br>WRESTLING                        | <input type="text"/> |

### STATS

You start with:

- ➡ Body 0, Look +1, Real -2, Work -1
- ➡ Then add +1 to one stat of your choice.

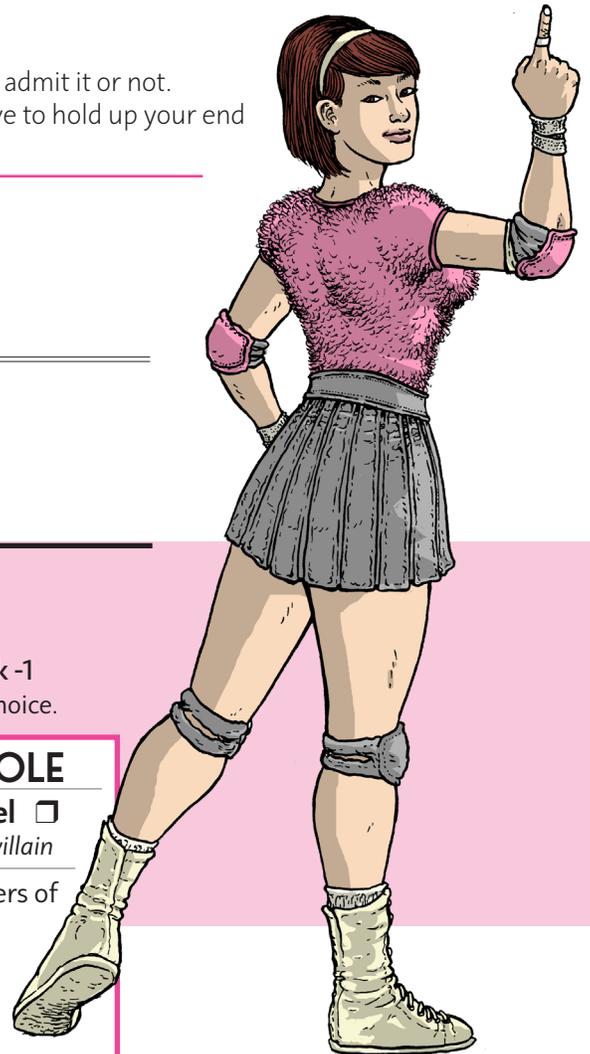
### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).



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### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who did I debut with, then leave behind?
- ➡
- ➡ Who has taken me under their wing?
- ➡
- ➡ Who is jealous of my rapid rise?
- ➡
- ➡ Who has attached themselves to me to feed off of my success?
- ➡

### WANTS

Pick the desire that **most** drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Validation from a Mentor!

You can also change Wants anytime (without taking an Advance).

===== ROLL +HEAT FOR: RUN-IN, WRESTLING ===== YOU HAVE HEAT WITH =====

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

### MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE ANOINTED

## YOUR 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 one:

- ➡ They obviously allow you to get the win (gain +1 Heat with them).
- ➡ They push you to look better (you both gain +1 Momentum).
- ➡ An authority figure calls the match in your favor on a technicality (lose -1 Audience).
- ➡ There's a last-minute change from backstage, **BOOKING** your opponent to win.

PICK 2

**PICTURE PERFECT:** You were born to do this. 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. Creative makes as Hard a Move as you're asking for. Gain +1 Momentum.

**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.
- ➡ Your rematch is **BOOKED** for the loser of *this* match to win.
- On a Botch**, you make a rookie mistake. You each lose -1 Heat with each other.

**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:

- ➡ Place yourself into a match with any opponent.
- ➡ Add a stipulation to a match you're in.
- ➡ Gain +1 Momentum.
- On a Botch**, you get booked into a punitive match.

**BODY**

**LOOK**

**REAL**

**WORK**





## INJURY

When you get injured, check an Injury box. While injured, you can refuse to compete when booked into a match; if you do so, gain +1 Heat with the wrestler you would have faced.

**INJURY** |

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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

**GAIN AN ADVANCE WHEN:**

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You win a big match all on your own
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

**SPEND AN ADVANCE TO:**

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

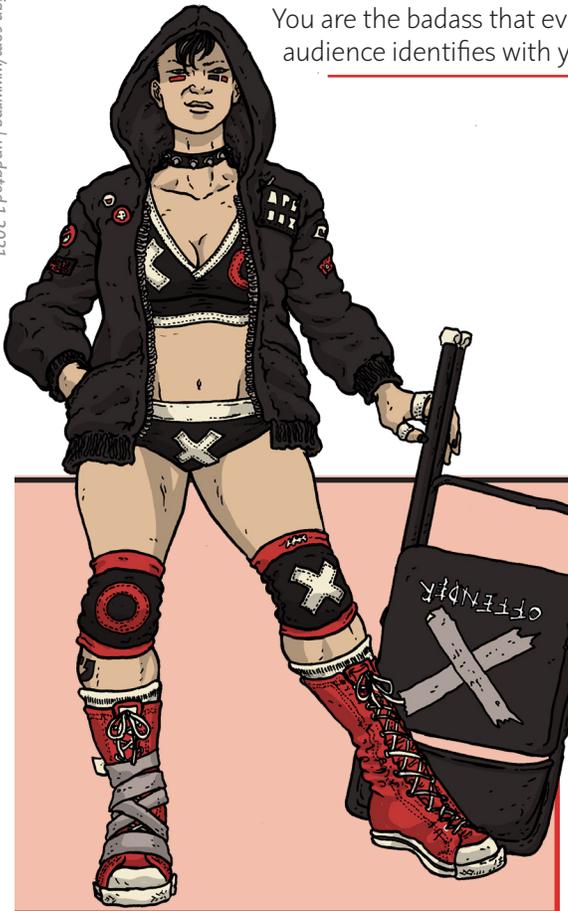
And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Clown or Veteran). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# 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. How do keep your rebellion from going too far?

## NOW MAKING THEIR WAY TO THE RING



### HAILING FROM

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

### ENTRANCE

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

### STATS

You start with:

- ➡ Body -2, Look 0, Real +1, Work -1
- ➡ Then add +1 to one stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who did I kick the shit out of to prove how tough I am?
- ➡
- ➡ With whom do I have a reluctant alliance against a mutual enemy?
- ➡
- ➡ Who have I called out as a slave to management?
- ➡
- ➡ Who wishes they were as cool as me?
- ➡

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Take Down the Boss!

You can also change Wants anytime (without taking an Advance).

ROLL +HEAT FOR: RUN-IN, WRESTLING


YOU HAVE HEAT WITH


### MOMENTUM

SPEND TO ADD  
TO YOUR RESULT  
AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE ANTI-HERO

## YOUR 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**, it's not so easy, choose one:

- ➡ It's rough but does the job (you both gain +1 Momentum).
- ➡ You win via countout, disqualification or interference (gain +1 Heat with your opponent).

**On a Botch**, you're screwed out of victory by an authority figure, **BOOKING** your opponent to win the match.

PICK 2

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

**TWITCH THE CURTAIN:** When you air your legit grievances on camera, you can *roll +Real* for any Move 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.

**RULES? WHAT RULES?:** When you break the rules in a match to your own advantage, *roll +Look*. **On a 10+**, you get away with it, **BOOK** the finish of the match on the fly.

**On a 7-9**, choose: you get away with it and gain +1 Momentum, or you don't and gain +1 Heat with your opponent.

**On a Botch** you are **BOOKED** to lose the match by DQ (and gain +1 Momentum).

**MOUTH OF THE PEOPLE:** When you speak truth to power or act as the fans have been demanding, *roll +Audience*. **On a 10+** pick 2; **on a 7-9**, pick 1:

- ➡ You get a big pop (gain +1 Momentum).
- ➡ Book yourself into a match
- ➡ Put something big on the line in an upcoming match.
- ➡ Someone you're confronting beats you down for what you're saying (gain +1 Heat with them).

**On a Botch**, it's not what they actually wanted to hear. You can't *roll +Audience* for the rest of the Episode.

**BODY**

**LOOK**

**REAL**

**WORK**





## INJURY

When you get injured, check an Injury box, and note who did it. While injured, when you make the Run-In Move on them, *you* pick any 7-9 result instead of them.

**INJURY** |

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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

**GAIN AN ADVANCE WHEN:**

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You win a match with *all* the odds stacked against you
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

## BANKED ADVANCES

**SPEND AN ADVANCE TO:**

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend*. Take an Advanced Role Option.
- Create a *new wrestler* to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage*. Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Anointed, Jobber or Manager). Erase all Injury checks.
- Retire this wrestler* from the business. You can make a new one, or take over an NPW to continue playing.

# THE CALL-UP

You've made a living on the road or in the minor leagues, honing your skills in relative obscurity. You've got a cult following and a lot of experience. Finally, you have an opportunity to make your name on the big stage. Will you take it?

## NOW MAKING THEIR WAY TO THE RING

### 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:



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|   |   |
|---|---|
| <p><b>BODY</b><br/>ATHLETIC FEAT<br/>WRESTLING</p> <p><b>LOOK</b><br/>CUT A PROMO</p> <p><b>REAL</b><br/>BREAK KAYFABE<br/>WORK REAL STIFF</p> <p><b>WORK</b><br/>WRESTLING</p> | <p><b>STATS</b><br/>You start with:</p> <ul style="list-style-type: none"> <li>➡ Body -1, Look 0, Real -1, Work 0</li> <li>➡ Then subtract -1 from one stat of your choice, and add +2 to another.</li> </ul> |
|---|---|

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero*      *You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

➡ Who has sung my praises to get me on the roster?

➡

➡ Who thinks I'm completely overrated?

➡

➡ With whom do I have an old rivalry that can now be restarted?

➡

➡ Who's spot am I threatening to take now that I'm here?

➡

### WANTS

Pick the desire that **most** drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Prove You Belong on this Roster!

You can also change Wants anytime (without taking an Advance).

### YOU HAVE HEAT WITH

ROLL +HEAT FOR: RUN-IN, WRESTLING

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### MOMENTUM

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SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE CALL-UP

## YOUR 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 sandbag you. On a **Botch**, it's sloppy. Choose: You still win, but choose one:   
 ➡ You power through (gain +1 Heat with each other)   
 ➡ You punish them (they take an injury).   
 ➡ You win the match but Creative changes something about your presentation or moveset   
 ➡ Let them counter you, **BOOKING** you to lose.

PICK 2

**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.

**SEEN IT ALL:** You've wrestled in every kind of venue and against every kind of opponent there is. When you're in a match with a stipulation, gain +1 Momentum at the beginning of the match.

**HUNGRY:** You want this so bad you can taste it. When you know you're **BOOKED** to lose a match and you go for a win anyway, **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. On a **Botch**, you lose the match anyway, lose -1 Audience for looking like a chump (and gain +1 Momentum).   
 ➡ Lose -1 Heat with your opponent.   
 ➡ Get pulled out of this feud by Creative.

**REPUTATION:** When you appear on camera for the first time in an Episode, **roll +Real**. On a **10+**, they've all heard of you, pick 2. On a **7-9** there's a vocal minority, pick 1:

➡ Gain Momentum equal to your starting Momentum. On a **Botch**, they've heard of you...and think you suck. Lose -1 Audience.   
 ➡ Add a stipulation to any match.   
 ➡ Gain +1 Heat with your opponent.

**BODY**

**LOOK**

**REAL**

**WORK**

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## INJURY

When you get injured, check an Injury box. While you're injured, you can still wrestle but Creative will not **BOOK** you to win. If you win a match anyway, gain +1 Heat with your opponent.

**INJURY** |

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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You headline a show in the Main Event
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

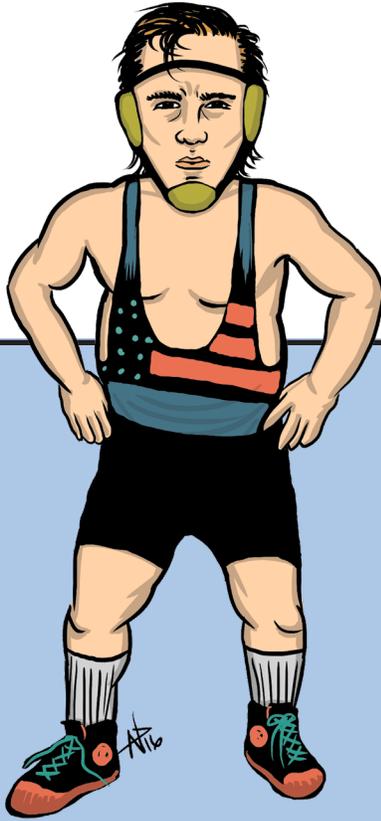
And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (no restriction). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE CLOWN

You are the quintessential entertainer. You bring comedy to the ring and grease the wheels backstage. You may not have many championships, but you move a lot of merch and you always get a pop from the crowd. Is that enough for you?

## NOW MAKING THEIR WAY TO THE RING



ndpdesign.com/wwwrpg | updated 1-2021

### HAILING FROM

- Kalamazoo, Michigan
- Pineville, West Virginia
- Edinburgh, Scotland
- Elsewhere:

### ENTRANCE

- Silly & Comical
- Generic & Forgettable
- Overly Melodramatic
- Something Else:

### STATS

You start with:

- ➡ Body -2, Look +1, Real +1, Work -1
- ➡ Then add +1 to one stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who asks me for tips to add something fresh to their act?
- ➡
- ➡ Who am I overshadowing with my antics?
- ➡
- ➡ Who always turns to me to save their segments when they drop the ball?
- ➡
- ➡ Who thinks I'm a waste of a roster slot?
- ➡

### WANTS

Pick the desire that **most** drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- To Overshadow the Main Event!

You can also change Wants anytime (without taking an Advance).

### YOU HAVE HEAT WITH

ROLL +HEAT FOR: RUN-IN, WRESTLING







### MOMENTUM

SPEND TO ADD  
TO YOUR RESULT  
AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE CLOWN

## YOUR MOVES

**FINISHING MOVE:** When you're **BOOKED** to win a match, roll 2d6. **On a 10+**, you pull off a win! Choose whether you *or* your opponent gains +1 Audience.

**On a 7-9**, they obviously stall for you, choose one:

➡ They make you look bad (gain +1 Heat with them).

➡ You ham it up along with them (you both gain +1 Momentum).

**On a Botch**, you still get the win, but choose one:

➡ It's complete nonsense (lose -1 Audience).

➡ Your opponent refuses to sell it (lose -1 Heat with each other).

PICK 2

**FUNNY IS MONEY:** Take +1 *Look* (max +3). You can still **WORK THE AUDIENCE** even after you've Botched a roll for it.

**SURPRISINGLY TALENTED:** When you *roll +Work* for the **WRESTLING** Move and hit it with a 10+, gain +1 Heat with your opponent.

**COMIC RELIEF:** When you insert yourself into a tense situation, (on or off-camera) *roll +Real*. **On a 10+** it's perfectly timed, pick 2; **on a 7-9**, pick 1:

➡ Gain +1 Momentum.

➡ Add or remove a stipulation to or from a match

➡ Gain a concession you've wanted.

➡ Gain +1 Heat with someone.

**On a Botch**, it was the absolute worst thing you could have done in that moment (and gain +1 Momentum).

**CELEBRITY PROMO:** When you carry a guest star or non-wrestling celebrity through a segment, *roll +Look*. **On a 10+** it goes great! Gain +1 Momentum, and you **BOOK** the celebrity's upcoming match (announce it now, if there's not already one on the card).

**On a 7-9**, you get added into their match; choose whether you're **BOOKED** against them to lose *or* with them as their tag team partner to win.

**On a Botch**, their match is scrubbed and you destroy your promotion's relationship with that guest.

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**BODY**

**LOOK**

**REAL**

**WORK**

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## INJURY

When you get injured, check an Injury box. While injured, if you roll on +*Body* or +*Work* (whichever is lower) while wrestling, choose whether you check another Injury box, or the ref calls an audible and ends the match in a **no contest**.

**INJURY** |

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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +2**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You win a match with serious stakes, surprising everyone
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Anointed). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

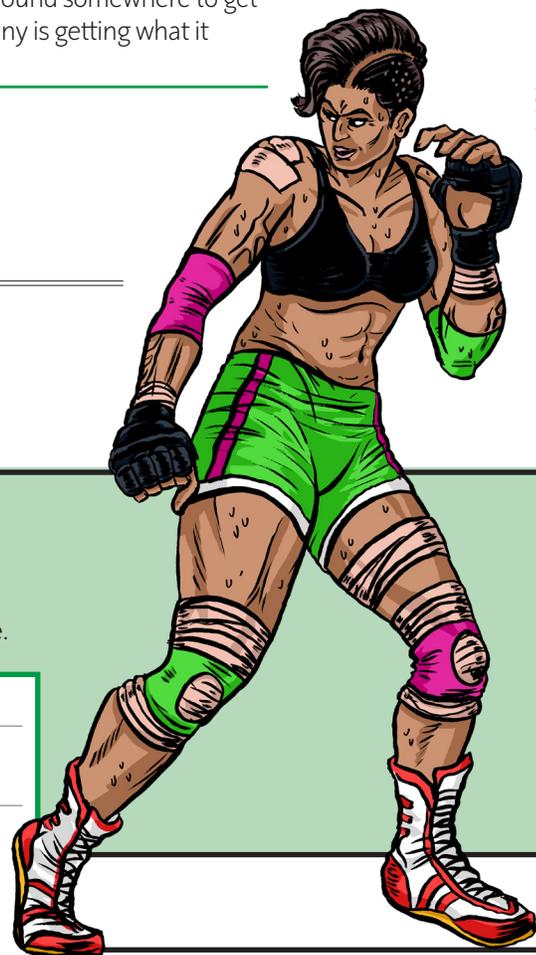
# THE FIGHTER

You have a legitimate fighting background or you're a natural-born hardass who's found somewhere to get paid to scrap. You know how to hurt people for real, when you want to. This company is getting what it wants from you, but how long will you get what you want from them?

## NOW MAKING THEIR WAY TO THE RING

===== HAILING FROM ===== ENTRANCE =====

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|---|--|
| <input type="checkbox"/> Kuwana, Japan          | <input type="checkbox"/> Heavy & Threatening   |
| <input type="checkbox"/> Wigan, United Kingdom  | <input type="checkbox"/> Explosive & Impulsive |
| <input type="checkbox"/> Rio de Janeiro, Brazil | <input type="checkbox"/> Simple & Direct       |
| <input type="checkbox"/> Elsewhere:             | <input type="checkbox"/> Something Else:       |



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| <b>BODY</b><br>ATHLETIC FEAT<br>WRESTLING       | <input type="text"/> |
| <b>LOOK</b><br>CUT A PROMO                      | <input type="text"/> |
| <b>REAL</b><br>BREAK KAYFABE<br>WORK REAL STIFF | <input type="text"/> |
| <b>WORK</b><br>WRESTLING                        | <input type="text"/> |

**STATS**  
You start with:  
 ➡ Body +1, Look -2, Real -1, Work 0  
 ➡ Then add +1 to one stat of your choice.

**CHOOSE YOUR ROLE**

**Babyface** VS **Heel**

*You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

**HEAT**

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who has earned my respect with their legit fighting skills?
- ➡
- ➡ Who did I beat when they challenged me to a shoot fight?
- ➡
- ➡ Who wants to add more entertainment to my repertoire?
- ➡
- ➡ Who am I afraid of?
- ➡

**WANTS**

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- A Legit Fight with a Worthy Opponent!

You can also change Wants anytime (without taking an Advance).

===== YOU HAVE HEAT WITH =====

ROLL +HEAT FOR: RUN-IN, WRESTLING

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| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

**MOMENTUM**

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE FIGHTER

## YOUR 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**, you aren't on the same page as your opponent, and someone gets their bell rung. Choose which one of you takes an injury, and gain +1 Heat with each other. **On a Botch**, it's too real! You suffer a DQ loss, 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 **INTERRUPT** instead of 1. You can choose to compare +*Real* if you have **MARTIAL ARTS TRAINING** or +*Body* if you have **YOU KNOW IT'S FAKE, RIGHT?** instead of +*Work*, on a match-by-match basis.

PICK 1

**MARTIAL ARTS TRAINING:** You use your real skills, when you want to. Take +1 *Real* (max +3).

**YOU KNOW IT'S FAKE, RIGHT?:** Take +1 *Body* (max +3). Whenever you make a Move that involves physically dominating your opponent to get what you want, you can **roll +Body** instead of the usual stat.

**STARE DOWN:** You are known for your intensity. Whenever you stare someone down outside the ring, **roll +Heat** with them. **On a 10+** pick 2, **on a 7-9** pick 1:

- ➡ You drive the rest of the segment. **On a Botch**, they no-sell it and take advantage to take control of the segment (you gain +1 Momentum).
- ➡ Gain +1 Heat with them.
- ➡ They gain +1 Heat with you.

**STRETCHER:** Your job is to break in fresh meat. Whenever you injure someone, **roll +Real**. **On a 10+** pick 2, **on a 7-9** pick 1:

- ➡ You decide who they face next. **On a Botch**, that was *not* the plan, you're in real trouble.
- ➡ You gain their respect.
- ➡ You gain +1 Heat with each other.

:

**BODY**

**LOOK**

**REAL**

**WORK**





## INJURY

When you get injured, check an Injury box. When injured, the +Stat you compare for **SHOOT FIGHTER** needs to be 2 higher than your opponents for the Move to apply.

**INJURY** |





When you spend an Advance, you can erase a check. If you have 4 checks, you can no longer compete.

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

- TOP SPOT**  Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!
- +4**  Start each Episode with 2 Momentum.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You win a match with your shoot skills and *no* injuries
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Jobber, Luchador, Manager or Provocateur). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE Hardcore

You're not the best in the ring 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 your diehard fans. How long can that fact be ignored?

## NOW MAKING THEIR WAY TO THE RING



ndpdesign.com/wwwrpg | updated 1-2021

### HAILING FROM

- Peoria, Illinois
- Truth or Consequences, New Mexico
- Union City, New Jersey
- Elsewhere:

### ENTRANCE

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

### STATS

You start with:

- ➡ Body 0, Look 0, Real -1, Work -1
- ➡ Then add +1 to one stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS  **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who is jealous of my devoted fan base?
- ➡
- ➡ Who is willing to make me bleed?
- ➡
- ➡ Who has returned from an injury I gave them?
- ➡
- ➡ Who can take everything I can dish out?
- ➡

### WANTS

Pick the desire that **most** drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Raise the Bar for Violence!

You can also change Wants anytime (without taking an Advance).

ROLL +HEAT FOR: RUN-IN, WRESTLING


YOU HAVE HEAT WITH


### MOMENTUM

SPEND TO ADD  
TO YOUR RESULT  
AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE HARDCORE

## YOUR 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 one:

- ➡ They stand up to your assault before going down (you both gain +1 Momentum).
- ➡ Sacrifice your body to make it happen, take an injury (and you gain +1 Heat with them).
- On a Botch**, you still get the win, but choose one:
  - ➡ It looks bad (you lose -1 Audience).
  - ➡ You go too hard (you injure your opponent).

**TABLES AND LADDERS AND CHAIRS, OH MY:** Spend 1 Momentum to add the **HARDCORE** Stipulation Move to any match you're booked in: no disqualification, no count outs, and weapons allowed.

PICK 1

- HIGH PAIN TOLERANCE:** You can take it. Take +1 *Body* (Max +3)
- WHAT A WEIRDO:** You have sideshow charisma! Take +1 *Look* (Max +3)

**MASTER OF HARDCORE:** You know how to bleed right. When you're in a Hardcore Match, and you would take an injury, *roll +Body*. **On a 10+**, you and your opponent both gain +1 Momentum. **On a 7-9**, you choose who gains +1 Momentum. **On a Botch**, it's legit, check an Injury box.

**RED MEANS GREEN:** When you're covered in blood, substitute +*Look* for any other stat.

**ARE YOU NOT ENTERTAINED:** When you suffer gross injury, endure humiliation or go down in the face of overwhelming odds, *roll +Real*. **On a 10+** gain +1 Momentum and pick 1, **on a 7-9** pick 1:

- ➡ Gain +1 Audience.
- ➡ Creative books you a revenge match.
- ➡ Gain +1 Heat with your opponent.
- On a Botch**, they are not entertained, lose -1 Audience (and gain +1 Momentum).

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**BODY**

**LOOK**

**REAL**

**WORK**

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## INJURY

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

**INJURY** |

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When you spend an Advance, you can erase a check. If you have 4 checks, you can no longer compete.

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

- TOP SPOT**  Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!
- +4**  Start each Episode with 2 Momentum.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You take multiple injuries and still finish the match
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

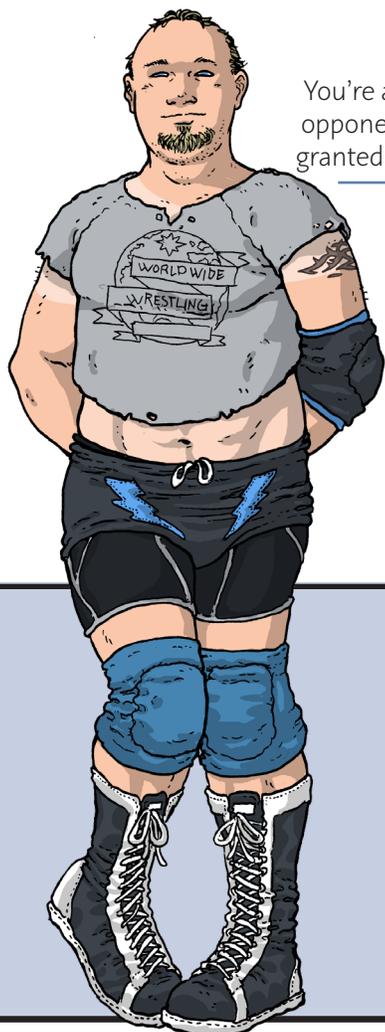
- Transcend*. Take an Advanced Role Option.
- Create a *new wrestler* to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage*. Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Anointed, Call-Up, Jobber or Technician). Erase all Injury checks.
- Retire this wrestler* from the business. You can make a new one, or take over an NPW to continue playing.

# THE JOBBER

You're a nobody to the fans, but critical to the franchise: you're here to lose so that your opponents look great. You aren't famous, but you're key to making others popular. It's taken for granted that you'll always be there to do the job. Is that enough for you?

## NOW MAKING THEIR WAY TO THE RING

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\_\_\_\_\_ HAILING FROM \_\_\_\_\_

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

\_\_\_\_\_ ENTRANCE \_\_\_\_\_

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

### STATS

You start with:

- ➡ Body 0, Look -2, Real 0, Work +1
- ➡ Then subtract -1 from any stat of your choice, and add +1 to another.

### CHOOSE YOUR ROLE

**Babyface** VS  **Heel**

*You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

**BODY**  
ATHLETIC FEAT  
WRESTLING

**LOOK**  
CUT A PROMO

**REAL**  
BREAK KAYFABE  
WORK REAL STIFF

**WORK**  
WRESTLING





### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who can't remember who I am?
- ➡
- ➡ Who was my tag team partner before they made it big?
- ➡
- ➡ Who thinks they're too important to work with me?
- ➡
- ➡ Who is trying to get me bigger paydays to reward me for my work?
- ➡

### WANTS

Pick the desire that **most** drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- A Win Over a Main Event Star!

You can also change Wants anytime (without taking an Advance).

\_\_\_\_\_ YOU HAVE HEAT WITH \_\_\_\_\_

ROLL +HEAT FOR: RUN-IN, WRESTLING







### MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE JOBBER

## YOUR MOVES

**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 the job. Choose whether you gain +2 Momentum or +1 Heat with them. **On a Botch**, you don't sell it right. You both lose -1 Audience.

*If your opponent is another player's wrestler, roll for this Move when they make their Finishing Move (and apply the results of both). If they are an NPW, you roll at the end of the match.*

**CAREER WRESTLER:** If you end an Episode with Audience +4, 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, **reset** your Audience.

PICK 1

**HAM-N-EGGER:** Part of your appeal is how ordinary you are. Take +1 *Real* (max +3)

**SYMPATHETIC:** They want to be on your side. 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.

**EXPERIENCED HAND:** When you pitch an idea for another wrestler, roll +*Real*. **On a 10+** gain +1 Momentum and pick 1, **on a 7-9** just pick 1:

- You **BOOK** the next match they're in.
- They call you out as their next opponent, gain +1 Heat with them.
- They agree to a new opponent of your choice (and they gain +1 Heat with each other).

**On a Botch**, you step on Creative's toes (and gain +1 Momentum).

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**BODY**

**LOOK**

**REAL**

**WORK**

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## INJURY

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

**INJURY** |

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When you spend an Advance, you can erase a check. When you have 4 checks **you're fired**; you're just too much of a liability to keep in the ring.

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

- +4**  Gain an Advance. If you end an Episode at +4, **you can choose to repackage** to any other Gimmick (as the Repackage Advance). If you choose to stay a Jobber, reset to +1 at the beginning of the next Episode.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, reset your Audience!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

*The Jobber cannot be in the Top Spot*

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- Your Audience falls to 0 the first time in an Episode
- You get +4 Audience
- The wrestler you've most put over wins a Championship
- You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Form a Dedicated Tag Team
- Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (no restriction). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE LUCHADOR

You are an iconic Lucha Libre competitor. Whether born into the business or donning the mask out of love for the sport, you represent the unique culture of Mexican wrestling. What does it mean to carry that responsibility with you?



## NOW MAKING THEIR WAY TO THE RING

### HAILING FROM

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

### ENTRANCE

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

### STATS

You start with:

- ➡ Body 0, Look -1, Real -1, Work 0
- ➡ Then add +1 to one stat of your choice.

### CHOOSE YOUR ROLE

- Técnico** VS  **Rudo**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Babyface or Heel Move, respectively, by spending 2 Momentum. You have these additional options:

- TÉCNICO:** an ally comes to your aid, and gain +1 Heat with them.
  - RUDO:** leave an ongoing match to save yourself. You lose the match, and you and your opponent gain +1 Heat with each other.
- When you **deliberately act against your role**, it's a Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

## HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who allied with me on my first team?
- ➡
- ➡ Who is ripping off my high-flying style?
- ➡
- ➡ 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?
- ➡

## WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Unmask My Nemesis!

You can also change Wants anytime (without taking an Advance).

## YOU HAVE HEAT WITH

ROLL +HEAT FOR: RUN-IN, WRESTLING


## MOMENTUM

SPEND TO ADD  
TO YOUR RESULT  
AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE LUCHADOR

## YOUR 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 one:

➡ You have to resort to a boring roll-up pin (gain +1 Heat with them).

➡ You do another high spot to get the pin (and gain +2 Momentum).

**On a Botch**, you still get the win, but the timing is off, choose one:

➡ It looks terrible (you lose -1 Audience).

➡ Injure your opponent.

➡ Injure yourself.

PICK 2

**AMAZING ATHLETICISM:** You make jaws drop with your astounding moves! Take +1 *Work* (Max +3).

**EL HIJO DE...:** You inherited your mask from another popular luchador. Take +1 *Look* (Max +3).

**HUMAN HIGHLIGHT REEL:** The first time in an Episode that you roll a 10+ (*before* spending Momentum) on a high-flying maneuver, gain +1 Audience.

**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 match of the feud.

➡ You cover your face in time and flee.

➡ Someone comes to your aid in time to stop your unmasking.

**On a Botch**, lose -1 Audience, as your mystique is lost.

**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 match, 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 during *any* tag team match.

:

BODY

LOOK

REAL

WORK





## INJURY

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

INJURY





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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

TOP SPOT

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

+4

Start each Episode with 2 Momentum.

+3

Start each Episode with 2 Momentum.

+2

Start each Episode with 1 Momentum.

♦ +1

Start each Episode with 1 Momentum.

0

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

**GAIN AN ADVANCE WHEN:**

➡ Your Audience falls to 0 the first time in an Episode

➡ You take the Top Spot

➡ Your match gets the biggest pop of the night

➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

## BANKED ADVANCES

**SPEND AN ADVANCE TO:**

Gain +1 Audience

Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)

Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)

Create a custom Move for this wrestler

Gain a NPW Manager, Valet or Enforcer

Form a Dedicated Tag Team

➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

**Transcend.** Take an Advanced Role Option.

Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.

**Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Anointed or Monster). Erase all Injury checks.

**Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE LUMINARY

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

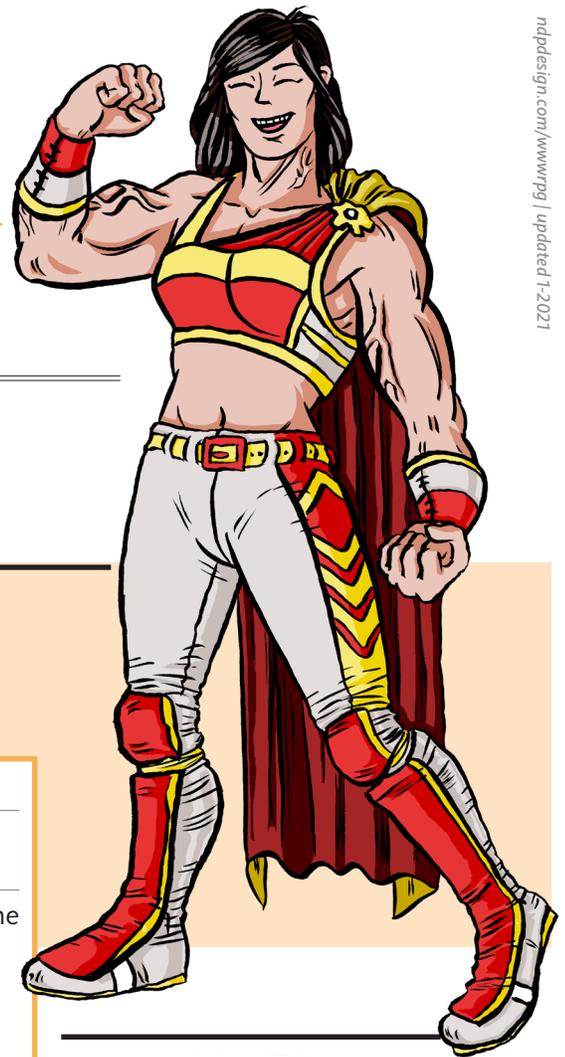
## NOW MAKING THEIR WAY TO THE RING

HAILING FROM

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

ENTRANCE

- Custom Composition
- Pop Music Tie-In
- Crowd-Pleasing Classic
- Something Else:



### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

### STATS

You start with:

- ➡ Body -1, Look +1, Real +1, Work -2
- ➡ Then add +1 to Look or Real.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**   
*You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who was instrumental to my early success?
- ➡
- ➡ Who wants me to just retire already?
- ➡
- ➡ Who is honored to be on my team?
- ➡
- ➡ Who knows about (at least) one my dirty secrets?
- ➡

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Mainstream Recognition!

You can also change Wants anytime (without taking an Advance).

YOU HAVE HEAT WITH

ROLL +HEAT FOR: RUN-IN, WRESTLING







### MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE LUMINARY

## YOUR 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's good enough, gain +1 Momentum. On a **Botch**, you still win, but they're disappointed at your lack of effort, lose -1 Audience.

**I'M THE DRAW:** 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.

➡ Lose all your Momentum instead of losing the Audience. If you have no Momentum you must choose the first option.

PICK 1

**MERCHANDISING:** Your face is on *everything*. Gain +1 Momentum when you first appear during an Episode.

**NEMESIS:** If you're in the Top Spot, 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 this rival (including whether they are a separate performer or played by an existing member of the roster). You must be booked against them as the main event of the next Episode. You start with +2 Heat with your nemesis.

**HIGH EXPECTATIONS:** 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.

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, and lose -1 Audience.

:

BODY

LOOK

REAL

WORK





## INJURY

When you get injured, check two Injury boxes. Your opponent is **BOOKED** a DQ loss for "excessive punishment." If you wrestle while injured, your opponent can only take control of the match from you if they **BREAK KAYFABE** (it can still pass to them as a result of a Move).

INJURY

When you spend an Advance, you can erase a check. If you have 4 checks, you can no longer compete.

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +2**

TOP SPOT

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

+4

Start each Episode with 2 Momentum.

+3

Start each Episode with 2 Momentum.

+2

Start each Episode with 1 Momentum.

+1

Start each Episode with 1 Momentum.

0

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ Your match showcasing your fame is the Main Event
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a *new wrestler* to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (can choose Ace, Manager or Veteran). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# 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 in the spotlight - in and out of the ring. Are you satisfied to be in charge of making others popular?

## NOW MAKING THEIR WAY TO THE RING



===== HAILING FROM ===== ENTRANCE =====

- |   |   |
|---|---|
| <input type="checkbox"/> Memphis, Tennessee | <input type="checkbox"/> None                   |
| <input type="checkbox"/> New York City      | <input type="checkbox"/> Generic & Celebratory  |
| <input type="checkbox"/> Las Vegas, Nevada  | <input type="checkbox"/> Uses Client's Entrance |
| <input type="checkbox"/> Elsewhere:         | <input type="checkbox"/> Something Else:        |

### STATS

You start with:

- ➡ Body -1, Look +2, Real 0, Work -2
- ➡ Then add +1 to one stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

**BODY**  
ATHLETIC FEAT  
WRESTLING

**LOOK**  
CUT A PROMO

**REAL**  
BREAK KAYFABE  
WORK REAL STIFF

**WORK**  
WRESTLING

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### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's 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 with my client?
- ➡
- ➡ Who turned on me when I was their Manager?
- ➡
- ➡ Who knows I have their best interests at heart?
- ➡

### WANTS

Pick the desire that **most** drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title (for your Client)!
- Lead a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Compete in the Ring, Win or Lose!

You can also change Wants anytime (without taking an Advance).

===== YOU HAVE HEAT WITH =====

ROLL +HEAT FOR: RUN-IN, WRESTLING

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### MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When **your client** wrestles someone **you** have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE MANAGER

## YOUR 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're **BOOKED** to win! Choose whether you gain +1 Audience, **or** your client does.

**On a 7-9:** the ref notices your attempt, choose one:

➡ Your client uses your distraction to get the win (they gain +1 Momentum)

➡ You interfere but their opponent still wins (gain +1 Heat with your client).

**On a Botch**, choose one:

➡ Your effort is hilariously obvious, losing you -1 Audience (though your client still wins the match).

➡ The ref tosses you out, **BOOKING** a DQ loss for your client.

**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.

PICK 1

**NEVER UNPREPARED:** You always have a plan, and everyone knows it. Take +1 *Look* (Max +3).

**BRAIN FOR THE BUSINESS:** You're a student of the game and you know how to get the reactions you want. Take +1 *Real* (Max +3).

**BACKSTAGE POLITICS:** When you make the **PLAY POLITICS** Move, you can choose to *roll +Real* instead of *+Audience*. If you are arguing on behalf of your client, add this to the 7-9 result options:

➡ Gain +1 Heat with your Client.

**LOYAL:** When you take action in your client's best interests, *roll +Look*. **On a 10+** pick 2, **on a 7-9** pick 1:

➡ 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**, your attempt backfires, lose -1 Heat with your client as Creative books them against your will in order to punish them for *your* meddling.

:

**BODY**

**LOOK**

**REAL**

**WORK**





## INJURY

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.

**INJURY** |



When you spend an Advance, erase an Injury check. If you have 2 checks, you're too injured to appear at ringside.

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

**GAIN AN ADVANCE WHEN:**

➡ Your Audience falls to 0 the first time in an Episode

➡ You take the Top Spot

➡ You gain a new Client

➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

**SPEND AN ADVANCE TO:**

Gain +1 Audience

Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)

Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)

Create a custom Move for this wrestler

Add a NPW Valet or Enforcer to your stable

Add another NPW Valet or Enforcer to your stable

➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

**Transcend.** Take an Advanced Role Option.

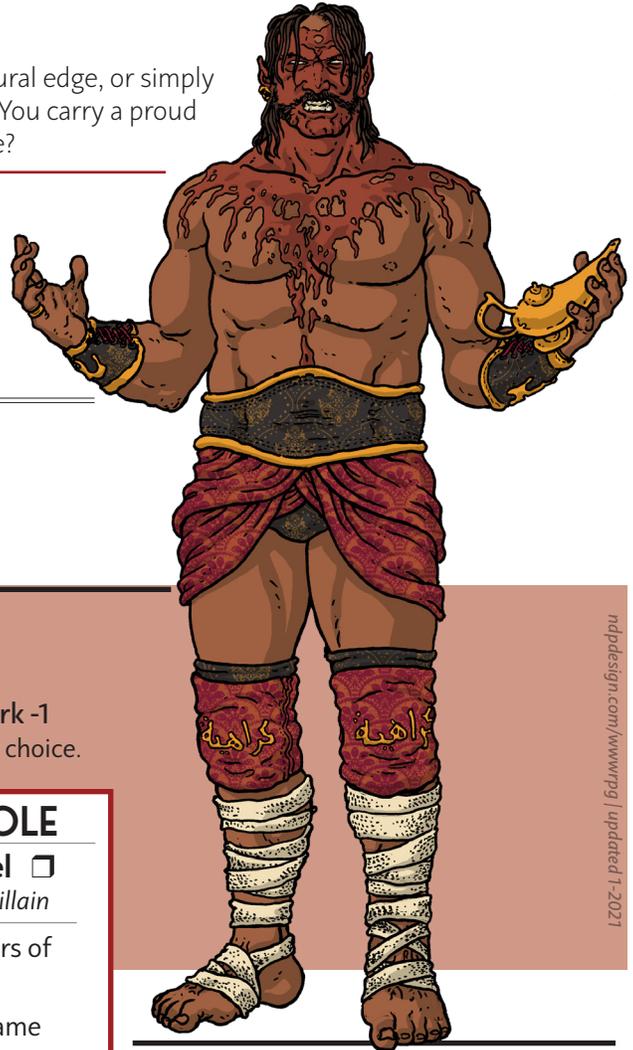
Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.

**Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Anointed, Jobber or Veteran). Erase all Injury checks.

**Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# 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. You carry a proud wrestling tradition on your freakishly broad shoulders. Is that all you are?



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## NOW MAKING THEIR WAY TO THE RING

\_\_\_\_\_ HAILING FROM \_\_\_\_\_ ENTRANCE \_\_\_\_\_

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|---|--|
| <input type="checkbox"/> Parts Unknown                    | <input type="checkbox"/> Thunderous & Impressive |
| <input type="checkbox"/> Dead Horse, Alaska               | <input type="checkbox"/> Overblown & Odd         |
| <input type="checkbox"/> Kill Devil Hills, North Carolina | <input type="checkbox"/> Weird & Mysterious      |
| <input type="checkbox"/> Elsewhere:                       | <input type="checkbox"/> Something Else:         |

|   |                      |
|---|----------------------|
| <b>BODY</b><br>ATHLETIC FEAT<br>WRESTLING       | <input type="text"/> |
| <b>LOOK</b><br>CUT A PROMO                      | <input type="text"/> |
| <b>REAL</b><br>BREAK KAYFABE<br>WORK REAL STIFF | <input type="text"/> |
| <b>WORK</b><br>WRESTLING                        | <input type="text"/> |

### STATS

You start with:

- ➡ Body +1, Look 0, Real -2, Work -1
- ➡ Then add +1 to one stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who is legitimately terrified of me?
- ➡
- ➡ Who's made me look weak?
- ➡
- ➡ Who helps me come up with new directions for my character?
- ➡
- ➡ Who can stand up to me in the ring?
- ➡

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Achieve an Impossible Feat!

You can also change Wants anytime (without taking an Advance).

ROLL +HEAT FOR: RUN-IN, WRESTLING

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YOU HAVE HEAT WITH \_\_\_\_\_

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### MOMENTUM

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SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE MONSTER

## YOUR 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 one:

- ➡ They showcase your strength (you both gain +1 Momentum).
- ➡ 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 you can't control your own strength. Choose whether you lose -1 Audience, *or* you injure your opponent.

PICK 2

**PRODIGIOUS SIZE:** You're just plain enormous! Take +1 *Body* (Max +3)

**SURPRISING AGILITY:** You're light on your feet and capable of more than people think! Take +1 *Work* (Max +3)

**INTIMIDATING:** When you are not in the ring, *roll +Body* instead of +*Look* any time you can bring your imposing size to bear on the situation.

**NOT OF THIS WORLD:** Pick or create a signature match stipulation that showcases your wrestling persona by changing the physical environment of the match. You can add this stipulation to one match per Episode (even if the match already has one). Start the match with +1 Momentum.

**SHOOT KILL:** When you really go after someone, in or out of the ring, you can *roll +Body* instead of any other Stat if the fact that you are larger and stronger is appropriate to the situation.

On a **Botch**, you injure them, (This applies to **BREAK KAYFABE**, **PLAY POLITICS**, **WORK REAL STIFF**, and similar Moves).

:

**BODY**

**LOOK**

**REAL**

**WORK**

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## INJURY

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

**INJURY** |

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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ A worthy opponent *finally* defeats you
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

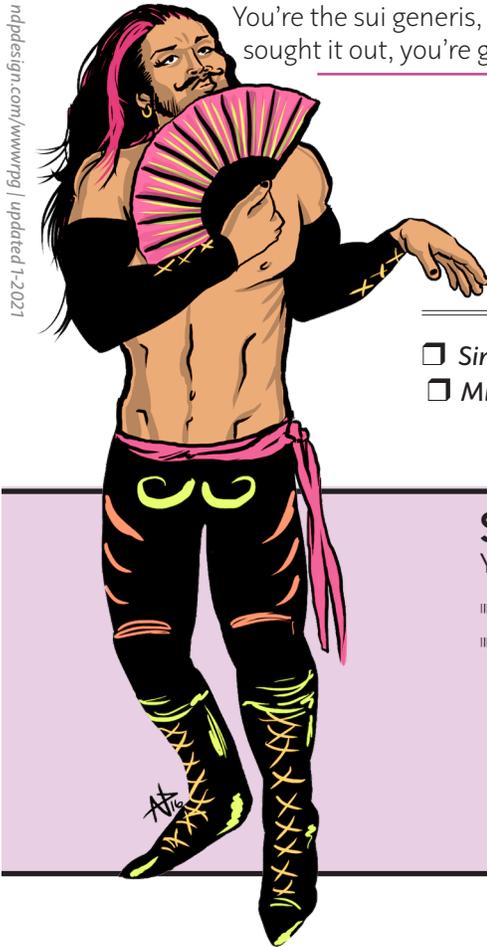
- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot choose Anointed, Jobber, Luchador, Manager or Provocateur). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE PROVOCATEUR

You're the sui generis, the strange one, the weirdo. Whether you've been saddled with this role or you've sought it out, you're great at pushing boundaries. But will you go too far?

## NOW MAKING THEIR WAY TO THE RING

ndpdesign.com/wwwrpg | updated 1-2021



===== HAILING FROM =====

- Sin City
- Milan, Italy
  - Tinseltown
  - Elsewhere:

===== ENTRANCE =====

- Cinematic & Dramatic
- Dark & Emotional
- Off-Kilter & Frenetic
- Something Else:

### STATS

You start with:

- ➡ Body -2, Look +1, Real 0, Work -1
- ➡ Then add +1 to any stat of your choice.

### CHOOSE YOUR ROLE

**Babyface** VS **Heel**   
*You are a hero      You are a villain*

---

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

**BODY**  
ATHLETIC FEAT  
WRESTLING

**LOOK**  
CUT A PROMO

**REAL**  
BREAK KAYFABE  
WORK REAL STIFF

**WORK**  
WRESTLING

## HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who saw the potential in me to excel at being such an oddball?
- ➡
- ➡ Who thinks I'm all smoke and no fire?
- ➡
- ➡ Who is trying to steal my approach?
- ➡
- ➡ Who's starstruck by me, even though we're peers?
- ➡

## WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Bring an Opponent into Your World!

You can also change Wants anytime (without taking an Advance).

===== YOU HAVE HEAT WITH =====

ROLL +HEAT FOR: RUN-IN, WRESTLING


## MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE PROVOCATEUR

## YOUR 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**, they make you work for it, choose one:

- ➡ You get the win through guile instead (gain +1 Heat with them).
- ➡ They help you play up your unique approach (you both gain +1 Momentum).

**On a Botch**, choose one:

- ➡ You still win but it looks terrible (lose -1 Audience).
- ➡ Your opponent saves the match by countering you, **BOOKING** themselves the win (and they gain +1 Audience).

PICK 2

**STRANGELY CAPTIVATING:** When you're the sole focus of a segment, *roll +Look* instead of *+Real*.

**SHOWSTOPPER:** Once per Episode, you can appear in any segment (in ring or out) and turn it into something about you. When you make your appearance, declare your agenda for the segment, and continue on from there. If a player's wrestler tries to buck your plan, they **BREAK KAYFABE**.

➡ Gain +1 Momentum when you make your appearance.

**MIND GAMES:** When you engage in bizarre, outlandish or mysterious behavior to psych someone out, *roll +Look*. **On a 10+** pick 2, **on a 7-9** pick 1:

- ➡ You gain control (of the situation, or of the match).
- ➡ Gain +1 Heat with them.
- ➡ They gain +1 Heat with you.
- ➡ Someone surprises or ambushes them from out of nowhere.

**On a Botch**, the crowd thinks its silly, you lose all Momentum.

**PLAY TO THE CROWD:** When you use your gimmick to highlight, address or confront a real issue real people have in their lives, *roll +Real*. **On a 10+** you nail it, gain +1 Audience.

**On a 7-9**, choose whether it's a hit backstage (gain +2 Momentum) *or* whether someone comes out to take you to task over it (gain +1 Heat with them).

**On a Botch**, you completely mishandle it. Lose -1 Audience *and* you get booked in a punitive match.

:

**BODY**

**LOOK**

**REAL**

**WORK**

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## INJURY

When you get injured, check an Injury box. While injured, you can refuse to compete when you're booked in a match. If you do so, gain +1 Heat with your prospective opponent.

**INJURY** |

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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +2**

**TOP SPOT**

Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!

**+4**

Start each Episode with 2 Momentum.

**+3**

Start each Episode with 2 Momentum.

**+2**

Start each Episode with 1 Momentum.

**+1**

Start each Episode with 1 Momentum.

**0**

Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

**GAIN AN ADVANCE WHEN:**

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ Everyone is talking about you at the end of the show
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

## BANKED ADVANCES

**SPEND AN ADVANCE TO:**

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

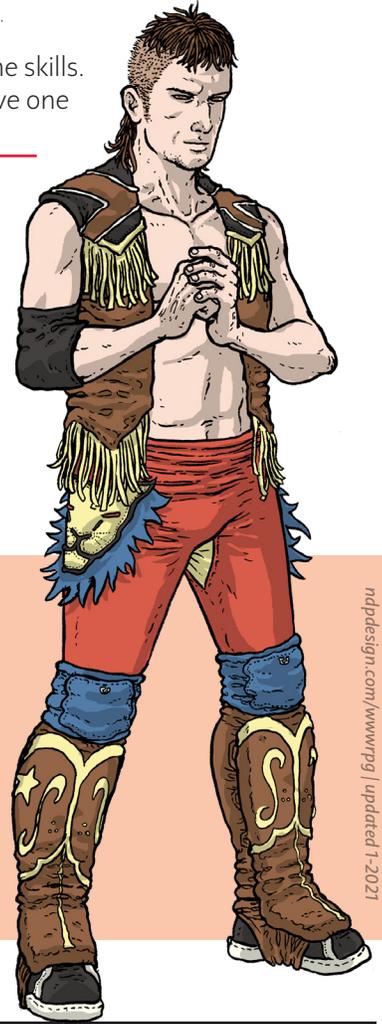
And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (cannot pick Anointed or Jobber). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE TECHNICIAN

Whether you were an amateur sensation or a workhorse in the minor leagues, you have all the skills. Your wrestling ability stands out, but you're continually fighting the assumption you only have one dimension to you. Do you?

## NOW MAKING THEIR WAY TO THE RING



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===== HAILING FROM ===== ENTRANCE =====

- |  |   |
|--|---|
| <input type="checkbox"/> St. Paul, Minnesota     | <input type="checkbox"/> Generic & Easy   |
| <input type="checkbox"/> Calgary, Alberta Canada | <input type="checkbox"/> Loud & Overblown |
| <input type="checkbox"/> Manchester, England     | <input type="checkbox"/> Raw & Intense    |
| <input type="checkbox"/> Elsewhere:              | <input type="checkbox"/> Something Else:  |

|   |                      |
|---|----------------------|
| <b>BODY</b><br>ATHLETIC FEAT<br>WRESTLING       | <input type="text"/> |
| <b>LOOK</b><br>CUT A PROMO                      | <input type="text"/> |
| <b>REAL</b><br>BREAK KAYFABE<br>WORK REAL STIFF | <input type="text"/> |
| <b>WORK</b><br>WRESTLING                        | <input type="text"/> |

### STATS

You start with:

- ➡ Body 0, Look -2, Real -1, Work +1
- ➡ Then add +1 to any stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS  **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who was holding me back as my tag team partner?
- ➡
- ➡ Who's learning new skills by watching me in the ring?
- ➡
- ➡ Who's jealous of my technical ability?
- ➡
- ➡ Who is trying to teach me skills I need for outside of the ring?
- ➡

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- Make a Superior Opponent Tap Out!

You can also change Wants anytime (without taking an Advance).

===== YOU HAVE HEAT WITH =====

ROLL +HEAT FOR: RUN-IN, WRESTLING

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

### MOMENTUM

SPEND TO ADD TO YOUR RESULT AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE TECHNICIAN

## YOUR 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 one: **On a Botch**, choose one:

➡ You have to slap a real submission hold on them (gain +2 Momentum)

➡ They no-sell your finish and you have to go back to the well (gain +1 Heat with them).

➡ It's sloppy, but you win the match (lose -1 Audience)

➡ You go overboard with your hold, injuring your opponent. The match ends in a *no contest*.

PICK 2

**FORMER AMATEUR CHAMPION:** You hold legit amateur wrestling accolades. Take +1 *Real* (Max +3).

**TECHNICAL EXPERT:** You're a student of the sport, and you've learned well. Take +1 *Work* (Max +3).

**EXCELLENCE OF EXECUTION:** You *roll +Work* for your **FINISHING MOVE** (instead of flat 2d6).

**TWEENER:** You use the opposite Role Move of anyone you're squaring off with (in or out of the ring). So, if you're facing a Babyface, you use the **HEEL MOVE**, and if you're facing a Heel, you use the **BABYFACE MOVE**. You still choose whether you're a Babyface or Heel in general and count as that choice for everything other than making Role Moves.

**SPORTSMANSHIP:** When you shake hands with another wrestler, *roll +Real*. **On a 10+**, pick 2, **on a 7-9**, pick 1:

➡ You both gain +1 Momentum

➡ You gain +1 Heat with each other

➡ You pick who attacks who (or if nobody does).

**On a Botch**, they attack you before your hands touch (and they gain +1 Momentum).

:

BODY

LOOK

REAL

WORK





## 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 +1 Momentum.

INJURY |




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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +1**

- TOP SPOT**  Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!
- +4**  Start each Episode with 2 Momentum.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

➡ Your Audience falls to 0 the first time in an Episode

➡ You take the Top Spot

➡ You win a big match specifically via superior technique

➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a *new wrestler* to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (no restriction). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE VETERAN

You are an established name. You work every night, whether to help out the new blood or to keep a lock on your position on the card. You have a dedicated fan base, and you're ready to create an enduring legacy.



## NOW MAKING THEIR WAY TO THE RING

### HAILING FROM

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

### ENTRANCE

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

### STATS

You start with:

- ➡ Body -1, Look 0, Real -1, Work +1
- ➡ Then add +1 to any stat of your choice.

### CHOOSE YOUR ROLE

- Babyface** VS **Heel**
- You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

- ➡ Who have I decided is killing the business with their performance?
- ➡
- ➡ Who is my protégé?
- ➡
- ➡ Who has no respect for all the work I've put into this company?
- ➡
- ➡ Who is desperately seeking my approval?
- ➡

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- To Cement Your Legacy!

You can also change Wants anytime (without taking an Advance).

### YOU HAVE HEAT WITH

ROLL +HEAT FOR: RUN-IN, WRESTLING

### MOMENTUM

SPEND TO ADD  
TO YOUR RESULT  
AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# THE VETERAN

## YOUR 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**, they make you work for it, choose one:

- ➡ You use your veteran skills to force the win (gain +1 Heat with them)
- ➡ You let them look strong in defeat (they gain +1 Audience).

**On a Botch**, you squeak out a win by countout, disqualification or interference (Creative's choice), and you lose -1 Audience.

**RING GENERAL:** Gain +1 Momentum when you start a match.

PICK 1

**TOP OF THE CARD:** You can make the **OVER MOVE** even when you're not in the Top Spot. You have as much Momentum to spend as you start the Episode with due to your current Audience. When you are in the Top Spot, you have 4 Momentum to spend instead of 3.

**RESPECT THE BUSINESS:** When you **PLAY POLITICS** in order to preserve wrestling tradition, you count as having 1 more Audience. When you act to preserve wrestling tradition on camera, you can **roll +Look** instead of any other Stat.

**BURY 'EM:** When you go to management to stop another wrestler's push, **roll +Real**. **On a 10+** you stage their next segment or **BOOK** their next match to their detriment. **On a 7-9** pick 1:

- ➡ You **BOOK** yourself to win next time you wrestle them
- ➡ Add a stipulation to their next match that's designed to make them look bad.
- On a Botch**, it backfires, you accelerate their push instead.

**PUT 'EM OVER:** When you show vulnerability to an opponent in the ring in order to make them look good, **roll +Work**. **On a 10+**, you both gain +1 Audience.

**On a 7-9**, one of you gains +1 Audience and the other loses -1 Audience, your opponents choice. **On a Botch**, you lose -1 Audience and your opponent resents you for your pandering.

:

**BODY**

**LOOK**

**REAL**

**WORK**





## 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.

**INJURY** |




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

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE +2**

- TOP SPOT**  Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!
- +4**  Start each Episode with 2 Momentum.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot
- ➡ You lose to someone in order to make them a star
- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

### BANKED ADVANCES

#### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick (choose from Ace, Luminary or Manager). Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.

# THE PROMOTION

Promotions live, grow and change along with the roster.

## NAME & DESCRIPTION

- :
- :
- :
- :
- :
- :

### SUPPORTS

These are core elements your Promotion is built on, what differentiates you from the competition. **Pick 2:**

- Devoted Following*
- Mainstream Appeal*
- Kid-Friendly*
- Cultural Crossover Appeal*
- Dedicated Home Arena*
- Cable TV Deal*
- Large War Chest*
- Social Media Expertise*
- High-Concept Storylines*
- Theatrical Presentation*
- Strong Kayfabe*
- Inclusive Culture*
- Combat Sport Focus*
- Diverse Roster*
- Motivated Roster*
- Elite Production Staff*
- Trustworthy Management*
- Unbroken Title Lineage*
- 
- 

### REACH

This is the geographic area or media market that you can reach with your shows. **Pick your starting Reach:**

- LOCAL:** *You perform for a small audience that is mostly the same from show to show!*
- MUNICIPAL:** *You perform in a city or multiple-city shared market!*
- REGIONAL:** *You perform in a circuit or in a media market that covers multiple cities!*
- NATIONAL:** *Your shows can be located or broadcast anywhere in the country!*
- INTERNATIONAL:** *You can perform or be seen anywhere in the world!*

### STRUGGLES

These are specific issues you face as a company, and that put the future of your Promotion in jeopardy. **Pick 2:**

- Niche Fanbase*
- Hostile Fanbase*
- In Debt*
- Hostile Silent Partner*
- Disgruntled Talent*
- Green As Grass Roster*
- Poor Facility Maintenance*
- No Merch Production*
- No License to Operate*
- Created as a Tax Writeoff*
- Bad Sponsorship Deal*
- Outlaw Federation*
- Fractured Creative Vision*
- Bloated Roster*
- Behind the Times*
- Shock Value Booking*
- Convolutd Lore*
- Theatrical...Pretensions*
- 
- 

### TIER & AUDIENCE

Your Tier tracks how your Audience grows over time. **Start at Tier 0.**

TIER |

Your Tier Threshold is the total amount of Audience your roster needs to accumulate before Tiering Up.

**It is equal to Tier + (# of player wrestlers x 3):**

TIER THRESHOLD |

At the top of an Episode where your roster's total Audience *exceeds* the Tier Threshold:

- ▣ Increase your Tier by 1.
- ▣ The wrestler in the Top Spot picks a Tier Effect.
- ▣ All wrestlers reset their Audience.
- ▣ Creative picks an Advance.

### ADVANCEMENT

WHEN YOU TIER UP, PICK ONE:

- Unlock **Mythic Moments**
- Unlock **Specialist Moves**
- Unlock an **Audience Move**
- ▣ Unlock an **Audience Move**
- Add a **new Championship**
- Add a **new Championship**
- Retire an **old Championship**
- Debut a **new Main Event NPW**
- Debut a **new Main Event NPW**
- Retire a **Main Event NPW**
- Start an **Invasion Angle**

### TIER EFFECTS

When you Tier Up, the wrestler in the Top Spot picks one. If nobody is in the Top Spot, Creative picks one.

- ▣ **Add or remove a Support**, reflecting the cause or effect of your new audience.
- ▣ **Increase or decrease your Reach**, reflecting expansion or consolidation of your audience.
- ▣ **Remove a Struggle**, reflecting how your new fans helps manage that issue.
- ▣ **Add a Struggle**, reflecting an unintended consequence of new eyes on your product.
- ▣ *If your Promotion has no Struggles, you must add one - nothing is perfect.*

# THE PROMOTION

## MYTHIC MOMENTS

The Basic Moves below can be made into Mythic Moments. When a roll for one of these Moves is a **12+ before spending Momentum**, the player may spend all of their Momentum to make it a Mythic Moment.

- ➡ If they have no Momentum, they cannot make a Mythic Moment.
- ➡ If they have a negative stat, they can still make a Mythic Moment on a natural 12 on the dice.

Check off each Mythic Moment when it's made. Each can only be made once until the next Audience **reset**.

**ATHLETIC FEAT:** You've exceeded human capacity to join the pantheon of wrestling legends. Pick either:

- ➡ Your feat becomes imitated worldwide, by fans and other wrestlers. Gain +1 Audience. Your Audience Reset number permanently goes up by 1 (Max +3).
- ➡ You become immortalized in the highlight reels of your Promotion. Describe exactly how that looks. Gain +1 Momentum when you make your first appearance in every Episode from now on.

**BREAK KAYFABE:** Your action becomes the symbol of *when things changed*. Pick either:

- ➡ You **BOOK** all of your matches until the next Audience reset. Your Audience Reset number permanently goes up by 1 (Max +3).
- ➡ You expose something backstage impossible to ignore. Creative must acknowledge this on-screen and you pick one Tier Effect to reflect the change you demand. Gain +1 Audience.

**CUT A PROMO:** Your promo becomes part of professional wrestling canon. Pick 1:

- ➡ Simply referencing this promo counts for the **CHEAP HEAT** Move, for everyone on the roster, forever.
- ➡ Your promo goes viral, and everybody knows it even if they don't know you. Your Audience Reset number permanently goes up by 1 (Max +3).
- ➡ This takes you to the next level of your craft. Take an Advanced Role right now, without spending an Advance.

**WORK THE AUDIENCE:** They'll never forget being in *this* crowd. Pick either:

- ➡ Add an Audience Move of your choice to the rest of this Episode.
- ➡ You whip them into a real frenzy. Gain +1 Audience as they storm the ring!

**RUN-IN:** You've perfectly captured a turning point in the storyline. **BOOK** the result of your run-in on the fly. Then, gain +1 Heat with each other and you pick 1:

- ➡ It's turned to a blood feud. You and your target can only wrestle each other until this thing is resolved.
- ➡ You've gained the upper hand. You can pick any stipulations you want for your opponent's matches until the next Audience Reset (whether you're booked in them or not).
- ➡ This is going to get settled tonight! Your big match is the new main event of the Episode. You and your opponent both gain +1 Audience, as the crowd gets exactly what they want.

**WRESTLING:** This move goes into your highlight reel. Keep control of the match, and pick 1:

- ➡ You impress everyone. You are now **BOOKED** to win the match.
- ➡ You steal the show. Gain +1 Audience.
- ➡ You do the job. Your opponent gains +1 Audience.
- ➡ You upstage someone. Say who comes out to help your opponent. You gain +1 Heat with each other, and you're **BOOKED** to lose the match.

## AUDIENCE MOVES

Once unlocked, you can add an Audience Move to any Episode whenever it makes sense. Good times to do so are:

- ➡ As a Hard Move to reflect the crowd's response to a Botch.
- ➡ When going into a venue or territory for the first time.
- ➡ To reflect a change in Supports or Struggles.

**BORED CROWD:** Why are these people even here? This crowd is just not into the show.

- ➡ Wrestlers start the Episode with no Momentum. If in the Top Spot, make the **OVER** Move but do not take unspent Momentum.
- ➡ If you apply this Move mid-Episode, all wrestlers lose 1 Momentum.
- ➡ Any wrestler who manages to gain Audience in front of this crowd gains the Momentum for their new Audience score at the same time, as the fans finally start cheering for *something*.

**HOSTILE CROWD:** This audience is unhappy with what's been going on in your Promotion. They're looking for things to boo.

- ➡ When a wrestler gains Audience, they also have to spend 1 Momentum. If they can't or won't, they don't gain the Audience.
- ➡ When a wrestler Botches on any roll, including on the **WRESTLING** Move, they lose 1 Momentum in addition to the standard effects.
- ➡ If a wrestler hits a 10+ on **WORK THE AUDIENCE**, they've won the crowd over—temporarily. Ignore the other effects of this Audience Move for the rest of their match or segment.

**INDIE CROWD:** This die-hard crowd is more interested in the wrestlers than the Promotion and your storylines.

- ➡ Each wrestler's Audience for this Episode is equal to their +Work. If in the Top Spot, add +1 Audience. If Work is 0 or negative Work, they have Audience +1. If they end the Episode with 0 Audience, it's up to Creative whether they truly face being fired or not. Return Audience scores to their pre-Episode position after the Episode.
- ➡ When a wrestler hits the **WRESTLING** Move on a 10+, they gain an additional +1 Momentum in addition to the standard effects.
- ➡ When a wrestler Botches on any Move, the crowd turns on them. Decide whether they ironically chant for someone else (and that wrestler gains +1 Momentum) or for themselves (and nobody can make the **WORK THE AUDIENCE** Move for the rest of the show).

**OLD-SCHOOL CROWD:** Kayfabe is dead, but don't tell this crowd. They love babyfaces and *hate* heels.

- ➡ Each wrestler's +Real is -1 from its usual rating (minimum -2).
- ➡ When a Babyface gains Audience, they take +1 Momentum as the crowd erupts with euphoria. When a Heel gains Audience, they take +1 Momentum as the crowd storms the ring with rage.
- ➡ If a Babyface and Heel gain Audience in the same match or segment, the crowd riots and the Episode comes to a premature end!

**STARSTRUCK CROWD:** This crowd is here to see the stars they already love and pop for the spectacle.

- ➡ Whoever is in the Top Spot for this Episode can be joined but is not bumped out of it.
- ➡ The max Momentum you can spend on a roll is equal to your Audience (+5 if you're in the Top Spot).
- ➡ When someone in the Top Spot makes their first appearance (including the first appearance after gaining it in the Episode), they take +1 Momentum.
- ➡ Whenever a wrestler Botches a Move, the crowd tunes out. In addition to the effects of the Botch, you lose -1 Heat with whoever you're working with (or the most appropriate wrestler if you're not in a match or are alone in a segment).

# GIMMICK:

## NOW MAKING THEIR WAY TO THE RING

HAILING FROM

- 
- 
- 
- Elsewhere:

ENTRANCE

- 
- 
- 
- Something Else:

### STATS

You start with:

Body , Look , Real , Work

STAT ADJUSTMENT:

### CHOOSE YOUR ROLE

Babyface VS Heel

*You are a hero      You are a villain*

Start with +1 Heat with wrestlers of the opposite Role.

You can use the Move of the same name by spending 2 Momentum.

When you **deliberately act against your role**, it's a Face Turn or a Heel Turn. Switch Roles, and gain +1 Heat with who you turn on (or away from).

### BODY

ATHLETIC FEAT  
WRESTLING

### LOOK

CUT A PROMO

### REAL

BREAK KAYFABE  
WORK REAL STIFF

### WORK

WRESTLING

[ndpdesign.com/wwwrpg](http://ndpdesign.com/wwwrpg) | updated 1-2021

### HEAT

When you debut your wrestler, generate Heat with your competition. Ask 1 question per other player. When answered, gain +1 Heat with that player's wrestler.

Q 1:

→

Q 2:

→

Q 3:

→

Q 4:

→

### WANTS

Pick the desire that *most* drives you. When you have a match that satisfies your Want, take an Advance and pick a new Want.

- A Championship Title!
- Join a Group!
- Revenge!
- Domination!
- Adulation of the Crowd!
- UNIQUE WANT:**

You can also change Wants anytime (without taking an Advance).

YOU HAVE HEAT WITH

ROLL +HEAT FOR: RUN-IN, WRESTLING

### MOMENTUM

SPEND TO ADD  
TO YOUR RESULT  
AFTER ANY ROLL

When you wrestle someone you have +4 Heat with, **gain +1 Audience**. If you don't cross paths with someone in an Episode, **lose -1 Heat**.

# GIMMICK:

## YOUR MOVES

FINISHING MOVE:

:

:

:

:

:

**BODY**

**LOOK**

**REAL**

**WORK**

## INJURY

Injury Rules:

## INJURY

Draw in the number of Injury boxes for this Gimmick. When you spend an Advance, you can erase a check. If you have \_\_\_ checks, you can no longer compete.

## AUDIENCE

This is how popular you are with the crowd!

**YOU START AND RESET TO AUDIENCE:**

- TOP SPOT**  Gain an Advance. Anyone you knock out of the Top Spot resets their Audience. Make the **OVER** Move at the top of each Episode!
- +4**  Start each Episode with 2 Momentum.
- +3**  Start each Episode with 2 Momentum.
- +2**  Start each Episode with 1 Momentum.
- +1**  Start each Episode with 1 Momentum.
- 0**  Gain an Advance. If you have 0 at the end of an Episode, you're fired!

ROLL +AUDIENCE FOR: WORK THE AUDIENCE, PLAY POLITICS

## ADVANCEMENT

### GAIN AN ADVANCE WHEN:

- ➡ Your Audience falls to 0 the first time in an Episode
- ➡ You take the Top Spot

### UNIQUE TRIGGER:

- ➡ You satisfy your Want (and pick a new one)

You can spend Advances immediately, or bank them and spend them when you'd like.

## BANKED ADVANCES

### SPEND AN ADVANCE TO:

- Gain +1 Audience
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Pick another Move (from this Gimmick or any other, including a Move that increases a Stat)
- Create a custom Move for this wrestler
- Gain a NPW Manager, Valet or Enforcer
- Form a Dedicated Tag Team
- ➡ Choose whether or not to erase an Injury check every time you spend an Advance.

And once you've picked 3 of those:

- Transcend.** Take an Advanced Role Option.
- Create a **new wrestler** to play (instead of, or alongside, this one). They debut in the next Episode.
- Repackage.** Pick an NPW to play for the next Episode. Then return this wrestler with a new Gimmick. Erase all Injury checks.
- Retire this wrestler** from the business. You can make a new one, or take over an NPW to continue playing.