WILD WORLD WRESTLING

MAIN EVENT EDITION

RULEBOOK

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DEDICATION
To Nelson Griffith, with a ten-bell salute. Rest in Peace, Mauler.

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OPENING BELL

You're about to enter the biggest, baddest war ever inside a squared circle. Bones may break, blood may shed, pride may shatter — such is the price for victory.

And to the victor shall go the spoils: the fame, fortune, and dominating reign of a champion.

This is where your imaginary personas do battle between the ropes, with nonstop action powered by innovative moves created on-the-fly by you.

This is where you not only become part of a wrestling show, but have an active hand in scripting the destiny of an entire roster through promos, run-ins, brawls, impromptu twists and turns.

This is where you discover you CAN do better than the creatives booking for megacorporate promotions, even when a card might start off with the crowd watching the painted logo dry, because anything can truly happen in that very ring.

This is Wild World Wrestling.

OVERVIEW

WWW traces its lineage to an officially licensed pro wrestling role-playing game. While the product undeservedly met virtual neglect from the publisher, the rule system was popular enough to spawn a cult following. Wild World Wrestling is a refinement of that system, keeping the best parts and improving the rest to enhance the fun experience offered by its predecessor. In fact, aside from retaining a d20 for resolution, nearly all vestiges of the mechanics adapted from a certain OGL design have been removed. Gone are the character classes, saving rolls, and baggage that were never quite a complementary fit for anything beyond the fantasy genre. A more free form, intuitive, and — dare we say? — exciting upgrade has been installed in place without losing any of the flavor. Some, if not most, of the lingering problems and disconnects have also been fixed. So, a little forewarning to all of you favoring 7'-tall, 400+ pound giant wrestlers, WWW is not exactly going to be a walkover… In addition, the revision has implemented several new wrinkles in the good way, from options to push and de-push your wrestlers, to mechanical answers for the quandary of unearthing legendary competitors out of retirement for a brief run. Let's just say Wild World Wrestling is definitely not just an old ring with new ropes!

Semi-Kayfabe Player Versus Player

Each game session of Wild World Wrestling is like a card of matches taking place at a local sports venue, an episode of a televised wrestling show, or a huge pay-per-view extravaganza. Over the course of any such spectacle, virtually anything can happen — outrageous characters, emotional interviews, intense stare downs, bone-crushing moves and countermoves, free-for-all brawls, backstage sneak attacks, even surprise betrayals.

The matches in WWW are kayfabe — as per the reality occurring in the world of pro wrestling. There are no predetermined outcomes. The characters' wins and losses matter, especially for their advancement. However, through Star Power and Flaws the players are afforded meta-gaming abilities to sway the supposedly random outcome and consequently the storylines akin to a booking committee, honoring the business tradition of deciding who among your stable of characters are worthy of a bigger limelight, and who shall face relegation to effectively jobber status, regardless of level. In that sense, the game is encouraging you to take on a dual role: one of the wrestler you are playing, fighting hard for a victory as real as the sky above your head, and one of a detached booker who makes compromises and perhaps sacrifices in order to advance an angle for the pure joy of… well, a much superior storyline than the creatives could muster for their megacorporate promotional masters.
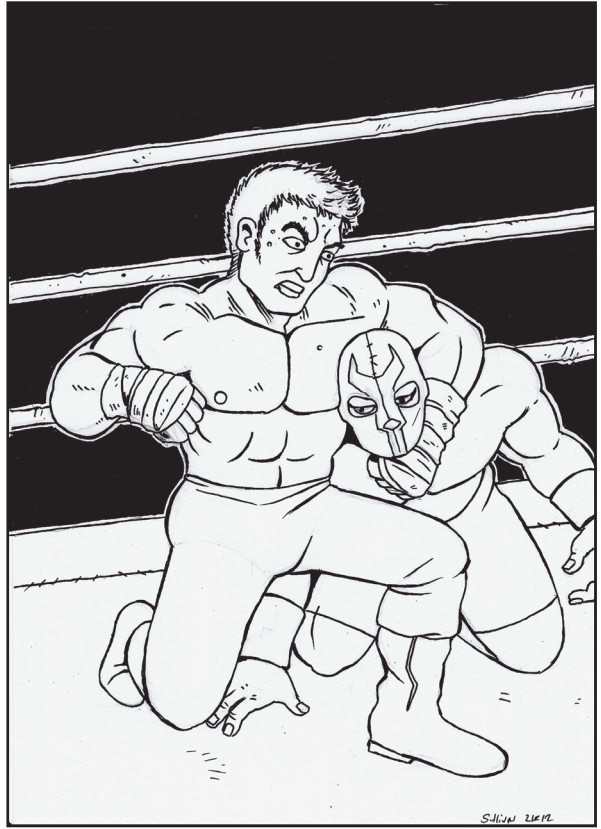
Stable of Characters

Make several characters. Not just one kind but spread over the gamut of faces and heels, singles and tag teamers, power and finesse, short and tall, fat and skinny, can-barely-fight-worth-a-dang and born-and-bred world-beaters. Not just wrestlers either, but across the spectrum of managers and valets, announcers and interviewers, referees and

officials, of diverse temperaments and predilections. Those of you who played this way before know it's fun (even though you probably have a secret favorite or two… we all do), and a good way to keep you occupied when you have no one involved in a match. Those of you who never played this way before should trust those who did that it's fun. Seriously. Try it.

Of course, if it ends up not your cup of tea and that you're having a blast running just one character and not even a wrestler at that (hi Susan!), don't let anyone deter your enjoyment! The only right way to play a game is the fun way.

Not Sweating the Small Stuff

This game is not going to care that a piledriver is actually comprised of three or four sub-moves, each taking 1.38727 phases to complete, but only if you make a roll on the chart for Badass Move Set 64 because it's not in your character's limited basic repertoire. Nor does it break down a flurry of reversals possible in a jumping cutter vs. cross armbreaker duel into minutiae. You just pick and roll for the "big move" you want to do. How the sequence actually culminates is only the icing on the cake. It can be as wild as you care to describe it — which for a game calling itself Wild World Wrestling is essential.

It also helps that the system feature a simple way to build and change moves as you go. And even if you can't tell a wristlock from a wrist watch, as the joke goes, describe to the Promoter — he is the one running the game — what you want to do: "Grab and twist his neck around as I run along the top rope, then jump off with a boot to the head!" (or something akin to a good start like that), and he'll quickly work out the modifiers for you to make a roll. You should be able to pick it up yourself after a couple tries. Heck, it's so easy a caveman… Yes, he can. Believe us.

Hey, This is New!

Those familiar with the original edition and game system might notice that some things are different. This is because we have revised and outright changed a couple of rules — the most obvious and significant being how submission works: instead of roll vs. damage, it is now a three-count system mirroring pinfalls.

Basically, the Main Event Edition is designed to ramp up the action even more and for your characters to be even more like the pro wrestlers you see on a show.

No GM Necessary

A WWW match, like the big-brand iteration prior, can be played without a GM. When you're either short of time or players, or just in mood for some unrelenting head-bashing fun without heavy role-play, grab someone and dive right in. Even solo matches are viable since you never know how the die is going to bounce!

Speaking of diving right in, shall we begin? Ding, ding!

2
COMING DOWN THE AISLE

Pro wrestling is about colorful characters. But since you're reading this, you're probably either a fan already or curious about how the game system works. So let's skip the intro about having a concept, gimmick, ad infinitum and get right down to the business of making a character.

ATTRIBUTES

Five attribute scores define your wrestler's basic aptitudes: Power (POW), Athleticism (ATH), Brawn (BRW), Instinct (INS), and Flair (FLR). They are expressed as bonus or penalty, normally ranging from -5 to +5, with 0 (conferring neither bonus nor penalty) being the average for a typical ham-and-egger.

Almost every die roll you make is modified by one of your abilities. A smart wrestler is more likely than an obtuse one to sniff out an ambush, and a slow brawler will be hard-pressed to beat a high flyer in a foot race. Your attributes give bonus or penalty to these kinds of rolls directly.

Athletics (ATH)

This is your hand-eye coordination, agility, reflexes, and balance. Athleticism is important if you want to be quicker than a hiccup and able to hit high-risk aerial moves with consistency.

You apply your Athleticism to:

- Rolls when performing athletic maneuvers, such as dropkick, flying body splash, moonsault, sunset flip, and tornado DDT.
- Damage rolls for aerial maneuvers.
- Opposed rolls to raise your shoulder or reach the rope and end pin attempts.
- Opposed rolls to twist or flip your way out of a submission hold.
- Rolls to avoid taking falling damage and being thrown over the top rope in a battle royal.
- Rolls to beat countout.

Brawn (BRW)

This is your stamina and physical fortitude. Brawn equates to your ability to take a beating so it's important for everybody.

You apply your Brawn to:

- Rolls when performing brawling maneuvers, such as chair shot, elbowdrop, forearm smash, punch, and stomp.
- Damage rolls for brawling maneuvers.

- Rolls to withstand submission holds long enough to escape.
- Rolls to avoid stun effect from maneuvers.
- Determine your thresholds for Fatigue, Injury, and Submission.

Flair (FLR)

This is your fan appeal and star quality. Someone with a high Flair has good ring presence. It also influences your popularity, your promos, and your ability to get the referees and officials backstage to do things your way.

You apply your Flair to:
- Rolls when performing flair maneuvers, such begging off, eye poke, low blow, and taunt.
- Damage rolls for flair maneuvers.
- Opposed rolls to escape pin attempts by pulling hair/mask, grabbing the ref, putting a foot on the ropes, or similar moves.
- Opposed and regular rolls for nonmatch interactions, such as distracting an opponent, interviews, getting a ruling in your favor, etc.
- Number of segments in which you can appear per card, which is your Flair + 1 (minimum sum = 1), including your scheduled match.

Instinct (INS)

This measures your general aptitude for the ring "bizniz," and is important if you want to execute complex technical holds to perfection. Instinct also includes intuition, perception, and mental fortitude.

You apply your Instinct to:
- Rolls when performing technical maneuvers, such as armbar, DDT, figure-four leglock, small package, and sleeper.
- Damage rolls for technical maneuvers.
- Rolls to get out of submission holds.
- Opposed rolls to spot ambush and avoid distraction.

Power (POW)

This is your raw strength. Power is crucial for strong wrestlers relying on brute force to dominate and win matches.

You apply your Power to:
- Rolls when performing power maneuvers, such as body slam, camel clutch, clothesline, full nelson, powerbomb, suplex.
- Damage rolls for power maneuvers.
- Opposed rolls to pin an opponent.
- Opposed rolls to kick out of pin attempts.

Random Generation

To generate your wrestler's abilities randomly, roll 1d6 minus 1d4 (d6 –d4) five times and assign each score to an attribute however you like. This gives you a value between –3 (a roll of 1 on d6 minus a roll of 4 on d4) and +5 (6 on d6 minus 1 on d4). Average wrestlers created with this method should have

+1 for attributes; managers, valets, and other non-wrestling personalities usually have lower scores in the physical attributes, but higher in Intelligence and Charisma.

If your attributes total less than +5, you may scrap the scores and re-roll a new set of five.

Point Allocation

For this option, you have 5 points to distribute among the attributes, all starting at 0. Each point you put into an attribute counts as +1, up to +5 maximum before weight adjustment (see Weight Division, below); i.e., spending two points gives you a +2, no point in an attribute leaves it at 0. Negative value in an attribute gives equal amount in additional points back for you to spend elsewhere — assigning a -5 Flair gives you 5 bonus points, for example. However, no character may have any attribute lower than -5, also prior to weight adjustment.

OPTIONAL BONUS ATTRIBUTE POINTS & GIMMICK ENHANCEMENTS

This option is only available for characters created under point allocation. You can also go above +5 in one or more attributes before weight adjustment with this option.

You get the choice of one extra attribute point or Gimmick Enhancement for completing each of these three things about the character: Name, Gimmick, and Entrance Music — so that's additional attribute points and Gimmick Enhancements in any combination adding up to three. You're not obligated to do all three, but then you'll only cheat yourself out of the bonuses!

Name: A good, appropriate name conveys a lot about a character. It conjures the image you want for the wrestler. You don't need to write a dissertation, just a line or two will do.
Gimmick: The persona, motif, and traits compulsory to that every personality in pro wrestling.
Entrance Music: The title and perhaps the artist of the tune that heralds the character's appearance.

Example: A headliner in the PAINdemonium promotion is the "Chicago Creeper" (Name), a green-haired, demented schemer and master of the sleeperhold in clown getup (Gimmick), who comes out to "Psycho Circus" by KISS (Entrance Music). Since he has all three, he receives extra attribute points and Gimmick Enhancements in any combination up to three.

FATIGUE

Unlike most game systems, you don't have "hit points." Instead, you accrue Fatigue. When you take punishment, the damage translates to Fatigue and is added onto your present tally. When you exert to improve your chance of hitting with a maneuver or use certain Gimmick Enhancements, the exertion also converts to Fatigue.

Barring Injury (see below), all characters start off each card at 0 Fatigue. You'll suffer Fatigue penalty that increases as you're gradually worn down by the opponent's moves and become tired from your own exertion.

You have a Fatigue threshold of 20 + Brawn, and take a -1 Fatigue penalty to all d20 rolls every time you accumulate enough Fatigue to meet that threshold.

Example: Pitt is a very tough cookie at 6 Brawn, so he has a Fatigue threshold of (20 + 6 =) 26. This means for every 26 Fatigue he suffers, he gets a -1 Fatigue penalty. In comparison, the manager Dexter Sterling has an underwhelming Brawn of -2, thus taking a Fatigue penalty per (20 – 2 =) 18 Fatigue taken.

INJURY

Injury represents the harmful, debilitating types of trauma, from a concussion and torn cartilage to broken bone and the proverbial "crimson mask," that can happen in the dangerous trade of professional wrestling. When you threaten a critical hit, you have a chance to inflict more than just bumps and bruises: the damage is going to both your target's Fatigue and Injury.

Injury is harder and takes longer to recover from than Fatigue. It will also haunt you in the meantime until every last point is removed.

LEVEL

Level indicates your experience, competence, and reputation. Those who have been through a series of hellish ring wars are certainly more formidable than the rookies fresh off wrestling schools.

You usually begin play at 1st level and attain additional levels as you compete in matches, give promos, get embroiled in feuds, headline PPVs, etc. You get to improve yourself with new Gimmick Enhancements when you reach a new level.

WHAT LEVEL MEANS

Your level generally correlates to your status and importance on a card.

Level 1: Dark Match Worker
You're new and relegated to unannounced matches or pre-card bouts that never make it on air.

Level 2-4: Curtain-Jerker
Your place is at the prelim matches that open a card, warming up the crowd for the bigger names set to wrestle behind you. Nevertheless, you begin to garner recognition from a handful of diehard fans and fellow wrestlers.

Level 5-8: Mid-Carder
The middle portion of a card is where you belong. The lower-tier house shows in which you once toiled, you now headline. The fans take notice of you and you might even have a small devoted following.

Level 9-10: Upper-Carder
You participate in the higher-profile matches, just a spot or two below the main event. You're in constant contention for the promotion's secondary titles, and star regularly on its flagship programs. Fans bring signs to show their support or contempt for you, cheer/jeer you throughout your matches, buy your merchandise, seek your autograph, and perhaps even aspire to follow in your footsteps.

Level 11+: Main-Eventer
Your name is on the marquee almost everywhere you appear. You're constantly in the mix for the promotion's BIG belts, or featured in hot feuds and angles. You can barge into the Commissioner's office, make demands and have them fulfilled! You have a legion of fans gobbling up your official souvenirs, from tee shirts and armbands to DVDs. During promos they chant along with your catchphrases. You may even parlay your ring status into other ventures like your own business enterprise, movies, TV cameos, commercial endorsements, etc.

Determine Starting Level

Since WWW encourages a troupe style of play where each player controls a stock of characters, there are two recommendations for the Promoter to determine the starting level of characters:

1) Every player creates at least one each of Dark Match jobber (1st level), Curtain-Jerker (3rd level), Mid-Carder (6th level), Upper-Carder (9th level), and Main-Eventer (11th level). The Promoter may mandate a reasonably balanced combination of faces and heels, singles and tag-team wrestlers of different styles, also perhaps a manager or referee to keep everyone involved as much as possible. This provides a good, balanced foundation for a starting promotion, with fair progressions and matches on every echelon.

2) Give a total amount of levels for each player to allocate between their characters, with a minimum and maximum they may assign to a character. For example, 25 levels to split between five characters, all of whom must be at least 2nd level but no more than 10th level. This gives everybody the freedom to decide whether to create a top-heavy, bottom-light stable or form a relatively even collection without significant disparity.

The common default seems to be 5 x the number of characters each player is expected to make in levels for allocation, with the minimum set at 2nd level and the maximum at 10th level.

Level Benefits

Because first level is the foundation level, you get a choice of four Gimmick Enhancements and a +4 bonus to split between skills in any way you want. Each level thereafter (i.e., from 2nd level and up), you gain two additional Gimmick Enhancements and allocate +4 bonus for skills. You can also take one Flaw at any and every level in exchange for an extra Gimmick Enhancement each time.

ATTITUDE

Everyone in the wrestling business portrays a role: Face, Heel, or Tweener. Attitude represents your general moral and personal views on fairness and sportsmanship; in short, whether you would shake an opponent's hand, hit him with a chair when he has his back turned, or walk away without doing either.

Face

You're a "Good Guy," respectful of the referees and popular with the fans. You avoid cheating and sneak-attacking a wrestler unless that wrestler has jumped you first. But even then, the payback almost never exceeds what was inflicted on you.

ADDITIONAL RECOMMENDATION

Because WWW is at heart a player-vs.-player game, it's practically inevitable for players to maximize their wrestlers' ability to compete, which lends potential for the campaign to devolve into an "arms race." So, here's another piece of advice we offer: Allow all players to make one — and just one — "Combat Monster" each, a wrestler at max Maneuver Training bonuses, combat-related abilities, fighting skills and so on, to get it out of their system. These are the killing machines they trot out for brutal angles where serious ass-kicking is called for, thus leaving room to make characters mostly for "concept" and "fun" without concerns to be ultra-competitive.

Heel

You're a "Bad Guy," caring not for the rules, refs, officials, or fans. You despise your opponents, especially the Faces. You would lie, cheat, and steal in the ring for a victory. Back-jumping is not only something you relish, but is expected of you.

Tweener

You tread that thin, ambiguous line between Faces and Heels. Though not overly concerned with following the rules, you don't break them as blatantly and often as Heels do, either. A Tweener typically adapts the role of a Heel against Face opponents, and Face against Heels.

Attitude Change

You can change your Attitude at any time, but only once per level. After you make a switch, you're stuck with the new Attitude for at least the remainder of your current level. You cannot change Attitude again until you've attained a new level.

WEIGHT DIVISIONS

Wrestlers are typically classified by their weight, with divisions running from Light Cruiserweight all the way to the colossal Ultra Heavyweight in this game. There are cases when you must be in a certain weight division to compete for titles.

You're free to choose your weight in pounds. Once you've decided that, check the description for your weight division and make any necessary adjustments to your attributes (which may put you over the normal limits of +5 and under -5).

Light Cruiserweight
(150- Pounds)

This is usually the weight class for manager, valets, female wrestlers, and non-wrestling personalities like referees and announcers.

Attribute Modifiers: +2 Athleticism, -1 Power, -1 Brawn.

Cruiserweight
(151-225 Pounds)

Quick, acrobatic lightweight aerialists epitomize this weight class, performing high-risk daredevil moves often without regard to their own welfare.

Attribute Modifiers: +1 Athleticism, -1 Power or –1 Brawn (player's choice).

Heavyweight
(226-300 Pounds)

Most wrestlers fall into this category.

Attribute Modifiers: None.

Super Heavyweight
(300-400 Pounds)

The super heavyweights are walking roadblocks. What they lack in speed, they compensate for in bulk and strength.

Attribute Modifiers: +1 Power or +1 Brawn (player's choice), -1 Athleticism.

Ultra Heavyweight
(401+ Pounds)

Wrestlers in this weight class are rare because they are abnormally huge to the point of nearly immovable. Their greatest flaw is mobility, but that is moot when it's near-impossible to knock them down for a pin.

Attribute Modifiers: +1 Power, +1 Brawn, -2 Athleticism.

WEIGHT MOD (WM)

Every character has a Weight Mod (WM), used to determine whether he is lifted or knocked off his feet after an opponent executes a maneuver that leaves him prone successfully, like body slam or clothesline.

Your Weight Mod starts at 0. For every 25 pounds over 200 (round down all fractions), add +1 to the WM, or –1 for every 50 pounds under 200 (round down).

Example: A character tipping the scale at 275 lbs. has a +3 WM (275 – 200 = 75, 75 / 25 = 3, 0 + 3 = +3).

Lifting/Knockdown

If your key attribute for a move is less than the target's Weight Mod when using a maneuver with the "Requires Lifting" modifier (like piledriver) your Maneuver Roll must meet or beat the target's roll by the deficit between the key attribute used for the move and his Weight Mod to cause damage, or to knock the target prone if the maneuver has the "Knockdown" modifier (like shoulderblock).

Weight Damage

If positive, your WM causes the equal amount in additional damage whenever you fall prone; for instance, a 500-pound, +12 WM giant will suffer a whopping 12 Fatigue every time he falls to the ground from an opponent's move (and sometimes his own misses)! Characters with WM of 0 or less take no Weight Damage.

Extra Fatigue Cost

It's also more difficult to move around gracefully with all that extra weight. Assuming a positive Weight Mod, you incur Fatigue equal to one-half your WM (round down) when performing any athletic maneuver and action requiring athletic exertion (climbing a cage, jumping off a ladder, chasing after someone, etc); the 500-pounder from above, for example, would take (12 WM/ 2 =) 6 Fatigue. The cost is mandatory, even for maneuvers and actions that normally require no Fatigue to perform.

HEAT

In pro wrestling, Heat is a result of crowd reaction and a gauge of a wrestler's popularity (whether good or bad). In WWW, you can garner Heat through actions in a match and interactions during a card. A Heat can be spent to do different things, such as activating a Gimmick Enhancement, prelude to attempting a finisher, increasing your range for automatic success on d20 rolls, and in some cases, let you counter opposing Heat-based effects wherein each player can spend additional Heat in order to reactivate or re-counter, until one side wins the bidding war.

You can have up to a maximum of 4 Heat. Heat typically lasts until the end of a major card (usually a PPV), after which everyone resets to 0 Heat and have to build it back up between then and the next big show. The Promoter will decide how long you can retain Heat, from indefinitely (until spent) to as brief as a single card.

You gain a Heat when your attack inflicts 10 or more points of damage. You can "steal" Heat from an opponent by outperforming the target by a significant margin (i.e., exceed the opposing roll by at least 10) in a promo or vignette. You can also transfer Heat to any other character (normally an ally) before rolling a d20, but this must be for all your remaining Heat! You can "steal" Heat from an opponent by outperforming the target by a significant margin (i.e., exceed the opposing roll by at least 10) in a promo or vignette. The Promoter may also strip any character of Heat for not role-playing or refusing to cooperate.

All characters start play with 0 Heat.

SKILLS

Dexter Sterling, the Hollywood talent agent-turned-manager, can talk his way around almost every situation. The Gravedigger, an ominous brute with a supernatural gimmick, intimidates every poor soul who crosses his path. These and other actions depend heavily on having the skills to back them up.

Acquiring Skills

You get bonuses to allocate between skills at every level. At first level, you receive +4, then +4 every level thereafter. There is no per-level cap, so you can distribute the bonuses in any combination you like, even putting everything into one skill. (But play fair and stay with your

concept, or the Promoter might force some changes!) The "Expertise," "Professional Background," and "Training Background" Gimmick Enhancements give you additional bonuses for skills as well.

Example: At 1st level, The Chicago Creeper has 4 points to allocate among skills. He takes the "Training Background" Gimmick Enhancement for an additional +4, giving him +8 total. He decides to put +2 in Deception, +3 in Knowledge (Technical Maneuvers), and +1 each in Perception, Performance, and +1 in Presence. When he hits 2nd level, he receives another +4 (essentially four +1 bonuses) to put into skills.

Using Skills

You add the bonuses you put into a skill that is applicable to the situation to a d20 attribute roll (see **Die Rolls & Difficulty/Df** in **Chapter 3: War of the Ring**). For example, if you have +3 in Perception and are searching the backstage for your kidnapped manager, you'll add that to the Instinct roll.

Skills are always paired with an attribute, though the attribute used is never set in stone, but rather depended on the circumstance. Take climbing a steel cage. It's normally Athleticism + Athletics, but may become Power + Athletics when you're doing so while carrying a heavy object or another person, and Brawn + Athletics if the opponent spiked your drink before the match. It's Flair + Deception for fast-talking somebody, but Athleticism + Deception to sneak up on him. It's

Power or Brawn + Presence when you try to intimidate a person by flexing your muscle or looking tough, Flair + Presence when you want to be diplomatic, and Instinct + Presence if your goal is to persuade through reason and logic.

There is no "trained" or "untrained" distinction; if you don't have any bonus in the appropriate skill, the Promoter either decides you can't do it or you'll rely solely on attribute (possibly at a higher difficulty than if you had the skill).

Skill List

There are only eight skills in WWW, though a few (Knowledge, Language, and Special Talent) are actually comprised of sub-skills that you must specify and pick up separately.

Athletics

This encompasses your training and natural aptitude for running, jumping, acrobatics, and any other sort of athletic endeavor.

Deception

This represents your ability to deceive others in different ways, from fast-talking and hiding to disguises and sleights of hand. It's primarily opposed by the Perception skill.

Knowledge

This is comprised of the following sub-skills that you must allocate bonuses for individually.

Athletic Maneuvers: Knowledge of acrobatic, aerial moves and famous

high-flyers. You gain a +1 bonus for every +5 you have in this sub-skill when attempting athletic maneuvers in a match.

Brawling Maneuvers: Knowledge of bruising, barfight moves and renowned brawlers of the squared circle. You gain a +1 bonus for every +5 you have in this sub-skill when attempting brawling maneuvers in a match.

Flair Maneuvers: Knowledge of flamboyant or cagey veteran moves and eminent ring showmen. You gain a +1 bonus for every +5 you have in this sub-skill when attempting flair maneuvers in a match.

Foreign Objects: Knowledge of using chair, fork, kendo stick, and other foreign objects. You gain a +1 bonus for every +5 you have in this sub-skill when wielding such an "improvised weapon."

Power Maneuvers: Knowledge of punishing, high-impact moves and celebrated brutes of the ring. You gain a +1 bonus for every +5 you have in this sub-skill when attempting power maneuvers in a match.

Roster: Knowledge of the wrestlers, officials and personnel of the promotion, from personal background and preferences to individual wrestling style and match history.

Specialty Match: Knowledge of the techniques, strategies, and nuances of style in a non-standard gimmick match, such as battle royal, cage, ladder, last man standing, or even bras-and-panties! This skill has many sub-skills that you must specify and invest bonuses into separately. You gain a +1 bonus for every +5 you have in an appropriate Specialty Match skill when performing maneuvers in that type of match.

Tag Team: Knowledge of tag-team techniques, double-team moves, and great tag teams past and present. You gain a +1 bonus for every +5 you have in this sub-skill when Ganging Up, tagging out, and attempting aid another rolls.

Technical Maneuvers: Knowledge of intricate submission moves, as well as technical masters of the mat. You gain a +1 bonus for every +5 you have in this sub-skill when attempting technical maneuvers in a match.

Language

You're fluent in a language other than your native tongue. Each such language is a sub-skill, though all you need is a +1 bonus to be able to read, write, and speak that language. (Higher bonus just lets you carry on very sophisticated conversations.)

You gain a +2 bonus to all Performance rolls if you're able to do promos in the home language of a non English-speaking locale you're visiting; for instance, Japanese in Japan, Spanish in Mexico, French in Quebec, etc.

Perception

This includes your ability to sense not just physical concealment, but emotional as well. You use this skill to see if you notice an ambush early enough to not be flat-footed, find hidden objects or persons, and tell when someone may be lying to you. It's mostly opposed by the Deception skill.

Performance

This represents your stage chops, from delivering promos and performing vignettes to professional acting, when the spotlight is on you!

Presence

This is your knack for influencing people, whether through diplomacy, intimidation, or sheer reputation. You often match your Presence against your target's in an opposed roll.

Special Talent (ST)

This is a "catch-all," where you define each unique, individual ability, trait or proficiency as a sub-skill (pending Promoter's approval). It may be as mundane as "driving," as glamorous as "fitness model," and as exotic as "supernatural powers" — the kind that can make you disappear and reappear in the ring like magic! The bonus from a ST can stack with other skills; a "dancer" will able to add the Special Talent to her Performance in a dance-off, for example.

GIMMICK ENHANCEMENTS

Gimmick Enhancements (GE) are the equivalent of "feats," "talents," and "special abilities." They are all means to give you that extra edge or raise your capability.

At first level, you choose four (4) Gimmick Enhancements. Every level thereafter, i.e., from second level on, you may select two (2) more Gimmick Enhancements upon attaining a new level.

Some GEs have prerequisites. You must have the listed minimum attribute, attitude, GE, skill ranks, and other requirements in order to choose or use that Gimmick Enhancement. You can take a GE at the same level at which you meet all its prerequisites. You cannot use a GE if for some reason you can no longer meet any of its prerequisites. For example, if you change your Attitude from Face to Heel, you cannot use any GE you have that has the Face Attitude as a prerequisite.

A Gimmick Enhancement may also have a listed "Limit" for how often you can take it. This can be figured out easily with simple division, dropping all fractions if you're creating characters at higher than 1st level. For example, providing you meet all prerequisites, if you're an 8th-level character you can take a once-every-3-level GE twice (8/3 = 2, ignoring fractions); you cannot take it for a third time until you've reached at least 9th level.

A Gimmick Enhancement can be taken only once, unless it has a Limit or specified otherwise in the description. You can take any GE that has no Limit and may be taken more than once multiple times per level.

Gimmick Enhancements sharing similar effects do stack. For example, if you have both Feat of composure and Master Mat Technician, you can combine them for the best bonus possible when executing a technical move. Or, if you have taken Toughness more than once, you can use them simultaneously in the same round to reduce as much damage as you can.

You cannot use a Gimmick Enhancement that has an "activation cost" (e.g., exertion of Fatigue, Heat expenditure) when you're stunned (see **Chapter 3: War of the Ring**), unless the description states or implies otherwise (such as Feat of Endurance, where you may accept Fatigue for bonus on rolls against stun).

Optional Level Benefit

Even though there is provision for a complete makeover (the "Repackaging" Gimmick Enhancement), sometimes a character just needs smaller adjustments, such as a different finisher, promoting a Moveset maneuver to a Signature Move, dropping tag team GEs to concentrate on a singles career, and other similar tweaks that would better reflect the character's past development and current direction. For that, the Promoter should consider allowing players to change or swap out an old Gimmick Enhancement for a different one every time their characters gain a level.

Example: Andy Morton feels one of his Signature Moves has become obsolete due to recent events. When he attains a new level, he can drop it in favor of another Gimmick Enhancement (or a different Signature Move).

Gimick Enancement List

Below are Gimmick Enhancements and their descriptions. For your convenience, following the title of each Gimmick Enhancement, listed in parenthesis, is the principal type(s) of characters for whom it is best suited: Aerialist for Athleticism, Brawler for Brawn, Charismatic for Flair, Manager, Mat Technician for Instinct, and Powerhouse for Power.

Amazing Recuperative Power
(All Wrestlers)

Your Brawn score is considered to be two better for the purposes of removing Injury points and

determining Ring Rust penalty.

You can take this Gimmick Enhancement more than once, raising the Brawn score for Injury recovery purpose by two more each time.

Astute Foresight
(Manager)
Prerequisite: Instinct +1 or better

You are astute enough to anticipate developments sufficiently to make proper preparations in advance. When you need a certain tool, vehicle, or even a non-player ally, you can try an Instinct + Resources (see the Resources Gimmick Enhancement) roll versus Difficulty 10 to "retroactively" have it planted nearby! For example, in a "handcuff" match, you can roll for whether if you "remembered" to make a duplicate key; if your opponent has stolen your favorite sledgehammer, you can roll to see if you have another one stashed nearby for contingency (like under the other side of the ring); you can have a getaway limo conveniently materialize wherever you want for your escape, just as if you had planned it all along!

There is no limit to how many times you can use this GE per card, but each roll after the first gets progressively harder, adding a cumulative +5 to the Difficulty, i.e., Df15 for the second roll, Df20 for the third roll and so on. The Difficulty resets to 10 for each new card. The Promoter may also adjust the Difficulty based on how sensible, clever, and elaborate the improvisation is.

Attribute Improvement
(All)
Prerequisite: Level 3 or higher
Limit: Once per 3 levels

Choose any one attribute and add +1 to the score each time you take this GE.

Catchphrase
(All)
Limit: Once per level

You have a particularly rousing catchphrase. Once per card, you can invoke this Gimmick Enhancement to add +10 to your Performance roll (before rolling d20) when you recite it in a promo or vignette.

You can take this GE more than once, each time increasing the per-card usage by one. If you want multiple catchphrases you have to "buy" them separately.

You don't need this GE to have a catchphrase — you just don't get the bonus.

Close Call
(Aerialist, Mat Technician)
Prerequisite: Ring Sense

You can use the attribute you chose for the Ring Sense GE in placement of Brawn when resisting stun effect from maneuvers.

Crafty
(All)
Limit: Once per level

Once per card, you can use any one Trick (see **Chapter 3: War of the Ring**) available to you that has a usage limit (i.e., once per match, once per round)

one additional time.

You can take this GE more than once, each time enabling you to use a Trick again.

Critical Strike
(All Wrestlers)

Prerequisite: Maneuver Training +1 or higher

Once per card, after you confirm a critical hit with a signature move, finisher, or maneuver of a type with which you are familiar (i.e., have the corresponding Maneuver Familiarity GE), inflict the maximum damage without rolling.

You can take this Gimmick Enhancement more than once, each time adding another use per card.

Desperate Save
(All)

Once per card, you can spend a Heat to "help" any one other character (i.e., not yourself) escape a pin attempt or submission automatically (such as pulling the ref out of the ring), unless the attacker's pin or submission count is an automatic success, which nullifies/prevents this effect. Using this Gimmick Enhancement can be ground for disqualification in a regular match.

You can take this GE multiple times, each time granting another use per card.

Expertise
(All)

Gain an additional +4 to allocate between skills.

You can take this GE more than once, each time gaining another +4 to distribute among skills.

Favor
(Manager)

Prerequisite: Manager License, Resources bonus +1

Once per card, you can lend another character any or all your Resources bonus for a relevant roll. The bonuses stack if that character has Resources as well. You're encouraged to bargain with the prospective recipient over such a favor.

You can take this GE repeatedly, each time granting another use per card.

Feat of Composure
(Manager, Mat Technician)

Before rolling an Instinct roll (such as performing a technical maneuver, rolling for or against submission counts, aid another, recognizing trickery, using a skill keyed to Instinct, etc.), you can add a +1 bonus to the roll for every 1 Fatigue you choose to exert, up to double (2x) your Instinct (minimum 1 for 0 or negative scores).

You can take this GE more than once, each time increasing the bonus maximum by another +1x multiplier, i.e., twice for 3x Instinct, three times for 4x Instinct, etc.

Feat of Cunning
(Charismatic, Manager)

Before rolling a Flair roll (such as performing a flair maneuver, submitting an opponent with Flair

kicking out of a pin count or escaping submission holds, using a skill keyed to Athleticism, etc.), you can add a +1 bonus to the roll for every 1 Fatigue you choose to exert, up to double (2x) your Flair (minimum 1 for 0 or negative scores).

You can take this GE more than once, each time increasing the bonus maximum by another +1x multiplier, i.e., twice for 3x Athleticism, three times for 4x Athleticism, etc.

Feat of Endurance
(Brawler)

Before rolling a Brawn roll (such as performing a brawling maneuver, submitting an opponent with Brawn submission holds, withstanding submission holds long enough to get out, resisting unconsciousness/stun, using a skill keyed to Instinct, etc.), you can add a +1 bonus to the roll for every 1 Fatigue you choose to exert, up to double (2x) your Brawn (minimum 1 for 0 or negative scores).

You can take this GE more than once, each time increasing the bonus maximum by another +1x multiplier, i.e., twice for 3x Brawn, three times for 4x Brawn, etc.

submission holds, kicking out of a pin count, fast-talking someone, using a skill keyed to Flair, etc.), you can add a +1 bonus to the roll for every 1 Fatigue you choose to exert, up to double (2x) your Flair (minimum 1 for 0 or negative scores).

You can take this GE more than once, each time increasing the bonus maximum by another +1x multiplier, i.e., twice for 3x Flair, three times for 4x Flair, etc.

Feat of Dexterity
(Aerialist)

Before rolling an Athleticism roll (such as performing an athleticism maneuver, submitting an opponent with Athletic submission holds,

Feat of Strength
(Powerhouse)

Before rolling a Power roll (such as performing a Power maneuver, pinning or submitting an opponent

with Power holds, kicking out of a pin, using a skill keyed to Power, etc.), you can add a +1 bonus to the roll for every 1 Fatigue you choose to exert, up to double (2x) your Power (minimum 1 for 0 or negative scores).

You can take this GE more than once, each time increasing the bonus maximum by another +1x multiplier, i.e., twice for 3x Power, three times for 4x Power, etc.

Finisher
(All Wrestlers)
Limit: Once per 3 levels

You have a finisher, the devastating move used to put opponents away. Choose or design a maneuver to be a finisher. A finisher cannot be altered unless through Gimmick Enhancements, Tricks, or special provisions. When you hit a finisher, you add one extra die (+1d) to the damage, and if you follow up a finisher with a pin attempt, it's an automatic two-count so the opponent has only one chance to kick out! In addition, you have automatic familiarity with the maneuver (so you don't take the -4 non-proficient penalty), and gain a +1 bonus for naming your finisher. Any move with no listed damage die does 1d4 as a finisher.

You must spend a Heat every time you attempt a finisher. Pick a new maneuver each time you take this Gimmick Enhancement.

Go All Night
(All Wrestlers)
Limit: Once per level

This GE increases the Fatigue removed in a recovery by +1x multiplier every time it's taken. So, you remove double (2x) Fatigue on a successful recovery when you take this GE the first time, triple (3x) on the second time, quadruple (4x) on the third times, etc.

Hardcore
(Brawler)
Once per card, you can voluntarily forego your action and drop your Action Count to 0 for one round, gaining 1 Heat if you take 10 or more points in damage (after all reductions) for the round. You can use this GE while stunned.

This GE may be taken multiple times, each time gaining an additional use per card.

Heat Machine
(Charismatic, Manager)
Prerequisite: Flair +1 or better

You can have one more maximum Heat (i.e., from 4 to 5, 5 to 6, etc.) for each time you take this Gimmick Enhancement. (Though your threat range due to Heat benefit cannot exceed 16-20; see **Drawing Heat** in **Chapter 3: War of the Ring**.)

Helping Hand
(All)
Once per match, you provide a +4 bonus (instead of +2) on a successful Aid Another roll. Increase the bonus to +6 on automatic successes and +8 on critical successes.

You can take this GE more than once, each time granting another use per match/segment.

High Pain Threshold
(All Wrestlers)

Increase your submission threshold by 2. You can this GE more than once, each time raising your submission threshold by another 2, up to +10 maximum.

Indefatigable
(Brawler, Powerhouse)

Add +2 to your Fatigue penalty threshold. You can take this Gimmick Enhancement repeatedly, each time increasing the threshold by another +2.

Manager License
(Charismatic, Manager)

Prerequisite: Resources bonus +1 or higher

You now have a license to manage wrestlers and may be legally present at ringside for their matches! Aside from that, this serves as the prerequisite for Gimmick Enhancements exclusive to managers and other non-wrestling personalities.

Maneuver Familiarity/ MF: Athletic
(Aerialist)

You do not suffer a –4 non-proficient penalty when performing athletic maneuvers such as dropkick, flying body press, leg lariat, sunset flip, etc.

Maneuver Familiarity/ MF: Brawling
(Brawler)

You do not suffer a –4 non-proficient penalty when performing brawling maneuvers such as punch, kick, choke, clothesline, etc.

Maneuver Familiarity/ MF: Flair
(Charismatic, Manager)

You do not suffer a –4 non-proficient penalty when performing flair maneuvers such as begging-off, corkscrew elbowdrop, eye gouge, etc.

Maneuver Familiarity/
MF: Improvised Weapons
(All Wrestlers)

You do not suffer a -4 non-proficient penalty when using improvised weapons like chairs, barbed wired bats, portable video cameras, cheese graters, forks, kendo sticks, fire extinguishers, etc., to hit an opponent.

Maneuver Familiarity/
MF: Instinct
(Mat Technician)

You do not suffer a –4 non-proficient penalty when performing technical maneuvers such as backslide, hip toss, DDT, figure-four leglock, sleeperhold, etc.

Maneuver Familiarity/
MF: Power
(Powerhouse)

You do not suffer the –4 unfamiliarity penalty when performing power maneuvers such as body slam, backbreaker, piledriver, powerbomb, suplex, etc.

Maneuver Training/MT
(All Wrestlers)

Limit: Once per level

You gain a +1 bonus to all your Maneuver Rolls. You can take this Gimmick Enhancement repeatedly, each time gaining another +1 bonus.

Master Aerialist
(Aerialist)

Prerequisite: Knowledge: Athletic Maneuvers +2 or better, MF Aerial Maneuvers

Once per card, you can add a bonus to your Athletic Maneuver Roll equal to one-half (1/2) your Knowledge: Athleticism (round down), instead of +1 bonus for every +5 in that skill.

You can take this GE more than once, each time gaining another use per card.

Master Brawler
(Brawler, Powerhouse)

Prerequisite: Knowledge: Brawling Maneuvers +2 or better, MF Brawling Maneuvers

This GE is identical to Master Aerialist but works with Brawling Maneuvers, using the Knowledge: Brawling Maneuvers skill.

Master Mat Technician
(Mat Technician)

Prerequisite: Knowledge: Technical Maneuvers +2 or better, MF Technical Maneuvers

This GE is identical to Master Aerialist but works with Technical Maneuvers, using the Knowledge: Technical Maneuvers skill.

Master of Diversion
(Manager)

Prerequisite: Flair +2 or better and Instinct +2 or better, Deception +5 or better, Manager License

Once per card, you may spend one Heat to automatically distract any one character without rolling unless he/she scores an automatic success on an Instinct + Perception roll.

You can take this GE multiple

times, each time gaining another use per card.

Master of Foreign Objects
(Brawler)

Prerequisite: Knowledge: Foreign Objects +2 or better, MF Improvised Weapons

This GE is identical to Master Aerialist but works with foreign objects and improvised weapons, using the Knowledge: Foreign Objects skill.

Master of Fortune
(Manager)

Prerequisite: Manager License

Once per card, choose one target or yourself and increase the range for either automatic success or automatic failure by 1 for one round. For example, a 19 showing on a d20 becomes an automatic success/hit, or if you choose to "jinx" someone, a 2 is now an automatic failure/miss. You may use this GE after seeing the result of a roll.

You can take this GE more than once, each time gaining another use per card.

Master of Power
(Brawler, Powerhouse)

Prerequisite: Knowledge: Power Maneuvers +2 or better, MF Power Maneuvers

This GE is identical to Master Aerialist but works with Power Maneuvers, using the Knowledge: Power Maneuvers skill.

Master of Specialty Matches
(All Wrestlers)

Prerequisite: Knowledge: Specialty Match +2 or better

This GE is identical to Master Aerialist. The bonus is good for maneuver of any type, but applicable only in a specialty match where the character has the appropriate Knowledge: Specialty Match sub-skill. (You don't have to specify a specialty match for this GE; it is good for all specialty matches you are skilled in.)

Master of Tag Team
(All Wrestlers)

Prerequisite: Knowledge: Tag Team +2 or better

This GE is identical to Master Aerialist but works with double-team or Gang Up maneuvers, using the Knowledge: Tag Team skill.

Master of the Game
(All Wrestlers)

Prerequisite: Knowledge: Roster +2 or better

You know everyone's moves and how to counter them. This GE is identical to Master Aerialist but works with any Maneuver Roll against a single opponent using the Knowledge: Roster skill.

Master Showman
(Charismatic)

Prerequisite: Knowledge: Flair Maneuvers +2 or better, MF Flair Maneuvers

This GE is identical to Master Aerialist but works with Flair Maneuvers, using the Knowledge: Flair Maneuvers skill.

Mastery: Athletic Maneuvers
(Aerialist)
Prerequisites: Maneuver Training +1 or higher, Master Aerialist

Increase your automatic success/critical range for athletic maneuvers by one (i.e., to 19-20).

Mastery: Brawling Maneuvers
(Brawler)
Prerequisites: Maneuver Training +1 or higher, Master Brawler

Identical to Mastery: Aerial Maneuvers, except with Brawling maneuvers.

Mastery: Flair Maneuvers
(Charismatic)
Prerequisites: Maneuver Training +1 or higher, Master Showman

Identical to Mastery: Aerial Maneuvers, except with Flair maneuvers.

Mastery: Improvised Weapons
(All Wrestlers)
Prerequisites: Maneuver Training +1 or higher, Master of Foreign Objects

Identical to Mastery: Aerial Maneuvers, except with improvised weapons.

Mastery: Power Maneuvers
(Powerhouse)
Prerequisites: Maneuver Training +1 or higher, Master of Power

Identical to Mastery: Aerial Maneuvers, except with Power maneuvers.

Mastery: Skill
(All Wrestlers, Manager)
Prerequisites: Chosen Skill +10 or higher

Choose a skill. Increase your automatic success/critical range for that skill by one (i.e., to 19-20)

You can take this GE more than once, selecting a new skill each time.

Mastery: Technical Maneuvers
(Mat Technician)
Prerequisites: Maneuver Training +1 or higher, Master Mat Technician

Identical to Mastery: Aerial Maneuvers, except with Technical maneuvers.

Monster Comeback
(All Wrestlers)
Prerequisites: Face Attitude, level 3 or higher

Once per card, when you're at least a -1 Fatigue penalty and currently have more Fatigue or Injury than your opponent, you can activate this Gimmick Enhancement to gain Heat up to your maximum allowed instantly. For two rounds, you ignore your Fatigue penalty and you can spend 1 Heat to automatically break a non-finisher pin or submission against you, or 2 Heat for a finisher pin or submission, without die rolls. After the two rounds are over, however, you lose all Heat (even those gained in the interim) and are subject to Fatigue penalty again.

You can take this GE repeatedly, each time gaining another use per card.

Mouthpiece
(Charismatic, Manager)

Prerequisite: Flair +1 or better

When you make an appearance in a segment, you can choose and include a number of characters up to your Flair score in the same segment without it counting toward their own segment(s). This talent may be taken multiple times, each time increasing the maximum for additional characters by your Flair score.

Moveset

Limit: Once every 3 levels

Choose three maneuvers. You gain a +1 bonus to Maneuver Roll when performing these moves. Once selected, you can never alter them by more than +1 or -1 via maneuver modifiers.

You can take this GE repeatedly, each time choosing three new maneuvers.

No-Sell
(Brawler, Powerhouse)

Prerequisite: Brawn +1 or better

Once per card, you take no damage and effects from a maneuver with a successful Brawn roll (Difficulty = damage dealt). Against damage from a finisher, however, you must spend a Heat yourself to use this GE.

You can take this Gimmick Enhancement a number of times up to your Brawn score, each time giving one additional use per card.

Opportunist
(All Wrestlers)

You get two automatic pin or submission counts instead of one when pinning or submitting a stunned target.

Popular Appeal
(All)

Limit: Once per level

Increase your maximum segments per card by one. You can take this Gimmick Enhancement more than once, each time adding another segment.

Potent Strike
(All Wrestlers)

Once per card, after you hit a signature move, finisher, or maneuver of a type with which you are familiar (i.e., have the corresponding Maneuver Familiarity GE), as well as a signature move and finisher, add double your key attribute (instead of 1x) to the damage.

You can take this Gimmick Enhancement more than once, each time adding another use per card.

Professional Background
(Manager)

Prerequisite: 1st-level characters only, no Training Background GE

You get one each of the Mouthpiece and Resources Gimmick Enhancements, the Manager License GE, plus +4 skill bonuses to represent your prior vocational experience.

You cannot take this if you have the Training Background GE.

Reckless Abandon
(Aerialist)

When performing a maneuver with the "Stunning: Self" or "Stunning: Self if Missed" modifier, you can add a bonus on the damage roll and subtract the same number from the Maneuver Roll. This bonus cannot exceed one-half (1/2) your Maneuver Training bonus (round down, minimum 1). Furthermore, you gain one Heat if the damage roll for stun purpose for this maneuver exceeds 10 on a miss!

Refocusing Your Aggression
(Brawler)

You can spend 1 Heat to reroll any one roll keyed to Brawn (including attribute, skill, submission count, Brawling maneuver, Brawling maneuver damage, etc.) with all bonuses and penalties, unless the original result is an automatic miss. You must take the new roll.

You can use this GE as many times as you want, spending the requisite Heat each time.

Refocusing Your Concentration
(Mat Technician)

Identical to Refocusing Your Aggression, except used for a roll keyed to Instinct.

Refocusing Your Might
(Powerhouse)

Identical to Refocusing Your Aggression, except used for a roll based on Power.

Refocusing Your Panache
(Charismatic)

Identical to Refocusing Your Aggression, except used for a roll based on Flair.

Refocusing Your Speed
(Aerialist)

Identical to Refocusing Your Aggression, except used for a roll keyed to Athleticism.

Repackaging
(All)

Limit: Once per level

You can tweak your gimmick or even replace it entirely and re-make yourself from scratch up to your current level, changing anything or everything.

Resources
(All)

This represents the wealth, prestige, and influence necessary to get your way, expressed as bonus on rolls such as avoiding disqualifications, rescinding fines and revoking suspensions, as well as complementing certain Gimmick Enhancements (like Astute Foresight).

You can take this GE multiple times, getting a +1 Resources bonus the first time, and gaining another +1 Resources bonus each time thereafter.

Ring Rage
(All Wrestlers)

Prerequisite: Brawn +1 or better, Power +1 or better

Limit: Once per level

Once per card, after you have taken 10 or more points of damage from one single attack in the previous round, you gain +2 Power and +2 Brawn for a number of rounds equal to your original, unmodified Brawn score. But you can use only brawling or power maneuvers and skills keyed to Brawn or Power in the meantime.

You can take this GE more than once, each time gaining another use per card.

Ring Sense
(Aerialist, Mat Technician)

Prerequisite: Athleticism or Instinct of +2 or better

Choose either your Athleticism or Instinct attribute that is +2 or better. You can add 1/2 that score (round down) to your final Action Count when you're stunned.

You can take this GE one more time for the other of the two attributes. Then you get to choose which one to use.

Ring Smart
(All)

Prerequisite: Instinct +2 or better, Knowledge: Roster +5 or better

Once per card, pick a maneuver type before the opponent attempts a Maneuver Roll. The opponent must now attempt a move of his choice from that maneuver type.

You can take this Gimmick Enhancement more than once, each time gaining another use per card.

Ring Strategist
(Mat Technician, Manager)

Prerequisite: Instinct +2 or better

Once per card, you can change your action or maneuver after everybody has announced but before any die is rolled. You get the Heat spent on a finisher back when it's subbed out with this GE. If two or more characters use Ring Strategist in the same round, use initiative and then tiebreakers to determine order of declaration.

You can take this Gimmick Enhancement repeatedly, each time gaining an additional use per card.

Ring Tactician
(All Wrestlers)

Prerequisite: Maneuver's key attribute 2+ or higher, any "Feat of" GE

Limit: Once per level

Once per card, unless your die shows an automatic failure, you can exert Fatigue with a "Feat of" Gimmick Enhancement AFTER all d20s have been rolled for Action Counts but before adding modifiers. You must also have +2 or better in the maneuver's key attribute to use this GE.

You can take this GE repeatedly, each time gaining one additional use per card.

Signature Move
(All Wrestlers)

Limit: Once per 3 levels

Choose or design a specific non-finishing maneuver as your signature move. It gets a +2 "Signature Move" maneuver modifier and you do not

suffer non-proficient penalty when executing it. You must create a unique delivery to signal a signature move; for example, taking off and throwing your arm pad before laying a corkscrew-elbow smackdown. You can attempt a Signature Move a number of times per card equal to your Flair + number of the Popular Appeal GEs you have (minimum 1 regardless of sum).

You can take this Enhancement multiple times, each time gaining a new maneuver as signature move.

Spectacular Entrance
(All Wrestlers)

Prerequisites: Flair +1 or better, level 6 or higher

Your ring entrance is impressive and stunning enough to earn Heat. Once per card, upon entrance you can attempt a Df20 Flair + Performance + Resources roll. If successful, you gain a Heat. No one else may interrupt or alter the entrance.

Stacking the Deck
(Charismatic, Manager)

Prerequisite: Resources bonus +1 or higher

Once per card, you can either spend 1 Heat or make a Flair + Resources roll against Df20 to add one stipulation or clause of your choice to a scheduled or future match. This can be a specialty (no DQ, steel cage, street fight, or lumberjack), an undesirable consequence for the loser (from hair vs. hair to loser-leaves-town), or heavily stacked in your favor (handicap match, opponent's allies banned from ringside).

You can take this GE more than once, each time granting another use per card (thus adding another stipulation to the designated match or a new one to a different match). A stipulation is automatic if you spend 1 Heat, but costs no Heat if you opt to roll instead. However, all additions and changes must be approved by the Promoter before using this GE.

Steal Heat
(Charismatic, Manager)

Prerequisite: Flair +2 or better, Resources bonus +1 or higher

Limit: Once per level

Once per card, when you gain a Heat you can choose to take it from another character in the same match or segment instead. You cannot use this GE when you're at maximum Heat, or if the target has no Heat available.

You can take this GE multiple times, each time gaining another use per card.

Tag Team Specialist
(All Wrestlers)

Limit: Once per level

Once per card, when you Gang Up (see **Chapter 3: War of the Ring**) with any number of other characters that have taken this GE at least once, no Heat expenditure is required to initiate the Gang Up, and you're free to pick who rolls the d20, though all other relevant rules still apply.

You can take this GE more than once, each time gaining another use per card.

Timely Assistance
(Manager)

Prerequisite: Instinct +1 or better
Limit: Once per level

Once per card, after a maneuver with a "Stunning" modifier is successfully performed, you can spend 1 Heat to make the stun effect automatic unless the target's Brawn roll to resist is an automatic success. You can also use this GE to induce stun (barring automatic success on the Brawn roll as well) after someone performs a maneuver with a "Possible Stun on Self" or "Possible Stun on Self if Missed" modifier.

You can take this GE multiple times, each time raising the per-card limit by one.

Timely Guidance
(Manager)

Prerequisite: Manager License
Limit: Once every level

Once per card, after a character other than yourself rolls a d20, you can spend 1 Heat to roll a d20 and substitute his/her roll with yours, unless the original roll is an automatic failure/miss or automatic success/hit. Your die roll, plus all modifiers from the original roll, is accepted as the final result. The recipient must be able to see or hear you and you cannot be stunned for you to use this GE.

You can take this Gimmick Enhancement more than once, each time gaining another use per card.

Toughness

Prerequisite: Brawn +1 or better

Once per card, you can reduce the damage you take from all attacks in one round by your Brawn score. Apply the reduction against each maneuver individually. You can combine this GE with No-Sell to maximize your chance of avoiding damage. You can use Toughness while stunned.

You can take this GE more than once, each time gaining another use per card.

Training Background
(All Wrestlers)

Prerequisite: 1st–level characters only, no Professional Background GE

Choose any two Maneuver Familiarity and one Finisher Gimmick Enhancements, plus +4 skill bonuses, to represent the basic training you received.

You cannot take this if you have the Professional Background GE.

Versatile
(All Wrestlers)

Once per card, you can ignore the Attitude prerequisite of a Trick and use it.

You can take this GE multiple times, each time gaining another use per card.

Wrestling Savant
(All Wrestlers)

Non-proficient penalty is only -2 for you instead of -4.

FLAWS

No character is perfect, especially in pro wrestling. Flaws are the opposite of Gimmick Enhancements, but serve the same purpose of defining a character by showing his/her foibles and quirks. However, unlike most games, you'll want to think it through before taking any one of them because they're almost guaranteed to come into play every time and throw a monkey wrench into your plan!

First of all, you can take one Flaw every level in exchange for one extra Gimmick Enhancement — or, at first level only, +1 to an attribute if you so choose. Also, you may take Flaws retroactively with the Promoter's permission, which will give you additional Gimmick Enhancements. Unless specified, you can take any Flaw more than once.

Here comes the bad news: Your opponent gets to invoke your Flaws and choose when to do so — even after you have rolled, if applicable! Opponent in this case is anyone NOT your ally, wrestling against you, turning on you, or another character belonging to you. Anyone who is an opponent by that definition can invoke your Flaw, so it does not have to be the same player (though priority should be given to your match opponent and feuding rival). If you took a Flaw multiple times, an opponent can "activate" it that many times against you, so if you have "Cocky" twice, it can be invoked twice per card.

Lastly, you always suffer the full consequence of a Flaw immediately upon invocation, so you can never "loophole" your way out of it! In case of a direct contradiction, Flaws always trumps Gimmick Enhancements or Tricks, though they do not cost the target a use of the GE/Trick. For instance, your opponent can invoke your "Unlucky" to change your critical hit to automatic hit, thereby stopping you from using your "Critical Strike" GE. However, you're not charged a use of the Gimmick Enhancement so you can try again on a later critical hit.

Example: Mort Tishen, Brimstone's manager, has the "Bump Machine" Flaw. He interferes once too often in a match, thus provoking Brimstone's opponent, Mr. Kenderson, to deck him in frustration. Noticing Mort's Flaw, Kenderson smartly selects and hits a high-damage maneuver, then invoke it for Mort to suffer maximum damage!

Brimstone gets his revenge later, when he nails Kenderson with an automatic hit. After rolling the damage and seeing a fantastic amount, Brimstone invokes the brash talker's "Injury Prone" Flaw to deal Injury damage as well!

Discarding Flaws

You can get rid of a Flaw the same way it got you an extra Gimmick Enhancement: by trading in or forfeiting a Gimmick Enhancement, even one you have yet to spend when you gained a new level.

Example: Bambino Mozzarella thinks two "Inept" Flaws is one too many and he wants to get rid of one of them, so when he hit 5th level, he takes just one GE, using

the other one to pay the Flaw off. Now he'll be inept only once per card.

FLAW LIST

Below describes the Flaws available. You and the Promoter are free to create new ones or customize these to fit your characters and promotion.

Bump Machine

Once per card, you take maximum damage from a successful move with no reductions permitted.

Cocky

Once per card, the opponent kicks out of your pin attempt or escapes your submission hold automatically — including singles or tag team finishers!

Crazy

Once per card, an opponent gets to dictate your action for one round (during a match) or one segment. Essentially, the invoking player controls your character temporarily and can do whatever with the character in the interim!

Glass Jaw

Once per card, you get no roll to resist stun effects and automatically become stunned.

Hated

Once per card, an opponent can make you lose one Heat that you just gained or received, since regardless of your Attitude, you just seem to rub everyone the wrong way, from those backstage and in the locker room to the fans.

Inept

Once per card, an opponent can declare the action you're attempting — whether a maneuver, distraction, cutting a promo, whatever — to have a final result of "2," no roll necessary!

Injury Prone

Once per card, an automatic hit against you counts as an Injury hit — no "double crits" needed.

Old Injury

Once per card, a successful maneuver that does any damage to you immediately causes a -1 Fatigue penalty as the opponent aggravates an old injury.

Overconfident

Once per card, you do only half damage on a successful maneuver, or halve the final result of a non-Maneuver Roll.

Rookie Mistake

Even the best can be prone to rookie mistakes every now and then. Once per card, you're distracted or fooled (by a Deception roll targeting you) automatically without an opposed roll.

Showboat

You'll flaunt your greatness even when doing something that is beyond you. Once per card, an opponent can pick a maneuver type and you'll have

to attempt a move of that type for the round before any die roll, or he/she can choose which attribute you'll use for a non-Maneuver Roll (even if it's nonsensical).

Unlucky

Once per card, an opponent can stage down your extraordinary success or failure: critical success into automatic success, automatic success into standard success, or automatic failure into critical failure. You still use the original roll for comparison purpose, but lose the benefits or suffer additional consequences.

OPTIONAL:
STAR POWER

In pro wrestling, wrestlers don't all get an equal push. Someone can go from losing to a comic relief on a "C" show to beating the company's poster boy for the world title all in one week, just as quickly as another could headline a PPV only to be exiled to mid-card hell the very next day.

Star Power (SP) is a measure of the promotion's support behind a wrestler, or, more precisely, how a player chooses to push his/her characters. This is optional because not all promotions will adopt the semi-kayfabe approach it entails and instead stick to a strict simulation of pro wrestling as real, competitive sport.

For those deciding to use it, the idea is that every player gets a pool of Star Power points to allocate between the full-time, active characters he/

she controls (including managers but excluding all lesser personalities such as referees and announcers). The total amount, maximum and minimum Star Power you can assign to a character depends on how many characters are currently active in the promotion, indicated by this table:

# of Active Wrestlers:	Total SP:	Max. SP:	Min. SP:
1	2	2	0
2	6	4	0
3	9	6	-2
4	12	8	-3
5+	# x3	10	-5

Example: Tammey has created 7 active characters for her promotion. That gives her (7 x 3 =) 21 total Star Power to distribute among them, any of whom cannot have more than 10 SP or less than -5 SP.

Since WWW encourages multi-character games, the SP pool grows bigger the more characters you have under your control, giving you a diversity of options. The more Star Power you invest into a character, the more successful he/she will likely be. But while positive Star Power represents your desire to push a character (perhaps to the moon!), negative Star Power conveys the opposite — how much you want to "de-push" the character, i.e., holding a wrestler back. Every negative Star Power point you assign to a character does give you a positive SP to put into another. Thus, in doing so you'll be favoring certain characters at the

expense of certain others.

Star Power returns to full assigned value at the start of every new card.

Benefits of Star Power

You spend a wrestler's positive Star Power to improve his/her rolls. Every SP spent gives you a 1d6 to add to a d20 roll. This can be for any d20 roll, and barring an automatic failure, you can spend SP after figuring out your and everyone else's total but before the roll resolves. There's no limit to how many SP you can spend on a roll; you can keep spending and adding until you're satisfied or run out of Star Power.

Moreover, every "6" you rolled on a Star Power addition lets you pick and gain one free use of a Gimmick Enhancement you have for one round — multiple 6's will grant you multiple choices. (Naturally, the GE chosen must have a "once per" usage to be eligible.)

Negative Star Power works in reverse. Like Flaws, your opponent gets to choose when to spend the SP for you. The procedure is similar to positive SP: unless the original result was an automatic success, the opponent rolls 1d6 for every negative SP invoked and subtracts the result from your d20 roll, and as many negative SP may be spent until the opponent is satisfied or you run out of them. Luckily, rolling 6's here just means a bad break for you with no other effect (i.e., you don't "lose" a use of a GE).

Apply the result of all SP rolls, positive or negative, for the original roll to a reroll (through ability such as a "Refocusing" GE, certain title perks, or anything else) as well.

Example: HGH, aka "The Name," with a monstrous push of 10 Star Power (wonder why!), goes up against Kage, who's being held under the glass ceiling at the moment at -3 SP. After rolling for their respective moves, HGH finds he's dismally short of besting Kage, so he decides to toss out a SP and rolls a 2. That's not enough so he burns another SP (a 3), still another (6), and yet one more (6 again). The extra +17 finally brings the tally to a sum sufficient to overcome Kage's roll. Since two of the SP also came up 6's, HGH can pick two of his Gimmick Enhancements and get a free use out of both for one round, though he's also down to (10 – 4 =) 6 SP remaining.

Poor Kage then edges HGH again on a later exchange, but The Man Destined to Take Over the Promotion invokes one of Kage's negative SP. The Name rolls a 1 (karma!), so he tries again and gets a 5, taking (1 + 5 =) 6 off his opponent's roll to snatch the victory from Kage once more. At least Kage now has just one negative SP left.

Star Power Management

You can reassign Star Power to reflect your current interest in pushing/de-pushing your wrestlers. However, the Promoter should set a definitive time for when reallocation is permissible to prevent abuse (like switching points to favor wrestlers who happen to have a scheduled match on the card). Typically the period is a "cycle," or from one major card to the next. In this case, everyone can redistribute SP after the end of a PPV, and it is set until the next PPV wraps, when all players get the opportunity to evaluate their wrestlers and reallocate again. Instead of major cards, though, the milestone can be individual storylines, angles, and feuds, where the principals involved are allowed to change Star Power at the conclusion. The Promoter can also make provisions for wrestlers out due to injuries or newly created "unretired legend" making a brief run.

3
WAR OF THE RING

This is where we learn how to do our own unrelenting head-bashing fun!

DIE ROLLS & DIFFICULTY/DF

Unless specified, a d20 is used for all rolls outside damage. Some d20 rolls are made against a Difficulty — abbreviated as Df, followed by a target number that you must meet or exceed to succeed. For example, to shrug off an attack doing 12 points of damage with the No-Sell Gimmick Enhancement requires a Df12 Brawn roll, meaning you need to have Brawn + a d20 roll that totals 12 or better.

Automatic & Critical Success/Failure

Whenever you roll a natural 20 (the d20 actually showing 20), it's an automatic success, regardless of Difficulty or opponent's roll (the latter with some exceptions). Conversely, it's an automatic failure whenever you roll a natural 1 (d20 showing 1).

On an automatic success you also "threaten" a critical result. Roll the d20 again with all the same modifiers (bonuses and penalties) of the previous roll. If this second roll also beats the Df or opponent's original result, you score a critical success.

Difficulty (DF):	Example (Skill Used):
No Sweat (0)	Speak a language you're proficient with (Language)
Easy (5)	Climb over a steel cage when the opponent is unconscious (Athletics)
Routine (10)	Convince the ref you're innocent of illegal moves or cheating to avoid disqualification (Deception)
Hard (15)	Recall the more obscure strengths and weaknesses of a relative newcomer (Knowledge)
Challenging (20)	Locate a specific hidden person or object in an arena (Perception)
Formidable (25)	Bully the entire promotion (Presence)
Legendary (30+)	Outshine all the best promo men in the business on the stick (Performance)

Otherwise, it's just a normal success, as does an automatic failure on a confirm roll.

Certain Gimmick Enhancements (such as "Mastery") and effects (like Heat) increase the range for automatic and critical successes (as well as hits). You can combine the increases, but the maximum range for any character is 16-20.

A critical success usually lengthens a beneficial effect by one additional round or cuts a harmful duration in half (if not eliminate it altogether). It brings the best possible result for the action.

On an automatic failure, you also roll another d20 to confirm whether it's a critical failure. If the second roll does not beat the original Df or opposing roll, you have botched the attempt badly. Otherwise, it's a normal failure. No confirm roll is required if all rolls involved happen to be automatic failures and nobody wins. A critical failure is the polar opposite of critical success, bestowing the worst outcome possible.

You cannot threaten another critical or automatic fail on the confirm roll.

If two or more opposing characters roll an automatic success, they all roll again to confirm critical. Should no one roll critical or there are multiple critical rolls again, add up the results individually for the second roll and the highest total wins. Use the order of tie breakers (see below) to resolve further deadlocks.

Do the same for multiple automatic failures in opposed rolls to determine who comes out on top.

An automatic success always tops a standard success, and a critical success in turn always trumps an automatic success. Conversely, a standard failure always beats an automatic failure, and an automatic failure is always better than a critical failure.

Tie Breakers

When there's a tie between the final results, use the following tie breakers in the order listed, from most to least, to determine the winner and/or order of sequence:

- Whoever or whichever side has the initiative for the round
- Number of Heat currently possessed
- Resources GE bonus
- Presence skill bonus
- Character level
- Individual player's choice of Athleticism or Instinct
- Random d20 roll for each without any modifiers

TIME TO FIGHT: ROUND

A match proceeds in rounds. There is no specific duration for a round; it lasts for however long the Promoter says it does, from a fraction of a second to as long as minutes — essentially just long enough for all participants to complete whatever action they take for the round.

Action Count

Action Count determines when and which maneuver or action happens. If you're performing a move, your

Maneuver Roll result is your Action Count; it is your ability/skill roll result if you're initiating a non-attack action such as distraction, run-in, running away, etc. A successful maneuver or action will pre-empt its target's for the round.

Every round, every player chooses and announces any one of these actions in the order described in "Initiative":

Perform a Maneuver

You perform a maneuver either from a list of maneuvers, or a move modified or made using the maneuvers system in **Chapter 4: What A Move!** This includes pinfall, kicking out, tagging, etc.

Aid Another

Help a tag partner or another character by providing a bonus to his/her action.

Distract/Interference

Divert a target's attention to create opening for your maneuver, trick the referee so you are free to try an illegal move without any chance of disqualification, or just plain interfering in a match you're not a participant of.

Recovery

Taking a breather to try and remove some (and maybe all) Fatigue.

Initiative

A match begins with an opposed roll between in-ring wrestlers using Presence + appropriate attribute, based on what they decide to do individually to rile their opponent and incite the crowd: Athleticism for acrobatics or showboating, Brawn for stare-down or bullying, Power for flexing or quick test of strength, Instinct for psyching yourself up or remaining focused, Flair for taunting or rallying the fans. The winner gets initiative, plus a +2 bonus to his/her Maneuver Roll for this first round only. (This bonus is increased to +4 on automatic success and +6 on critical success.) In a tie, go down the list of tie breakers from Heat (since no one has initiative yet) to random roll to see who seizes the initiative (though without the +2 bonus in this case!).

Characters without initiative declare their action in ascending order using the tie breakers (i.e., from least to most), while the initiative holder always declares last after having a chance to learn what everyone else is doing.

Initiative can change from round to round. You gain initiative if you successfully hit your maneuver or perform an action in the preceding round. In case of a tag-team or multiple-character event, determine initiative and order of declaration by group first, then individuals within each group. (However, all characters within a same group can choose their own order for announcement to facilitate intra-party coordination on actions such as gang-up, aid another, distraction, etc.) A character with the initiative also gives everyone in his/her group the initiative for as long as he/she retains it, and is still the very last person to announce action. Use tie-breakers between those who succeeded their actions to determine which group and who has the ultimate initiative.

Example: As the bell rings for their match, Too Awesome flexes his muscle (Power + Presence) and Chicago Creeper taunts (Instinct + Presence) in return. Too Awesome wins the opposed roll, gaining the initiative and a +2 to his Maneuver Roll for the first round, while

forcing Creeper to announce his action first.

Despite Too Awesome's advantage, Creeper nevertheless luckily lands a move on the powerhouse face, so the heel clown takes the initiative for the next round and Too Awesome will have to declare his move first.

Later in the match, Creeper's buddy, "Immortal" Maurice DeYoung, jumps Too Awesome outside the ring, which brings out Battlelord to even the odds. Unfortunately, only DeYoung manages to hit his move so the heel side has initiative. The following round, the faces must announce their action first in this order: Battlelord (0 Heat), Too Awesome (2 Heat), then the heels with Creeper (1 Heat), and DeYoung (who hit his move which gives him priority over Creeper despite having less Heat).

Let's say Battlelord and Creeper then both succeed their respective moves, the initiative will go to Creeper's side because he has more Heat than Battlelord (the first tie-breaker). The order of announcement now goes: Too Awesome, Battlelord (still 0 Heat, no group initiative but hit his move), DeYoung (0 Heat as well but has group initiative thanks to his goofball partner), and Creeper.

Now, suppose Battlelord and Too Awesome come back and hit their moves, the order for the round after becomes: DeYoung (0 Heat), Creeper (1 Heat), Battlelord (0 Heat), and Too Awesome (2 Heat, which is more than Battlelord has).

If Battlelord and DeYoung are in position to compete for initiative, they will compare their Resources bonus since they both have 0 Heat currently — which means DeYoung wins because he has a +1 to Battlelord's none (who spends too much

time on muscle and not enough on guile!). Assuming they're even in Resources, they will then compare their Presence skill bonus, followed by character level, the best of their Athleticism or Instinct, and lastly, if still unresolved, a d20 roll-off.

BUSTING A MOVE

In Wild World Wrestling, attacks are rolled for simultaneously. This eliminates waiting for your opponent to finish his/her move and keeps the action going.

Maneuver Types

All maneuvers fall into at least one of the five types: athletic, brawling, power, savvy, and technical. Each type has its own key attribute to modify your d20 roll/action count when you execute maneuvers in that type, as well as on damage rolls.

Athletic Maneuvers

Use Athleticism for the aerial, acrobatic, off-your-feet moves encompassed here.

Brawling Maneuvers

The mostly roughhouse tactics of this maneuver type use Brawn as the key attribute.

Flair Maneuvers

It takes a sly or flamboyant individual to pull off the audacious (and sometimes underhanded) spectacles here, so Flair is the key attribute.

Power Maneuvers

Power is the key attribute for this collection of brutal physical punishments.

Technical Maneuvers

Instinct is the key attribute to master the complex holds and mat techniques in this category.

Maneuver Rolls: Hitting Your Spot

Choose a maneuver and a target for the maneuver. If your opponent wishes to attack as well, he/she will do the same. Once all moves and their respective targets have been announced, everyone does a Maneuver Roll, like this:

1d20 Roll

+ Key Attribute
+ Gimmick Enhancement Modifier
+ Skill Modifier
+/– Maneuver Modifier
– Fatigue Penalty
– Non-Proficiency Penalty
– Repetition Penalty
+/– Miscellaneous Modifiers

A Maneuver Roll takes into account your natural ability (key attribute), special training (Gimmick Enhancement modifier), complementary expertise (skill), difficulty of the move (maneuver modifier), physical condition (Fatigue penalty), fan reaction (repetition penalty), circumstance (miscellaneous modifiers), and luck (d20 roll).

Key Attribute: This is the key attribute for your maneuver.

Gimmick Enhancement Modifier: Some Gimmick Enhancements provide bonus to your Maneuver Rolls, such as Maneuver Training. Some give you bonuses under certain conditions (like Ring Rage) or when doing certain kind of maneuvers (like Feat of Cunning and Signature Move).

Skill Modifier: For every +5 you have in a skill applicable to the match or maneuver, you can add a +1 bonus to the Maneuver Roll. For example, Knowledge: Streetfight when you're in a no-DQ street fight, or Knowledge: Technical Maneuvers when performing a technical move.

Maneuver Modifier: Every maneuver has a modifier based on how easy (positive) or hard (negative) it is to pull off. For those who can't tell a wristlock from a wristwatch or prefer to go right into knocking noggins, see the list of pre-made maneuvers in **Chapter 4: What A Move!** There's also a system in that chapter for the smarks to invent new moves and improvise existing ones so the variants are virtually endless… Best of all, it can all be done on the fly!

Fatigue Penalty: It's harder to execute moves when you're worn down. For every increment of 20 + Brawn score in Fatigue, you get a -1 Fatigue penalty that you must subtract from the roll.

Non-Proficiency Penalty: You take a -4 penalty when attempting a move from a maneuver type with which you're unfamiliar (i.e., don't have the

appropriate Maneuver Familiarity).

Repetition Penalty: The crowd doesn't want to see similar things over and over, so you suffer a -1 penalty for trying a move of the same maneuver type the second time, and a cumulative -1 each time thereafter until you switch to another type. The second power move in a row you try, for instance, is at -1; -2 for the third consecutive power move, -3 for the fourth, and so on.

Miscellaneous Modifiers: Any other circumstantial modifiers not covered by the ones already mentioned, such as Aid Another, "house on fire" multiple attacks, and Star Power (if in use).

After all rolls are done and tallied, the participants compare the results as Action Counts, and if you have the higher total you successfully land your move, otherwise you fail and your opponent hits his/hers. The winner then describes the sequence (or "spot"), incorporating both players' chosen maneuvers.

Example: Chicago Creeper goes for a DDT — a technical maneuver based on Instinct, something the Mad Clown of the Mat has in abundance at +4. He's taken enough Maneuver Training to give him +7 and chooses to exert 2 Fatigue using Feat of Composure for another +2. He has +12 in the Knowledge: Technical Maneuvers skill, sufficient for a +2 skill bonus. DDT has a maneuver modifier of -1. Creeper is not quite worn down yet to have any Fatigue penalty, and he's proficient with technical moves, but since this is his second consecutive technical move in a row (having tried

one the previous round), he suffers -1 for repetition. He rolls a mere 5 on a d20, so his Maneuver Roll is (5 + 4 + 7 + 2 + 2 – 1 – 1 =) 18.

Too Awesome opts to answer with a big boot, a power maneuver using his Power (+6), Maneuver Training (+10), 3-Fatigue exertion via Feat of Strength (+3), and +8 in Knowledge: Power Maneuver skill (+1). Big boot is a -3 move. Like his opponent, Too Awesome is still fairly fresh (no Fatigue penalty), familiar with power moves (no non-proficiency penalty), and this is the first power move in the chain so no worries about repetition. He rolls 9 for a Maneuver Roll of (9 + 6 + 10 + 3 + 1 – 3 =) 26.

Too Awesome's Action Count is higher than Creeper's, so the brick hits the big boot. As the winner of this round, Too Awesome gains initiative for the next round and narrates the sequence: "Creeper sneaks in a kick to the gut and hooks Too Awesome for a DDT, but the insane clown takes too long jawing with the fans in the front row, letting Too Awesome power out of the headlock and plant a size-20 upside his green-haired head!"

Tie

Initiative is the supreme tie breaker for all tied Action Counts and opposed checks. So, if they had the same result but Creeper with the initiative in the example above, the lunatic would've landed the DDT. If no one has initiative, go down the order of tiebreakers, from Heat to random d20 roll, to figure out who wins.

Automatic & Critical Hit/Miss

An automatic hit occurs when you roll a 20 on the die when attempting a maneuver (usually during a match). You then verify whether it's a critical hit just like you do an automatic success, versus the opponent's original Maneuver Roll. The benefit of a critical hit is that you get to add one extra die to your damage, e.g., 1d4 becomes 2d4, 2d6 become 3d6, etc. Resolve simultaneous automatic hits the same way you do automatic successes.

If the confirm roll is another "crit," in addition to an extra damage die the maneuver also causes an injury, and you apply the damage roll to both Fatigue and Injury.

On the other side of the coin, a natural 1 on the d20 roll is automatic miss. You'll also confirm whether it's a critical miss just like an automatic failure. On a critical miss, you take one extra die of damage from the attack, e.g., 1d6 becomes 2d6, 2d8 become 3d6, etc.

It is possible, then, to add up to two damage dice for any move: +1d for critical hit, and +1d for opponent's critical miss. For moves without damage die, critical hits and misses add 1d4 each; for a finisher, it would now have 1d4.

If all participants roll automatic misses, roll to confirm critical miss — an automatic miss will still hit if the opposing roll is a critical miss, and you STILL get the extra die of damage! Should no critical miss be confirmed, nothing happens as all parties simply whiffed badly. Re-determine initiative for the following round as described in **Initiative**.

On the rare head-to-head critical misses, the characters enact the classic "double clothesline/bump heads off the rope/collide into each other" bit that leaves both down and dazed. Their player rolls 3d6 each and applies it as Fatigue damage (without bonuses) to the opponent. The characters are considered stunned (see **Losing Your Wind: Stun**, below) until they succeed a Brawn roll to "unstun" themselves at Df = damage received. Meanwhile, unless it's a no-countout match, roll for countout (see **Countout**, below) every round thereafter until at least one of the characters manages to shake off the stun. The first character to recover before the opponent does gains initiative and may act. Nobody has initiative if both regain senses on the same round (and we reset for initiative purpose). If the count reaches 10, the match ends in a double-countout draw.

Off Your Feet: Lifting and Knockdown

Naturally, the heavier you are, the harder it is to lift you or knock you down. Every character has a Weight Mod (WM) calculated from weight, used to determine whether he/she is lifted off the ground to complete a maneuver such as body slam, or knocked down to the mat by a move such as clothesline.

Certain moves (like suplex, powerbomb, over-the-rope toss, sunset flip, etc.) require lifting your opponent off the ground and dropping him/her in order to do damage. They

have the "Requires Lifting" modifier. Lifting is automatic when your target's WM does not exceed your key attribute used for the maneuver. Otherwise, your Maneuver Roll must beat your target's Maneuver Roll by at least a margin of your opponent's WM minus your key attribute, or it does no damage because you fail to lift the target — even though the move is considered a hit and you gain initiative for the following round.

Example: As much a physical specimen Too Awesome is, it's still iffy whether he can hoist a behemoth like The Minister for a power slam, since the gigantic preacher's enormous bulk (+10 WM) exceeds even Too Awesome's amazing +6 Power. Whenever the powerhouse attempts a power move with the "Requires Lifting" modifier, his Maneuver Roll must beat his opponent's by (10 – 6 =) 4 or more in order to inflict damage. It's even harder if he tries to accomplish that with a technical move, for he has Instinct of just +1 so his roll must be at least (10 – 1 =) 9 better!

Some maneuvers (like double axehandle smash, shoulderblock, flying bodypress, scissors kick, etc.) will do damage when hit and have a chance of knocking your opponent down. These moves have the "Knockdown" modifier. When you successfully perform a knockdown maneuver, you get to roll damage and check to see if the opponent is upended by the same way you check for lifting: Yes, if your key attribute is equal to or exceeds the target's WM, or that your Maneuver Roll covers the deficit between the attribute and WM.

Example: Too Awesome clotheslines The Minister instead. He'll roll damage if he hits, and if his Maneuver Roll exceeds The Minister's by (10 – 6 =) 4 or more, he takes the sanctimonious brawler off his feet for 10 additional points of damage (thanks to The Minister's hefty Weight Mod)!

On Your Back: Prone

There are only two positions you have to track for characters in WWW: Prone or not prone. If you're lifted or knocked down, you're considered to be prone until you hit a move without the "Prone Self" modifier, or someone tries a move without the "Requires Prone Target" modifier against you, or when an opponent fails to lift you/ knock you down with a maneuver.

You can use any maneuver with the "Requires Prone Target" modifier against a prone target, giving you a wider selection of moves. If you're not prone when a round begins, no one can target you with a move that includes "Requires Prone Target."

Example: Too Awesome pummels Creeper to the mat. Next round, Creeper chooses chicken wing for his move, while Too Awesome tries a camel clutch. Creeper will remain prone if Too Awesome succeeds since camel clutch targets a prone opponent and keep him there, but return to standing if he can hit the chicken wing (since it doesn't have the "Prone Self" modifier.

Losing Your Wind: Stun

There are moves that may cause the target (whether your opponent,

yourself, or both!) to become stunned. These moves have the "Stunning" modifier. Use a Brawn roll with Df = damage dealt to see if you succumb to the effect, though resistance is automatic if the move does no damage. Unless specified, stun lasts for one round, but two rounds if you auto-failed the Brawn roll, and three rounds on a critical failure.

When you're stunned, you cannot attack, initiate any action, or use most Gimmick Enhancements, including ones with a Fatigue cost, unless permitted in the description. You'll roll just a d20 and divide the result in half (round down), then minus any Fatigue penalty you have to get your Action Count. You're still entitled to all reactionary and opposed rolls while stunned (such as escaping pin attempts and submissions or resisting another stun effect, but not, say, to Aid Another), and automatic/critical rolls are still in effect, hence you do duck an opponent's move if the d20 roll is an auto or critical "hit"; it's also considered a successful action so you may gain initiative for the following round.

The duration of stun from different attacks or actions do not stack. Use the lengthiest stun effect when you fail multiple rolls against stun in a round.

A referee will not be able to count pinfalls or verify submissions while stunned.

Example: Creeper cheats and clocks Too Awesome with a chair shot. The powerhouse unfortunately auto-fails his Brawn roll against stun (but luckily does not critically fail). Too Awesome becomes too stunned for two rounds instead of one, meaning he's not doing any fighting and will be rolling d20/2 – Fatigue penalty for the next two rounds.

Finishing Maneuver

A finishing maneuver (or "finisher") is the most feared and effective move in your arsenal, used to put the final nail in the opponent's proverbial coffin. You need to spend a Heat to use a finisher, but if you hit it, you add one extra die (+1d) to the damage (which should already be figured in on the character sheet). Also, if you follow up a finisher with a pin attempt, it's an automatic two-count so the opponent has only one chance to kick out; or if the finisher is a submission hold, he gets only one chance to avoid tapping! In addition, you have automatic familiarity with the maneuver (so you don't take a -4 non-proficient penalty), and gain a +1 Naming bonus for naming the finisher.

Example: Too Awesome's big boot inflicts 11 points of punishment on Creeper. That exceeds the 10-point threshold so he earns 1 Heat. In a later round he announces he's going for his finisher. He marks off a Heat and rolls the die for the move.

Pier-Six Slobberknocker: Multiple Characters

When more than two characters are involved in a round, you successfully perform your action if (1) you are not the target of a successful action, and

(2) your Action Count is higher than your target's.

Example: It's a four-way dance between Too Awesome, and El Aguila, Chicago Creeper, and Maurice DeYoung. Too Awesome and Battlelord are both going after Creeper. Creeper announces an eye gouge on El Aguila. DeYoung wants to distract the referee. The Action Count, in order, is Too Awesome, Creeper, El Aguila, and DeYoung.

Too Awesome resolves his action first and executes a clothesline on Creeper. Creeper is next, but his move is negated because Too Awesome just hit him with a successful action. El Aguila follows, and although he hasn't been on the receiving end of anything so far this round, his Action Count is lower than his target Creeper's, so he doesn't get his flying forearm off (probably because Too Awesome is in the way, or something sidetracks him). If the "Filipino Luchadore" had rolled higher than Creeper, the green-haired fool would've been hit twice instead of once this round. DeYoung goes last, but since nobody targeted him with any action, as long as his Action Count is higher than the ref's (which is always 10, unless it's a "special referee" with actual stats), he can distract the man in zebra shirt. If DeYoung had opted to distract one of his fellow competitors instead, he would never have gotten the chance because they all have a higher Action Count.

Another way to handle a multiple-character bout is to break it down into mini-matches, keeping track of who's engaging whom each round separately.

House on Fire: Smacketh Jabronies Down

Assuming you have the highest Maneuver Roll without being pre-empted by a higher Action Count (such as a successful distraction against you), you can attack multiple opponents in a round, rolling a new Maneuver Roll for each attack. You can attack each target only once per round. All maneuvers after the first are resolved normally against the targets' original Action Count, but with a cumulative -5 penalty added to each attack, i.e., -5 against second target, -10 against third, etc. As soon as an attack fails (tie counts as regular failure in this case unless you have the initiative), you must stop and end your turn. (Since it's technically a hit even if you failed to lift an opponent, you may continue to a different target.) Naturally, if you're stunned anywhere along the attacks (such as from missing an aerial move) or stop to attempt a pinfall, you also lose all subsequent offense. Of course, you can use activate any of your eligible Gimmick Enhancements, paying the cost separately for each attack.

Hitting an opponent's partner in a tag match while he/she is not the legal participant in the ring will get you a referee warning.

Example: El Aguila wants to dropkick Maxx Ruin in a six-way match that also includes Black Wolf, the Mongolian Mauler, Shear and Captain Supreme. Everybody rolls for maneuver. Aguila gets 25, beating Maxx Ruin's 22, Blackwolf's 20, Mauler's 17, Shear's 16, and Captain

Supreme's 12. After tagging Maxx's chin, a confident Aguila decides to press on. He picks on Mauler next with a bulldog and gets a 23 for the roll, just good enough (23 – 5 for this being the second attack = 18) to beat Mauler's original Maneuver Roll of 15, so he drives the massive Mongol down to the mat. He then tries a flurry of punches on Shear on a roll of 17, which would hit normally given the "Bodacious Barber's" Maneuver Roll, but not after the -10 penalty for taking his third attack this round, so Shear deftly ducks the punches and slips outside the ring. Because he missed, Aguila cannot attack any more this round and must leave Blackwolf and Captain Supreme alone. Had he hit Shear, Aguila would make his next attack against either the wolfman or the righteous superhero at a lofty -15 penalty (which would virtually guarantee a critical miss on an automatic miss!).

AID ANOTHER

You can help another character in any situation, giving that character a +2 bonus to any one roll, from executing a maneuver to an attribute or skill check. To do so, you announce "aid another" as your action for the round. It's successful if you exceed a Df10 Instinct roll on a d20 roll. This roll becomes your Action Count for the round, and you can decide which d20 roll the +2 bonus will go to for the character you're aiding at any time during the round. If you're the target of a successful action (i.e., someone targeting you has a higher Action Count), however, you don't provide the help and no bonus is given.

Aiding another on an illegal maneuver makes your action illegal as well, thus subjecting you to potential disqualification and being sent backstage!

The Aid Another bonus can be used on a pin/submission count to help retain or break the pin/hold. This represents you holding the leg for leverage, fending off run-ins, putting a foot on the rope, turning a guy over to reverse a pin, etc. It is also good for the Action Count of a stunned character, applied as d20/2 + Aid Another bonus.

Bonuses from multiple aids do stack. Therefore, two successful Aid Another given to the same action increase the result by +4, +6 for three, and so on. Also, the bonus is increased to +4 on an automatic success, and +6 on a critical success. Conversely, an automatic miss gives your pal -2 instead, and -4 on a critical failure!

Aid another can be grounds for DQ in a standard match. As in ganging up, roll 1d6. On a 6 the "illegal" character doesn't leave the ring in time and receives a warning, with possibility of disqualification or ejection on the ref's discretion.

Example: Biff Barley, of the tag team Biff Stew, is facing the Coconut Kid in a tag match. Biff's younger brother and tag partner Stew announces he's aiding for the round. Biff rolls 13, the Coconut Kid 14, and Stew 12 — making the aid another roll for a +2 bonus to any one of another character's d20 roll for the round. Seeing Biff's Maneuver Roll is just one lower than Kid's, Stew decides to add the +2 bonus to that, turning Biff's 13 into

15. So with Stew's (underhanded) help, Biff hits his move instead of taking his opponent's.

Later, Coconut Kid seeks revenge by doing his finisher, the Coco Knock (flying headbutt), off his partner the Pineapple Kid's shoulders. Assuming PK makes an aid another check and neither Biff nor Stew targeted PK and got a higher Action Count, he can give Coconut Kid a +2 bonus to the maneuver if he wants, or save it for the immediate pin attempt right after to help the pin.

DISTRACTION

Distraction takes many different forms, from the conventional in-your-face insult to tripping an opponent coming off the ropes, taunting on a video screen, or "accidentally" discharging entrance pyro.

When you want to try a distraction, you declare it as an action, choose a target, and use a Flair + Deception roll for your Action Count. If it's higher than your target's Action Count and you're not pre-empted by any action targeting you, he/she must succeed a Instinct + Perception roll (Df = your Action Count) or becomes distracted. A distracted character is treated as stunned in all respects for one round, i.e., cannot initiate any action, rolling d20/2 – Fatigue penalty, subject to all effects of stun. The duration stretches to two rounds on an automatic success to distract, and three rounds on critical success. Automatic failure to resist adds another round to the length, and two rounds on critical failure. However, also like stun, the effects of further distraction or stun

in the interim do not stack.

A target successfully resisting the distraction or has a higher Action Count thwarts the attempt. If the target succeeds the Perception roll, the distraction fails and the round resumes with the next highest Action Count in the original order. A character gains one Heat if the distraction beats the target's Perception roll by 10 or more or vice versa. If the target gets an automatic success with the Perception roll, you cannot try to distract him/her again for the rest of the match/segment, and for the entire show on a critical success.

Unless you're distracting a referee or the ref is already distracted, you get a referee warning for each successful distraction and must roll against disqualification. Each attempt also counts as a Flair maneuver for purpose of repetition penalty.

If you score the highest Action Count with your distraction, you can also opt to attack someone else using the multiple-attack rule, beginning the cumulative -5 penalty with the new target.

Example: Creeper and Too Awesome are fighting in the ring when Maurice DeYoung saunters out to distract Too Awesome. TA rolls 26 and Creeper 23 for their respective Maneuver Rolls, while DeYoung gets 28 on his Deception roll, which also becomes his Action Count. Since that beats Awesome's Action Count, DeYoung's distraction comes before Awesome's move on Creeper. Awesome must now make a Df28 Perception roll. If he beats it, Awesome wises up to DeYoung's trickery and maintains

his focus on the match. The round then continues with the next highest Action Count, meaning Awesome hits his move. If Awesome fails the roll, he is sidetracked by the Flamboyant Frenchman, loses his action this round since he's preempted by a successful action against him, and becomes an easy mark next round for the Creeper as he'll be "stunned." For DeYoung, he has to make a Deception or Presence roll (Df5 for first warning) to convince the referee to let him stay ringside after the distraction.

Weapon of Mass Distraction

Similar to attacking multiple opponents, you can try to distract more than one target in a round by taking a cumulative -5 penalty for each target after the first. You can use the Heat benefit for offsetting multiple-attack penalty for this. All successful attempts count collectively as only one warning, and none if the ref is distracted.

Fooling Blind Mice: Distracting a Ref

All "non-player" referees default their Action Counts and d20 rolls to 10. Hence, all you have to do is beat 10 on your Action Count to distract them. Unlike the rules above, when you try to distract a referee you'll receive a warning only if you fail.

A ref will not be able to count pinfalls or submissions while distracted, so it can backfire on ya! As well, he/she won't catch any illegal move performed by any character, so sneaky stuff like a Desperate Save won't incur a warning.

In the case of a "special guest ref" who has actual stats (like a wrestler, manager, or returning star), roll for all his/her actions normally.

Example: Biff Barley wants to divert the referee's attention on the Pineapple Kid so he and Stew can double-team the Coconut Kid behind the ref's back. Biff's Deception roll/Action Count beats 10, so the ref is fooled into thinking PK is about to do something illegal and goes over to lecture him, turning a blind eye to the heels' treachery on the Coconut Kid, while PK can't do anything lest he risk disqualification since he has the ref's full, undivided attention.

TAKING BUMPS

After hitting a maneuver you'll roll damage. Damage runs from none (taunt) and key attribute score only (simple punch) all the way up to d10 (off-top-of-cage "Holy S*it!" type of moves). You can change the die size and/or adjust the number of dice rolled for damage by accepting a bonus or penalty to your Maneuver Roll (see **Chapter 4: What a Move!**).

The maximum amount of dice you can add to a move with the "Damage: +1 Die" modifier is equal to your key attribute for the maneuver (minimum 1) or 1/2 your Maneuver Training bonus (round down), whichever is higher.

Unless you bought damage down to none, add your key attribute, positive or negative, to the damage roll, plus any other bonuses from applicable skills and Gimmick Enhancements. The minimum damage for a successful

hit is zero (0).

Damage points are converted into Fatigue, though into Injury as well on a "double-critical" hit.

Example: Coconut Kid hits a corkscrew elbowdrop (Flair maneuver) for 2d6 damage to Maxx Ruin. He rolls 8 on the dice, then adds his +2 Flair for a total of 10 damage, which Maxx takes as Fatigue.

Hard Knocks: Fatigue

As mentioned, rather than a pool of hit points to be whittled down, you accrue Fatigue. Assuming no lingering injuries from previous encounters, you'll begin a card at 0 Fatigue until suffering damage and/ or taking exertion.

Example: On the first round of their match, Maxx Ruin hits the Coconut Kid for 7 points of damage, so the Kid records 7 on the "Fatigue" section of his sheet. He then decides to exert for 2 Fatigue the next round for a +2 bonus on his move and immediately adds them to his current Fatigue, bringing the total to (7 + 2 =) 9.

Fatigue Penalty

For every 20 + Brawn in Fatigue that you accrue, you take a -1 Fatigue penalty. This penalty applies from attribute rolls to skill rolls, Maneuver Rolls, rolls to resist stun, and everything else that involves rolling a d20. There are Gimmick Enhancements to increase your Fatigue threshold so you can withstand more physical and mental strains before penalty sets in (and between penalties).

If an exertion would incur another Fatigue penalty, the new penalty is applied on the roll immediately.

Example: As soon as the Coconut Kid, at +2 Brawn, accumulates 22 Fatigue, he takes a -1 to everything he does due to fatigue, -2 when it's 44, -3 at 66, etc.

Submission Threshold

Everyone has a submission threshold = 10 + Brawn score. When the damage of a submission move exceeds (not equals) your submission threshold, you must win one of three (or fewer) opposed rolls to not give up or tap out. See **To Give or Not to Give: Submission**, below.

Fatigue Recovery

Fatigue remains for the entire card and resets at 0 for the next card, assuming no injury or incident had occurred during the interim. (It's purely the Promoter's call whether he/she deems a character should, for example, start a card with Fatigue suffered in a between-card ambush.)

The X Sign: Injury

In pro wrestling lingo, the "X sign" is when the referee crosses his arm to form "X" during a match to signal the backstage that an injury is legit. As described above, a second "critical" on a confirmed critical hit results in damage to both Fatigue and Injury. You always retain an amount of Fatigue equal to your current Injury, which does not reset as normal but removed according to your Injury recovery rate.

Injury has its own threshold as Fatigue that follows the same 20 +

Brawn formula, and incurs penalty exactly like Fatigue every time you breach the threshold as well. Injury is worse still in the sense that, because you also retain the Fatigue points from Injury, this can carry a double penalty — one from the Injury and one from the resultant Fatigue!

Example: Maxx Ruin rolls a 20 on his roll to confirm a critical hit, which means poor Coconut Kid takes an Injury hit and some serious pain! Ruin rolls 15 for damage, so the Kid suffers 15 points of Injury as well as 15 Fatigue. What's more, the 15 Fatigue does not reset to 0 by the next card like regular Fatigue, and must be recovered alongside the Injury points.

Should he happen to take, say, 10 more points of Injury in the match to increase the Injury to 25, it will instantly induce another -2 Fatigue penalty (-1 from Injury and -1 from the Fatigue due to injury!).

Injury Recovery

Suffering an Injury can put you out for a certain length of time. You remove Injury damage at a rate equal to your Brawn per day, providing it's a positive score. For 0 Brawn, you recover half (0.5) Injury point per day. A negative score corresponds to the number of days plus one (+1) needed to remove 1 Injury point. (For example, -1 Brawn takes two days to get rid of one Injury, -2 requires three days per Injury, and so on.)

You can always choose to return to action any time from an injury, but you retain Fatigue equal to the Injury still remaining, thereby putting you at disadvantage in a match.

While the recovery may seem rather quick, it is done to keep player interest and prevent prolonged absence of a character as well as roster depletion. If you preferred a grittier model where injuries can shelf wrestlers for a long time (or for storyline purposes), make the increment weeks instead of days.

Example: At +2 Brawn and removing 2 Injury points per day, Coconut Kid still needs (15/2 =) 7.5 days to fully recover from the Injury suffered at the hand of Maxx Ruin. Had the same injury occurred to Dexter Sterling, however, the ex-Hollywood talent agent with -2 Brawn would need (2 + 1 =) 3 days to recover each Injury point, thus requiring (15 x 3 =) 45 days to relieve himself of the pain completely.

Coconut Kid decides to return 3 days later, having recovered (2 x 3 =) 6 Injury points in the meantime to reduce his Injury to (15 – 6 =) 9. However, that means he'll compete on the card with 9 Fatigue already on the sheet.

TAKING A BREATHER: IN-RING RECOVERY

Every character can declare recovery as action during a match, using a Brawn roll for Action Count. Assuming you're not interrupted or successfully targeted, you remove 1 Fatigue (or 2 Fatigue on automatic success, and 3 Fatigue on critical success) for every 5 points you roll on the d20 (round down). You can take the "Go All Night" Gimmick

Enhancement to multiply the removal of Fatigue. However, you still cannot remove any Fatigue caused by Injury and, of course, you cannot remove more Fatigue than you have.

If you're rolling unopposed, the Difficulty for confirming critical success in a recovery is 20.

Example: Maurice DeYoung (with an incredible Brawn of +5 thanks to his "Discovered the Fountain of Youth" gimmick) announces he'll take a recovery after sensing his opponents are leaving him alone. He rolls a "20" — auto success! But, alas, does not confirm a critical. His result is (20 + 5 =) 25, so that's (25/5 =) 5 Fatigue recovered normally, but on an auto success it actually means (5 x 2 =) 10 Fatigue. In addition, he has taken "Go All Night" twice to triple his recoveries, so (10 x 3 =) 30 Fatigue come off the sheet for the Immortal Explorer!

TIME OUT TO HEAL: BETWEEN-MATCH RECOVERY

If you're a victim of a sneak attack or compete in more than one match on a card (whether a tournament or impromptu challenge), you may not be at full health for the new bout. To determine how much you've recovered between now and then, use the following table for how many Brawn rolls you may try:

Brawn:	# Attempts:
0 or worse	0
+1 to +2	1
+3 to +4	2
+5 or better	3

Then roll the indicated number of Brawn rolls using the rules for in-match recovery described above for Fatigue removed, given proper medical treatment and at least 30 minutes to recuperate. Thus, the Promoter's may adjust the number of rolls due to time or facility constraint, such as very little time has elapsed between your last and next match, or the medical staff is currently occupied with injured wrestlers.

DRAWING HEAT

Heat represents a lot of things, from fan interest to momentum. In a match, every time you deal 10 or more points of damage (after any reduction such as from Gimmick Enhancements) to an opponent with a move, you gain 1 Heat. You can have up to 4 Heat at any one time, unless you've increased the limit with the "Heat Machine" GE.

You must spend 1 Heat every time to use a finisher, after declaring it as your action but before rolling the d20 (so it's spent whether you hit or not).

Several Gimmick Enhancements also require spending Heat to activate. Unless specified, you may spend Heat after a die roll or in response to the condition for its activation.

When You're Hot: Benefits of Heat

When you have one or more Heat, you can choose one of the following advantages each round before rolling your Action Count:

- You can increase the threat range for automatic hit/success on a maneuver or action by 1 for each Heat you currently have, after spending any Heat you want and before a die roll. (For example, having one Heat gives you an automatic success range of 19-20, and two gives you 18-20. But any time you spend a Heat before rolling, the range shrinks by 1 since you don't have that Heat anymore.) The raise stacks with all other effects that increase your success range, but the maximum for any character remains 16-20. The increased auto-success range applies to the confirm roll as well. This is the default benefit if you don't specify any for the round.

- You can attack one additional target without the cumulative -5 penalty per Heat you have just before rolling. Therefore, you can attack a second target at no "House on Fire" multiple-attack penalty

if you have 1 Heat, a third one if you have 2 Heat, and so on. You don't have to spend Heat to do this (though you do lose the increased auto-success range benefit).

- You can gain a +1 bonus per Heat you have to all attribute and skill rolls (such as distraction, escape pinfall/submission, resisting stun, etc.).

None of the benefits above requires you to spend Heat and therefore may not be negated by the use of a Gimmick Enhancement, stun, or any other effect.
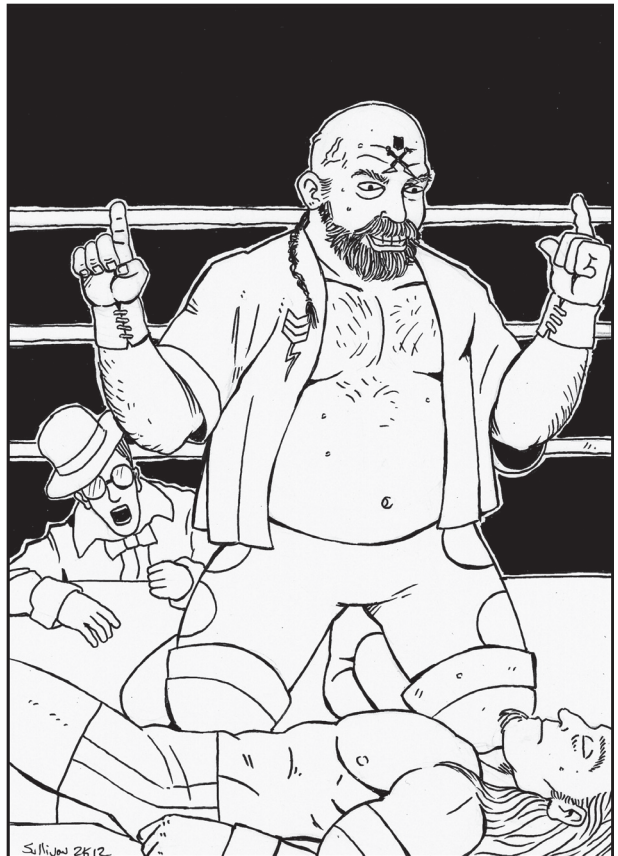
Giving the Rub: Transferring Heat

You can transfer Heat to another character at any time. However, you must give up all your Heat, and any Heat exceeding the recipient's normal limit is lost. Moreover, a character can either transfer Heat to or receive them from other only once per round.

Example: After rolling to tag out from a terrible beating, the Coconut Kid decides to transfer the sole Heat he has to his partner, Pineapple Kid. PK has 2 Heat of his own, so he comes in with (2 + 1 =) 3 Heat after the "hot tag" for some ring clearing!

1… 2… 3!: PIN

You can try to pin a prone opponent by dropping prone yourself and covering the target in a cross-body position. You do have to hit the flair/technical-based Pin Attempt maneuver to initiate a pin fall because it can be preempted by a higher Maneuver Roll and thus does not happen for various reasons (e.g., you take too long to pose, are too exhausted to cover the opponent right away or too close to the ropes… whatever the winner decides in his/her description). Also, in multiple-character matches, another wrestler can "steal" the pin by announcing a pin attempt as well and getting a higher Action Count. See the Pin Attempt entry for maneuver modifier in **Maneuver List**, **Chapter 4: What a Move!**

A successful pin attempt immediately triggers a series of three opposed rolls, each representing a pin count ("1… 2…3!"), between you and the target being pinned. The pin counts are part of the pin attempt action within a round, not spread over three rounds. As the pinning character, you'll make a Power roll on each pin count, while the opponent tries to oppose it with an attribute roll of his/her own using either Athleticism (raise shoulder, grab the rope), Flair (pull hair/mask, put foot on rope), or Power (kick out with brute force). The caveat is that he/she can use an attribute only ONCE per pin attempt. Your opponent must lose all three opposed rolls for you to score a pin and win. If he/she beats you (cannot tie, since you have the initiative for hitting a move) on any of the rolls, the pin is broken.

Automatic success/failure applies to pin counts as well. If you roll a critical success while being pinned or the opponent pinning you rolls a critical failure on a pin count, you reverse the pin attempt and can start one of your own immediately. Conversely, if you roll a critical failure under a pin or the opponent pinning you rolls a critical success, you lose the next count automatically without rolling. For example, if this occurs on the first pin count, you lose the second as well and proceed right to the final pin count. (So, try to avoid this on the second pin count!)

There are shortcuts to rack up automatic pin counts, like hooking the leg and pulling tights. Any move with the "Immediate Pin Attempt Upon

Knockdown or Lifting" modifier lets you initiate a pin attempt upon successful completion without having to wait till next round, in addition to using the maneuver's key attribute instead of Power for all three counts. If you follow a finisher (from you or someone else) with a successful pin attempt on the target, it's an automatic two-count.

Regardless of what combos you use, there's never automatic three-count in Wild World Wrestling — the target always gets at least one pin count to escape the pin. (So hooking the leg or pulling tights after a finisher won't give you any additional benefits.)

Example: Creeper successfully starts a pin attempt on Too Awesome. On the first count, TA decides to use Athleticism, his lowest of the three attributes, to break it. Creeper rolls 14 for his Power roll and Awesome fails to beat that. Creeper pays 2 Fatigue via his Feat of Strength GE for +2 on his second roll and gets a 17 total. Awesome cannot use Athleticism again, so he's left with Flair or Power. He can use Power — for which he has the best score and Gimmick Enhancements — to try and kick out now, or he can take a chance with Flair and save his best for last.

Bridging or Hooking the Leg

You can exert 1 Fatigue for a pinning bridge or 1 Fatigue to hook the opponent's leg for an automatic one-count. They're mutually exclusive so you can perform one or the other in a pin attempt, not both. Also, you can do neither for a maneuver with the "Immediate Pin Attempt Upon

Knockdown or Lifting" modifier because it is already a part of the move.

Making a Save on Someone's Pin

Unless you're stunned, you can break a pin attempt not involving you by targeting the pinning character with a maneuver during declaration at the beginning of the round, then roll a higher Action Count. (This, of course, requires anticipating your opponent's moves.) Or, you can declare aid another (see below), then wait and give the bonus to the character being pinned during a pin count. (This can be done to help an ally pin somebody too.)

The "Desperate Save" GE also lets you make an automatic save on another character's pin attempt at any time at the cost of a Heat. The "Last-Second Save" trick costs a Heat too and the save is not automatic, but anyone can do it.

Pinning a Stunned Opponent

Pinning a stunned opponent gives you an automatic one-count, or two if you have the Opportunist GE.

Pulling Tights And/Or Rope For Leverage

Each of these requires 1 Fatigue and a Df10 Deception + Flair roll (or opposed Deception vs. Perception roll for a ref with actual stats), though a successful roll reduces the pin counts needed by one. Any time you fail such a roll, however, the referee

catches you, gives you a warning and stops the pin count immediately, thus ending the pin attempt (and perhaps disqualifying you!).

Example: Creeper pulls Too Awesome's tights for the first pin count. If Creeper makes a Df10 Deception + Flair roll, he wins the pin count automatically and leaves his muscular opponent two chances to kick out. He can be really ballsy and try to put his feet the ropes to gain leverage for the second count, then Awesome will have only one shot to break the pin. But doing so gives the ref another chance to spot the chicanery.

TO GIVE OR NOT TO GIVE: SUBMISSION

Any maneuver with the "Submission" modifier is a submission hold. The advantage is that if you do enough damage you can force your opponent to submit. Everyone has a submission threshold of 10 + Brawn score. When the damage of a submission move exceeds (not equals) your submission threshold, you have three chances to not give up or tap out (representing the ref checking by raising your arm three times). This follows the same rules as a regular pin attempt: There are three opposed rolls — or just one for submission finishers. The attacker will use the key attribute for the maneuver versus the defender using either Athleticism (sheer quickness), Brawn (sheer endurance), or Instinct (sheer will), but only once each (exactly like in a pin attempt).

A stunned target loses one of the three chances to break the hold. You can also try to pull the rope for leverage to gain an additional count (with the same drawback if you fail). Still, the target always has at least one opportunity to fight off a submission.

Since there's no set time in a round, you don't "maintain" a submission move — you just have to hit it again next round if you want to "retain" it. Whether you "hold" it and for how long is simply a matter of your narrative.

Example: Too Awesome beats Creeper to lock on a bear hug and manages to do 14 points of damage, which surpasses Creeper's submission threshold of (10 + 2 Brawn =) 12 and necessitates a submission check. Too Awesome will use Power, the key attribute for bear hug, for all three opposed rolls. Creeper chooses to start his with Instinct, his best attribute, going so far as exerting 5 Fatigue via "Feat of Composure" for +5 on the roll. If he makes it, he doesn't submit and the match continues with both characters announcing their respective move for a new round. Otherwise, Creeper has two more chances to break it but is left using either Athleticism or Brawn to do so.

Breaking Up Someone Else's Submission

This is the same as making a save on someone else's pin attempt; you either beat his/her Action Count, aid another to improve the target's chance of breaking the hold, or use the "Desperate Save" Gimmick Enhancement.
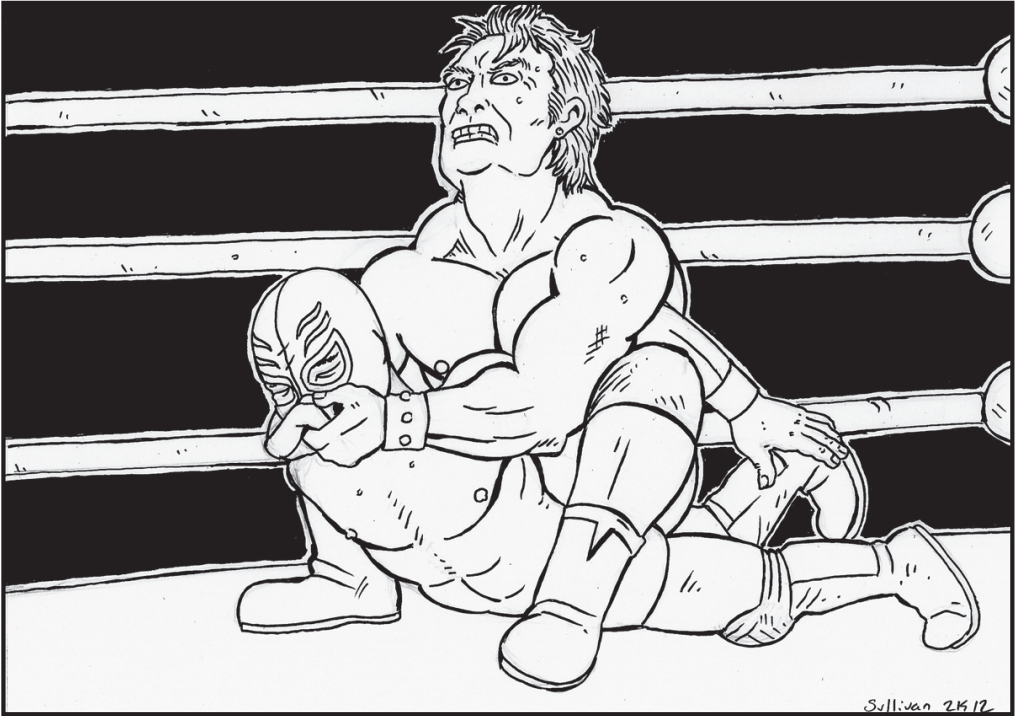
Post-Submission Finisher Pinfall

It's a regular pin attempt (i.e., pin attempt roll and three counts) on someone who's prone from a submission finisher.

REF WARNINGS & DISQUALIFICATION

In a standard match, any time you roll an automatic hit or do more than 10 points of damage with an illegal maneuver and the ref is not distracted, there's a chance he will disqualify you on the spot and award the victory to your opponent! Each of these infractions is a "warning." To avoid DQ, you must succeed a roll of Deception (if you're lying) or Presence (if you're intimidating the ref) + Resources + appropriate attribute (usually Flair for Deception, Power or Brawn for Presence) at Difficulty = number of warnings the wrestler has in the match x 5. You can use any applicable "Feat of" GE for bonuses on such rolls as well.

Blatant interferences and run-ins, such as attacking another character, in full clear view of a ref when you're not an actual participant in a match will get the opponent of your target disqualified and a loss!

Example: DeYoung chokes Shear on the top rope (an illegal move!) without the ref distracted and rolls a natural 20! Since this is his first ref warning, he must make a Df5 Deception or Presence + Resources + appropriate attribute roll to stop the ref from disqualifying him. Later, DeYoung rams Shear into an exposed

turnbuckle for 18 points of damage — well over the 10-damage threshold with illegal moves to get another warning. Because this is his second warning of the match, the Difficulty to wriggle out of a DQ for the roll is (5 x 2 =) 10. He follows up by raking Shear's eye for 6 points — not enough for a warning, so no need for a disqualification roll.

COUNTOUT

When one or more "legal men" are outside the ring, roll 1d6 to determine how many counts the ref has reached at the end of each round. Keep doing this and a tally of the die rolls every round someone remains outside the ring. When the total gets to or exceeds 10, whoever's not back inside the ring is counted out and loses the match.

It is an Athleticism roll to beat the count, and the Difficulty is the current count. If you decide to return to the ring, you'll make the Athleticism roll after all actions have been resolved, but before countout is rolled for the round. Otherwise you're considered to still be outside the ring. Either you or your opponent can "restart" the count over by making the Athleticism roll and then announcing that you're resetting the counts (e.g., by quickly rolling into and back out of the ring).

The Promoter (or ref) has discretion to change the count roll to 1d8 for a fast count, or 1d4 for a slow count.

Example: Maxx Ruin and El Aguila continue their brawl outside the ring. The ref rolls a 4 at the end of the round, so the count has reached 4. Next round, they keep brawling and after everything is resolved, either combatant has the choice of making a Df4 Athleticism roll to stop the count. Both refuse, so the ref rolls 1d6

OPTIONAL: REF STOPPAGE

Sometimes a wrestler just goes too far and keeps hammering an opponent who's long past helpless. If you have a player-ref, a match can naturally be stopped at any point at the official's discretion. Otherwise, the recommendation is when a character reaches 5 + Brawn in Injury penalty and for every Injury hit received thereafter, he/she has to make a Df10 Brawn + Presence to convince the ref to continue the match. He/she must do the same after having accrued 10 + Brawn in Fatigue penalty, and for every Fatigue penalty suffered thereafter.

Example: If Bambino Mozzarella, at +1 Brawn, gets pounded to the point of racking up either (5 + 1 =) 6 Injury penalty or (10 + 1 =) 11 Fatigue penalty, he needs to make a Df10 Brawn + Presence roll or the ref will end the match and award it to his opponent. He has to roll it again every time he suffers an Injury hit or another Fatigue penalty.

again and gets a 3. The count is now up to (4 + 3 =) 7. It's close enough for them to consider re-entering the ring or at least start the count over, since if they don't make a Df7 Athleticism roll the following round, any roll over 2 on the d6 by the ref will get the count to 10 and end the match.

Your distance to the ring also increases the Difficulty as follows:

Area:	Difficulty/Df:
Entrance Ramp/Over the Barricade	+5
Audience Seating	+10
Backstage/Dressing Room	+15
Parking Lot	+20

CHASE

Wild World Wrestling does not go by precise measurements. Therefore, chases are resolved through opposed Athleticism + Athletics rolls. The chaser always gains the initiative when catching the chased.

If you're the pursued, you receive a bonus to your roll based on the distance between you and the chaser when the chase starts. Use the table from **Countout** for modifiers. Use the margin between bonuses for chases not originating from the ring. For instance, if you're in the parking (+20) and the pursuer is backstage (+15) when the chase begins, you have a (20 – 15 =) +5 bonus on your roll.

FOREIGN OBJECTS

You can use a foreign object for/with almost all maneuvers, like a powerbomb through the table, baseball slide kick into the barricade, etc. Usually, the base damage for such a move is "bought up" to d8. Use a maneuver's key attribute when its execution involves a foreign object, not because of it; for example, a DDT onto a chair is still a power/technical maneuver because you're doing a DDT, not a chair shot.

A straight chair shot, choke with camera cord, and other blatant uses of a foreign object fall under the domain of improvised weapons. They typically use Brawn for key attribute and the MF: Improvised Weapons GE is necessary for you to not suffer the -4 non-proficient penalty.

Foreign objects are dangerous. There's a chance for an instant KO when you score a critical hit with a foreign object while the opponent gets automatic failure/miss. The target gets a Brawn roll (Df = damage received) to avoid unconsciousness, unless he/she confirms a critical miss/failure, in which case it's instant KO without any roll. A KO'd character is out for the match (or segment). Critically failing the Brawn roll or an instant KO means the character is out for the entire card.

Foreign objects are also illegal in standard matches, so you risk disqualification on an automatic hit or having inflicted 10 or more points of damage on an attack. Striking an

opponent with large foreign objects, like chairs and ring bells, will often prompt the ref to DQ you on the spot!

You can try to palm a small foreign object (Df10 Athleticism + Deception roll) or quickly ditch a larger object (from lead pipe to chain) after using it (Df15 Athleticism + Deception roll) without the referee noticing it. Of course, if you fail the roll, you're immediately disqualified and lose the match.

GANGING UP: ALL ABOUT TEAMWORK

Two or more characters can spend 1 Heat among them to combine their moves on a common target. They each select and announce a maneuver as usual, but all modifiers (key attribute, skill, GE, maneuver, Fatigue, non-proficiency, repetition, miscellaneous) for every maneuver are consolidated and applied to a single d20 roll. This is handled as a regular Maneuver Roll, except the outcome is applied to all moves in the effort; so, if it's successful, they all hit, otherwise they all miss. The total Action Count must beat the target's Acton Count, and an automatic/critical hit or miss also applies to all moves!

Whoever spends the Heat rolls the d20 and also decides the order in which the maneuvers are resolved if successful. Use the margin between the Action Counts to determine whether the target is lifted and/or knocked down.

In a regular match, you risk disqualification for ganging up if the ref is not distracted. Roll 1d6 after a successful gang-up. On a 6, someone didn't beat the five-count to leave the ring in time, and the character that spent the Heat for the gang-up must make a Presence or Deception roll to avoid DQ. If a gang-up during a match involves outside interference (i.e., not a legal participant in the match) without the ref being stunned or distracted, it's an immediate disqualification.

This is a common tactic in battle royals to throw a super- or ultra-heavyweight over the top rope, since without joining forces (and bonuses), each wrestler would have little hope of hoisting the target on his own.

Example: Mongolian Mauler, Creeper, and Blackwolf choose to work together for one round against Big Bunyan, who stands at over 500 pounds (+14 WM)! The deranged jester spends one Heat for the makeshift alliance's gang-up and goes for his finisher, the Creeper Sleeper, thereby costing him another Heat. Blackwolf opts for a suplex. Mauler chooses the Mongolian Meat Rack, his finisher, so he's spending a Heat as well. They combine all the modifiers from key attribute to miscellaneous for their respective moves, with Creeper doing the honor of the d20 roll because he spent the initiating Heat. The trio beats Bunyan's Maneuver Roll, and Creeper decides Blackwolf's suplex and Mauler's torture rack will go off in that order before he slaps the sleeper on the softened behemoth. If the heels' combined Action

Count exceeds Bunyan's by 14 or more, both Blackwolf and Mauler successfully lift Bunyan (with help from all partners, of course) and the huge giant will also take weight damage from Blackwolf's suplex; otherwise, neither will be able to do damage. Should Bunyan's Action Count turn out the better of the two, not only did he hit his maneuver on his chosen target but also stop all the heels' moves at the same time.

RUN-IN: SNEAK ATTACK

Seldom is a character, especially a heel, above any run-in or sneak attack on an unsuspecting rival, jumping the poor sap during a match and administering a terrible beating.

A run-in can be done in two ways. One, you simply come to the ring, interject yourself in the match, announce a maneuver and target, then roll and proceed as usual. This is rather conspicuous, and if the ref isn't distracted, your target's opponent is automatically disqualified to give your target a DQ victory.

The second way is the sneaky route. Make an Athleticism + Deception roll for your Action Count. If that beats your target's Action Count, he/she then have to succeed an Instinct + Perception roll versus Df = your Action Count or is stunned just like in a distraction. If his/her Action count is higher or the Instinct roll is good, he/she spots you and can react accordingly. If your Athleticism roll didn't break 10 and the ref isn't distracted, he sees you coming too

and stops your run-in. You have to then make a Df20 Flair + Deception or Presence + Resources roll to avoid getting ejected.

TAG TEAM

For the most part, tag team bouts are handled like a singles match, from initiative and aid another to multiple attacks and pins/submissions. All notable differences and options are described below.

Tagging Out

Tagging out to a partner is an athletic/technical maneuver (see the Tag entry for maneuver modifier in **Maneuver List**, **Chapter 4: What a Move!**). If you're not the "legal" man and your Action Count is higher than your partner's when he decides to tag out, you can choose either to perform your declared action anyway or accept the tag. You also gain a +1 bonus on tagging out for every +5 you have in the Knowledge: Tag Team skill.

Double Teaming

As any good tag-team vet can tell you, you have five (5) seconds to leave the ring after a tag. So, it is all right for you and your tag partner to each get a lick in on or even double-team (i.e., Gang Up) your opponent for the round following a successful tagging out maneuver. However, roll 1d6 at the end of the round. If it's a 6, one of you didn't get out of the ring in time and gets a warning (possibly instant DQ on the Promoter or ref's discretion). (Again, if foregoing Gang

Up which requires a Heat, you and your partner must best the target's roll individually.)

Besides tagging out, any move you successfully lands while not the "legal" wrestler against a "legal" wrestler in a standard match without a distracted ref is an illegal maneuver, hence subject to warnings and disqualification if you auto-hit or do 10 or more points of damage with a move.

Tag Finishers and Signature Moves

You can create a finisher as a tag-team finisher. This is done by creating two moves — one for you, one for your partner — but consolidating them together as one finisher so only ONE of you need to take the Gimmick Enhancement. The biggest advantage of you buying a tag-team finisher is that you can use it with another character if you choose. (Naturally, nothing prevents your partner from doing the same so he can use it with anyone else too!) Also, even though it has just one name, you do get the Naming bonus for both maneuvers in the combo (making it +1 twice, or +2 total).

Treat a tag finisher as a gang-up. So, whoever "bought" the finisher has to spend a Heat to attempt it, and one of you has to shell out the Heat to initiate the gang-up. Then, you combine the modifiers and roll a d20. If successful, both parts of the finisher do one extra damage die each, plus the automatic two-count benefit.

Similar principles apply to tag team Signature Moves, and you do get the +2 Signature Move bonus twice (for +4 total), and each such Sig Move is usable per card up to the lowest Flair between the partners + total Popular Appeal, minimum once.

Example: *Billy Bob Dewey of the Dewey Clan gets the Dew Drop as a tag-team finisher, where his half-cousin L-Ron elevates an opponent for a flapjack and Billy Bob catches the guy coming down for a three-quarter bulldog. Because he spent a GE for the move, Billy Bob can do this with any tag partner of choice, not just with L-Ron. Both parts of the finisher each get the +1 Naming bonus, an extra damage die, as well as the automatic two-count when one of them tries a pin after the move.*

Not to be outdone, L-Ron acquires a tag-team Sig Move of his own: "Howzit Hangin'!" a standing leglock by Billy Bob while L-Ron comes off the top with a flying headbutt to the opponent's gro… lower gut. This move gets a +4 Signature Move bonus and may be performed a number of times per card equal to the lower Flair score between them + their Popular Appeal (if any). In addition, the role of Billy Bob may be played by any other wrestler for this maneuver.

TRICKS

All characters know or inevitably learn the bag of tricks they can pull out to save their bacon in the ring. These are options usable by anyone with the matching Attitude. If you're a Tweener, however, you are limited to Common Tricks.

Common Tricks

These are Tricks everybody can do.

Last-Second Save

You can spend 1 Heat to try an Athleticism + Athletics roll to break up a pin attempt or submission not involving you, regardless of whether you have already acted in the round. The Difficulty is the attacker's roll for the pin count or Maneuver Roll for the submission, and increases depending on your distance to the action using the Countout table; for example, if you're at Backstage and want to run all the way out to the ring for a Last-Second Save, it adds +15 to the Df. If the ref isn't distracted, using this Trick in a standard match when you're not a legal participant in a match will cause the saved character to be disqualified automatically; otherwise, you get a ref warning (but no disqualification roll).

This Trick cannot be used for a pin count in which an automatic success or failure occurred, nor when you're stunned.

Not So Fast

Once per round before the referee's countout roll, you can slow it down with a Df10 Power or Brawn (your choice) + Presence roll. If successful, the countout roll for the round is halved (round down, minimum 1). The countout can be slowed this way only once each round. You can't use this Trick when stunned.

Old Finisher, New Look

Before you try a finisher, you can spend one additional Heat to modify it (with Promoter's approval), such as raising/lowering damage dice, adding/dropping modifiers, etc.

Steal Finisher

Once per round, by making a Df20 Instinct + Roster roll and then spending 2 Heat, you can mimic an opponent's finisher. If you blow the roll, you can't quite grasp the nuances and have to try a different maneuver. Otherwise, you spend 2 Heat to emulate the finisher with all benefits (extra damage die, automatic two-count) if you hit. You still lose the 2 Heat if you fail. However, should you do enough damage to gain a Heat from it, gain two (2) instead!

Stick a Fork in It

You execute your finishers with extra authority and devastation! You can spend 1 Heat after hitting a finisher to add a +10 bonus to your roll on the pin count. The opponent may negate this bonus by spending 1 Heat of his/her own.

Victory Signal

When your opponent's down and ready to be defeated, you stomp your foot, pound your fists into the mat, make a throat-cutting gesture, get into a footfall stance, or just plain measure the victim in a certain way, while waiting for the foe to stagger to his/her feet for the coup de grace!

Once per match, if you choose to drop your Action Count to 0 voluntarily for the round and not attack a stunned opponent, gain 1 heat. You also gain a +2 bonus per round while the opponent is stunned,

if the first move you perform after he/she recovers is a finisher.

Face Tricks

Face characters have these Tricks at their disposal.

Hot Tag

Once per match, you can tag in your partner without having to roll. You must have taken 10 or more points of damage from a non-finishing move in the previous round and not be stunned to use this Trick. Your partner gains initiative immediately. A Hot Tag also instantly ends a distraction on the ref.

Let's Finish This

Once per card, if your match ends in a DQ decision, you can spend 1 Heat and make a Df10 Flair + Presence + Resources roll to convince the ref to restart the match. Advancement Points are awarded as normal for this new match. The opponent (or his/her manager or ally) can spend 1 Heat to oppose you with a Flair + Presence + Resources roll in trying to persuade the ref to deny the request.

Heel Tricks

Heel characters get the following Tricks for their arsenal.

Cheat to Win

You know how to land a quick cheap shot to gain advantage in a fight. Once per match, you can seize initiative instantly, even in response to a tie (superseding all tiebreakers!). Only one Cheat to Win can be in effect

per round, so the player announcing it first in a round gets it!

You cannot use this Trick if stunned.

Phantom Tag

Once per match, you can trick the referee into thinking you have legally tagged your partner by rolling Flair + Deception + Knowledge: Tag Team to distract the referee. The roll is your Action Count, so it will not work if you're the target of a successful action.

Ref Bump

You're so dastardly that you'll deliberately put the referee in harm's way. Once per card, by succeeding a Df10 Athleticism + Deception roll before the damage is rolled you can use the referee as a shield to take it for you! The ref must make a Brawn roll (+0 for non-player refs) against Df = damage or becomes stunned from the unpleasant surprise. This will also get you a warning and you must roll to avoid DQ when the ref comes to.

If a ref is not present, the victim can be any innocent bystander (ring announcer, timekeeper, cameraman, manager, or even a wrestler wandering by!).

You must spend a Heat as well to use this Trick against a finisher. You cannot do a Ref Bump while stunned.

Show of Contempt

You let the crowd know your opponent is so inferior that you can defeat him/her any time! Once per match, you can voluntarily break

the final pin count or a submission before the opponent rolls to kick out or escape in order to gain a Heat.

Vicious Streak

Once per match, you can spend 1 Heat to convert a critical hit into an Injury hit instead. You're still subject to all possible fines and suspensions for causing an injury unless negated by the stipulations of the match.

THE ART OF CLIMAX: PRELIM TO MAIN EVENT

So, it's the main event for the world title. A competitor hits a finisher right after the opening bell, covers and pins his opponent. The crowd boos the anticlimactic ending. The entrances took longer.

Yes, action in a WWW ring is unpredictable and non-scripted, but that's no excuse for a major letdown that an early lucky roll or two can sometimes plague a highly anticipated match.

Here's a suggested fix: A match cannot end until it has reached a minimum of rounds equal to its order on the card. For example, the opening match of the night, the warm-up act, can end in one round. The second match has to go two rounds minimum, three rounds for the third match, and so on. Therefore, since the semi-main and main events are normally positioned toward the back of a card, they'll have time to develop and unfold for you to enjoy.

What does that mean to pin attempts and submissions in the interim? Well, you can try them if you want, but really shouldn't bother because all pin attempts, submissions, and knockouts — including from finishers — are automatically kicked out of, broken, or saved against without die rolls until the requisite rounds have elapsed. This doesn't mean you can't try finishers or any big moves to soften up the opponent, just that the match cannot end before the mandated duration.

THE POWERS THAT BE: QUICK MATCH RESOLUTION

Occasionally you might need to determine the winner of a match or encounter without going through the motion of actually playing it out. This is especially true when you're, say, in the middle of a big tournament with very little time left.

A quick but still competitive resolution is to pit the participants of a match in an opposed Star Power + Heat roll. The players decide how many Star Power and Heat currently available to their wrestlers that they wants to spend, then roll 1d6 per. Add up the die rolls and player with the highest total wins the match and gives a quick recap of the contest. Anyone coughing up neither Star Power nor Heat doesn't roll and gets 0. Tie means the match is a draw.

Another way is for the Promoter and players to agree on an outcome that best advance storylines and angles. Then, reward all characters involved a Heat for their cooperation.

CALLING YOUR SPOT

Playing a WWW match is your chance to choreograph action scenes, where you "win" the right to describe the rounds in which you have a higher Action Count than your opponent.

Think of the dice as an imaginary booker telling you the final outcome, and it's up to you to fill in the detail. You get to decide how everything arrives at that conclusion, free to embellish the sequence from setup (collar-and-elbow tie-up, bouncing off the ropes, or even a spat with the ref), through the middle (reversing Irish whip,

climbing the turnbuckles, exchanging punches, run-ins and interferences), all the way to the finish (the move you chose and hit). It can be as exciting as you want to make it. A sunset flip could be as plain (and boring) as rolling the opponent on the mat, or as colorful as "I fire off a series of punches and try to whip him into a corner. He reverses it, charges at me but catches nothing but a chestful of turnbuckle! He staggers but still manages to duck my running clothesline, but when he turns to backdrop me coming off the ropes, I leap over him and turns him over onto the canvas with a picture-perfect sunset flip!"

"But I didn't do the punches and clothesline! How could I not roll for them if I did those moves?"

Flavor, that's all it is. The punches and clothesline could have just as easily been
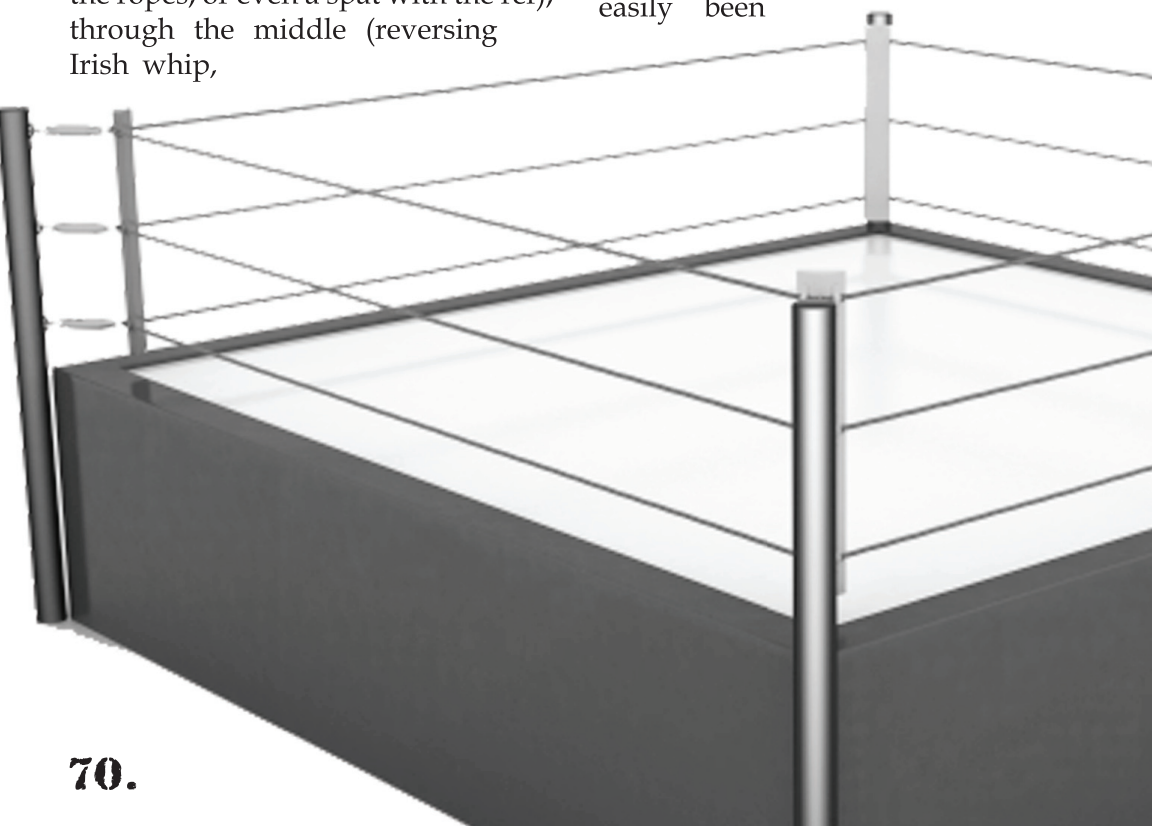
a sneaky eye poke and back elbow, slaps and kick to the gut, or any of a million other seasonings. Focus on filling in the big picture but don't sweat the small stuff.

Be creative here. What do you want to happen when the rolls indicate your signature flying bulldog has bettered the other guy's loaded glove punch, even after his manager distracted the ref? How do you interpret a near-pinfall where both sides got outside help? Answer: any way you want since you're laying out this part of the match.

Use the opportunity to advance angles and storylines, even ones not involving you. For instance, the die roll may show you have narrowly pinned your opponent in a title tournament, but knowing he's in the midst of a nasty war with his ex-tag partner, you narrate it as his rival running out and holding his feet

without the ref seeing it so he couldn't kick out… No one announced a run-in nor rolled for the action, but *voila!* — more fire to the feud. You're victorious, your opponent saves face because of his nemesis cheated for you, and the culprit isn't even charged a segment… everyone wins!

A good narrative involves all participants and plays up to their personas, traits, histories and rivalries. A scrappy babyface isn't going to whimper in a corner or beg off (unless he's turning!), and a grim character won't be caught pulling juvenile pranks (unless he's got the "Crazy" Flaw). Play nice and fair. The good old pro-wrestling axiom of "you're only as good as your opponent make you out to be" rings true here as well. You never know when it's your turn to be on the receiving end, and the other guy can make you come off like a worthless chump, too, if you trashed him in your description.

Lastly, you earn advancement bonus for being innovative and exciting for making a match compelling, so there's incentive to good spot-calling. Wild World Wrestling games can be competitive, sure, but it's cooperative competition. Given time, anyone can "find the pattern" to "beat the game," but then you might as well be playing a repetitive single-person shooter till you finish the final stage. Video games and board games don't offer the same freedom for creative interaction and storytelling like role-playing games. Take advantage of it.

4
WHAT A MOVE!

THE MANEUVER SYSTEM

Wild World Wrestling uses a flexible maneuver system that lets you create, modify, and customize any move you want on the fly. You decide how much damage you want to do, what it will do to your opponent and sometimes yourself.

Then, convert all that into bonuses and penalties on your Maneuver Roll using the Maneuver Modifiers Table on the following page. You can tweak any move and make it your own by adding and/or dropping modifiers (though the Promoter has the final say on it).

Damage: 1d4/1d6/1d8/1d10

Nearly all moves have a base die type for damage. Pick one that you feel best represents the maneuver (as suggested in parentheses). This gives you one damage die of that type when you hit the move.

Damage: +1 Die

Every damage die you want to add beyond the first incurs a -2 penalty to the move; increasing a maneuver's damage by two dice (to three dice total) is -4, for instance. You can increase the amount of dice rolled to reflect the additional impact or leverage you put behind it, such as Irish-whipping your opponent, leaping off the top turnbuckle, charging full-speed at someone, etc.

The maximum amount of dice you can add to a move with this modifier is equal to your key attribute for the maneuver (minimum 1) or 1/2 your Maneuver Training bonus (round down), whichever is higher.

Damage: Add Weight Mod

You can add your Weight Mod to the damage. (Obviously, you want this only if you have a positive WM!) However, if you miss the move (i.e., the target has a higher Action Count), you take your own WM in damage immediately (but no stun effect unless you added the "Stunning: Self" or "Stunning: Self if Missed" modifier). You take Weight Mod damage only once per move, so don't count it again for you falling prone from the maneuver.

Damage: Key Attribute Only

You don't roll any die but use only your key attribute for damage.

Damage: None

This move doesn't do any damage at

Maneuver Modifiers Table	
Modifier:	**Effect/Condition:**
+0	Damage: 1d4 (resthold and wear-down maneuvers)
-1	Damage: 1d6 (high-impact/high-risk maneuvers)
-2	Damage: 1d8 (most foreign objects)
-3	Damage: 1d10 (through table, on concrete floor, off ladder)
-2	Damage: +1 Die
-1	Damage: Add Weight Mod
+1	Damage: Attribute Only
+2	Damage: None
+1 to +3	Exertion
+1	Illegal
+2	Illegal: Automatic DQ
-1	Immediate Pin Attempt upon Knockdown/Lift
-1	Knockdown
+1	Prone Self
+1	Reduction: Attribute Roll for Half Damage
+2	Reduction: Attribute Roll for No Damage
+1	Requires Lifting
+1	Requires Prone Target
-2	Stunning
+2	Stunning: Self
+1	Stunning: Self if Missed
-1	Submission

all, though you still gain the initiative if it's successful.

Exertion

This move costs extra energy to perform, at the rate of 2 Fatigue per +1 bonus, up to 6 Fatigue for +3. You exert the Fatigue whether you hit or not.

Illegal

This move is illegal, meaning on an automatic hit or if it does 10 or more points of damage while the ref is not distracted, you get a warning and must roll against DQ. It is not always necessary to include this modifier for an illegal move; for example, a choke without "Illegal" means you will release it before the five-count, thus no warning or chance of disqualification (though you also lose the bonus that comes with the risk).

Illegal: Automatic DQ

A move with this modifier causes you to be disqualified automatically if you hit it and the ref is not distracted.

You can include this modifier for foreign objects and related moves for all no-DQ, no-holds-barred matches. Such essentially-free +2 bonus can be kept, converted to extra damage, or offset other modifiers to encourage the appropriate kind of violence!

Immediate Pin Attempt Upon Knockdown/Lift

You don't have to wait till next round to try the Pin Attempt maneuver, but begin it right after you've lifted or knocked down the opponent, rolled damage, and resolved all other effects. In short, you can initiate pin counts against the target in the same round on a successful hit with this modifier. You cannot use the "Bridging" or "Hooking the Leg" option because it's a part of the maneuver, but it does confer the same automatic one-count benefit. (And you can still try to pull tights or put your feet on the ropes to steal the second count.)

Also, you get to use the maneuver's key attribute for the opposed pinfall rolls. For instance, a successful sunset flip lets you use Athleticism instead of Power in the pin attempt.

Knockdown

If your Maneuver Roll is better than your target's by at least the deficit between your key attribute and his/her Weight Mod, you knock him/her down.

Prone Self

You become prone whether you hit the move or not, thus opening yourself to pin attempts and maneuvers that require a prone target. You'll also take your own Weight Mod in damage (if positive) when performing a move with this modifier.

Reduction: Attribute Roll for Half Damage

Unless a move with this modifier is a critical hit, a successful attribute roll by the target using the appropriate attribute (at the ref or Promoter's discretion) reduces the damage by half. The Difficulty is the attacker's Maneuver Roll, and the target may also add a +1 bonus for every +5 in a skill appropriate to the roll (such as Athletics for over-the-top-rope toss).

Reduction: Attribute Roll for No Damage

Identical to "Reduction: Attribute Roll for Half Damage" above, but damage is reduced to 0 with no other effects on a successful attribute roll.

Requires Prone Target

The opponent must be prone for you to attempt this move.

Requires Lifting

In order to inflict damage, your Maneuver Roll must be better than your target's by at least the deficit between your key attribute and his/her Weight Mod. If so, the opponent also becomes prone. (Don't take the name too literally… It covers all moves used to push, pull, drag, trip, and otherwise force an opponent down from standing.)

Stunning

The target must make a Brawn roll against Df = damage dealt or be stunned for at least 1 round. No roll is necessary if the damage is completely negated.

Stunning: Self

Hit or miss, you must make a Brawn roll to avoid stunning yourself. On a hit, make a Brawn roll against Df = damage caused by the maneuver or be stunned for 1 round. On a miss, roll for damage anyway as if you had hit, but use the result solely as the Difficulty for the Brawn roll against stun.

Stunning: Self if Missed

Similar to "Stunning: Self," except you make a Brawn roll only if you missed the move (i.e., the intended target has a higher Action Count).

Submission

The move is a submission hold. If the damage exceeds the target's Submission Threshold of 10 + Brawn, he/she must roll according to the Submission rule to avoid passing out or tapping. This modifier is not necessary if the hold is meant to only wear down the opponent without any chance of submission.

Defining Maneuver Types

Let's say you're looking to create a move or duplicate an amazing one you just saw on television or a local show. Here are some basic guidelines for figuring out the maneuver type of a move.

Athletic Maneuver

Just about any maneuver relying on agility and balance, that requires you to jump, fly, flip, spin, and get your feet considerably off the mat is an athletic move. An elbow smash off the top rope, for instance, turns the normally brawling move into an athletic one.

Brawling Maneuver

Most brawling moves can be summed up in two words: hardcore and illegal. Any roughhouse tactic you would utilize in a bar fight or street rumble, from eye gouge to curb stomp, gets this label.

Flair Maneuver

A move that features cunning, finesse, maybe a dab of underhandedness and, most of all, FLASHY SHOWMANSHIP to execute should be a flair maneuver. For example, making a major production out of a mandible claw — complete with a sock puppet — changes it from technical to flair.

Power Maneuver

Strength, strength, and more strength. If it presses, crushes, rams, or blasts an opponent with pure brute force, it's surely a power move.

Technical Maneuver

Punishing holds and locks that twist a body into a pretzel. If it resembles something out of an Olympic or amateur wrestling match and needs skills to apply, it's a technical move.

Creating New Maneuvers

A big part of pro wrestling is seeing what new, innovative moves wrestlers can come up with. It's no different in WWW — except you don't have to actually worry about physical limitations!

Owning an original move or a distinct variation sets you apart from the rest. It's the calling card that separates you from thousands of imitators. Creating a maneuver is simple in Wild World Wrestling because the system is, at basic foundation, based on the end effect or condition. Therefore, you only need to pick and choose the maneuver modifiers to match the creation in mind.

Let's walk through the process. Say you conceive a move where you leap backward off the top turnbuckle, do a corkscrew turn in midair, and thrust your feet into your opponent like a missile dropkick… that's definitely something to get the fans' attention.

First, decide on the base damage and how much. It's no doubt a high-risk maneuver, so the base ought to be 1d6. You're leaping off the top buckle, so there should be one, maybe two, extra dice for the impact. Let's go for two. The modifier for 1d6 damage is -1, and -4 for the additional two dice, so that's -5 total.

Next, go through every maneuver modifier to see which ones will fit. It's a legal move, meaning neither "Illegal" mod applies. It won't make an opponent submit, so take "Submission" out too. Looking at other acrobatic moves, you decide on "Exertion: 2 Fatigue" for a +1 maneuver modifier since it would reasonably take a little more energy to perform. "Immediate Pin Attempt" isn't appropriate, as you won't be in a position to pin at the end. It requires no lifting but can certainly cause a "Knockdown," so that's a -1 maneuver modifier.

While it does not require your target to be prone, you'll end up prone after the attempt, and the landing impact should you miss can rattle your brain. That's sufficient for "Prone Self" (+1) and "Stunning: Self if Missed" (+1). Skip the "Reduction" mods because it's not a move that offers a chance to save from damage.

The maneuver type is easy: flying acrobatic move = athletic maneuver. Now give it a fancy name for the finishing touch; don't forget, you'll also get a +1 maneuver modifier for naming it, in addition to an extra damage die, if it's a finisher.

So, this is how the final version will look: Athletic maneuver, 3d6 damage (-5), exertion: 2 Fatigue (+1), knockdown (-1), prone self (+1), stunning: self if missed (+1) for total maneuver modifier of -3.

Making Combo Maneuvers

How about a maneuver that is actually a series of moves? Let's use, say, a corner clothesline into a bulldog. First, figure out the damage you want to do, often simply by combining the base damage for the move; in this case 1d6 for clothesline + 2d6 for bulldog = 3d6 damage and a -5 mod. Then, go through the maneuver modifiers for the execution and effects: Do you need to lift the target at any time? (Yes.) Do you want it to possibly stun

the foe? (Maybe.) Is it illegal? (No.) Do you want to end up prone? (Up to you.) Now, add up all the numerical modifiers and you have created a combo move. When you hit, you complete all the moves in the chain. Otherwise, something got botched along the way and it misses.

A combo move can include maneuvers of different types, and you suffer the non-proficiency penalty (-4) for each type you don't have the corresponding Maneuver Familiarity. The clothesline-bulldog above, for example, would require MF in either power or brawling (for clothesline) AND athletic (for bulldog); not having both would tack a -8 on your Maneuver Roll.

A combo that is multiple attempts of a same move is easier to emulate. Just increase the base damage for a single maneuver by how many times you want to repeat it in the combo and take the appropriate penalty. For example, a triple rolling suplex is done by raising the damage for a suplex from 1d6 to 3d6 and incurring an extra -4 maneuver mod for the two additional damage dice. Then, if you successfully perform the move, you hit all three and roll 3d6 for damage.

Customizing Set Maneuvers

Changing and customizing a set maneuver is even quicker than creating one from scratch. It amounts to nothing more than adding and/or removing maneuver modifiers. You see something you don't like, drop it — a frog splash doesn't always have to hurt yourself, for instance,

and ditching the "Stunning: Self" clause means you're doing a safer version (albeit at a greater penalty, thus harder to pull off). Think you're good enough to muscle a standing opponent down for an ankle lock? Replace "Requires Prone Target" with "Requires Lifting." Trying a moonsault to the outside? Drop the "Immediate Pin Attempt" unless it's falls-count-anywhere. Want the foe to eat a face full of turnbuckle before you roll him up? Buy some damage dice.

On the other hand, not all modifiers will fit a move and the ref or Promoter should bar any inappropriate adjustments. For instance, it is impossible for you to stun yourself doing a hip toss, clotheslines aren't illegal, over-the-rope toss does not allow immediate pin attempt, and so on. At ref or Promoter's discretion, you can be penalized and considered stunned for the round, for no other reason than trying to manipulate the system without sense or rationale.

Playing with Foreign Objects

How badly should a steel chair across the back hurt? Garbage can over the skull? Sledgehammer to the gut? Bowling ball to the crotch?

Answer: As much as you care to do!

As with all other maneuvers, you "build" a foreign object with modifiers, starting with base damage. They usually start with d8 base damage, then go from there however you like.

It can get pretty chaotic when the foreign object is passed around,

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though. A ring bell that did 2d8 damage in someone's hand might do 4d8 in another just because the new wielder is confident enough to bump up the damage, perhaps counting on a high Maneuver Training to offset the additional penalty. Yet, the next round it could end up in the hands of a meek manager, who opts for only a 1d6 damage just to ensure his chance of hitting (though any real wrestler will shrug that off). The bottom line is this: Who is more fearsome when swinging a chair, a veteran monster brawler or a debuting rookie fresh out of wrestling boot camp? Experience and proficiency make a big difference, thus foreign objects don't always do the same damage or have the same effects every time. It all depends on how much punishment and the consequences you wish to deal out.

MANEUVER LIST

Here is a gamut of pre-built maneuvers using the Maneuver System. Each entry includes a description, game stats and the final modifier.

For maneuvers listing more than one maneuver type, you can choose which type to apply, and thus which key attribute, Gimmick Enhancement, etc., you can use for/

with it. You can also pick a different type for a multi-type maneuver each time you attempt it.

For the impressionable players out there, please do not try any of these moves. Leave it to the professionals and your body will thank you.

Abdominal Stretch
(Technical)
Move behind your opponent, wrap your leg around his body and hook it between his legs. Then bend him sideways to hyperextend the abdominal region.

Modifiers: 1d6 damage (-1), Submission (-1)

Total Modifier: -2

Airplane Spin
(Power/Technical)
Lift the opponent up across your shoulders, then spin around in numerous circles to make the foe dizzy and dump him to the mat.

Modifiers: 2d6 damage (–3); exertion: 2 Fatigue (+1), requires lifting (+1), stunning (-2)
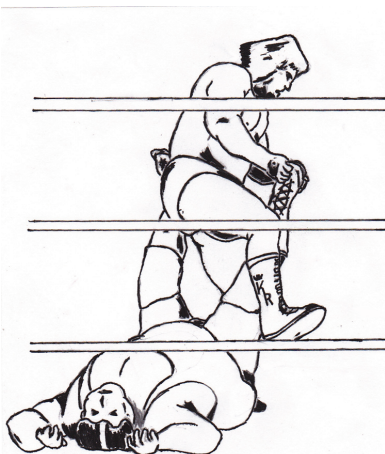
Total Modifier: –3

Ankle Lock
(Technical)
Grab a prone opponent by one leg and twist the ankle. Occasionally, you can grapevine or scissor-lock the held leg to exert more pressure.

Modifiers: 1d6 damage (-1), requires prone target (+1), submission (-1)

Total Modifier: -1

Armbar
(Technical)

Grab the opponent's outstretched arm at the wrist and twist.

Modifiers: 1d4 damage (+0).

Total Modifier: +0

Armdrag
(Technical)

Hook your arm under one of the opponent's arms, drop to the mat while pulling him down with you. A flying armdrag would make this an athletic maneuver.

Modifiers: 1d4 damage (+0), prone self (+1), requires lifting (+1)

Total Modifier: +2

Atomic Drop
(Power/Technical)

Lift your opponent at the waist from behind, you then kneel on one knee while bending the other and drop him forward rear end or backside first onto the extended knee.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), requires lifting (+1), stunning (-2)

Total Modifier: -1

Axe Kick
(Athletic/Brawling)

Extend a leg straight up in the air and drop it down on the head or neck of a bent opponent like an axe.

Modifiers: 1d6 damage (-1), knockdown (–1)

Total Modifier: –2

Backbreaker
(Brawling/Power)

Lift the opponent at the waist, lean forward with one knee bent outward and slam his lower back across the knee.

Modifiers: 2d6 damage (–3), requires lifting (+1).

Total Modifier: –2

Backdrop
(Athletic/Technical)

You bend over at the waist, put both hands on a charging or standing opponent's thighs, straighten your back and catapult him/her up and over. This is a common counter against piledrivers and powerbombs.

Modifiers: 1d6 damage (-1), reduction: Athleticism roll for half damage (+1), requires lifting (+1)

Total Modifier: +1

Backslide
(Athletic/Flair/Technical)

A good pinning move that starts with you standing back-to-back with your opponent and hooking both of his arms, you then drop to both knees, lean forward and slide him over your shoulders to the mat.

Modifiers: Attribute only damage (+1), exertion: 2 Fatigue (+1), immediate pin attempt upon lift (-1), requires lifting (+1)

Total Modifier: +2

Baseball Slide
(Athletic)

You run and slide feet-first at the opponent and kick like you're sliding into a base.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (–1), prone self (+1), stunning: self if

missed (+1)
Total Modifier: +1

Bearhug
(Power)

Wrap your arms around the opponent's rib cage or waist and squeeze.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), submission (–1)

Total Modifier: –3

Belly-to-Back Suplex
(Technical)

Grab the opponent from behind, then hoist him all the way over in an arc and drive him backward into the mat.

Modifiers: 2d6 damage (–3), prone self (+1), requires lifting (+1)

Total Modifier: –1

Belly-to-Belly Suplex
(Power/Technical)

Standing face-to-face with the opponent, lock your arms around his waist, lift, pivot on one foot 180 degrees and slam his back to the mat while landing on top.

Modifiers: 1d6 damage (-1), add Weight Mod to damage (-1), immediate pin attempt (-1), prone self (+1), requires lifting (+1)

Total Modifier: -1

Big Boot
(Brawling/Power)

Lift one of your legs, extending outward fully parallel to the ground, and plant it on a charging opponent's face.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), knockdown (–1)

Total Modifier: –3

Bite
(Brawling/Flair)

Open your mouth and chomp down on a part of your opponent's body.

Modifiers: 1d4 damage (+0), illegal (+1)

Total Modifier: +1

Body Slam
(Brawling/Power)

Reach one arm between the legs of a standing opponent facing you and put the other arm over his shoulder, pick him up and slam him down on his back.

Modifiers: 1d6 damage (-1), requires lifting (+1)

Total Modifier: +0

Boston Crab
(Technical)

Grab a prone opponent's legs, turn him over on his belly, hook a foot under each armpit, and lean back to apply pressure on his lower back.

Modifiers: 1d6 damage (-1), requires prone target (+1), submission (–1)

Total Modifier: -1

Brainbuster
(Power/Technical)

Facing a standing or doubled-over opponent, you wrap one arm around his head, grabs his tights around the waist, hoist him upside down vertically, then drop him straight down, ramming his head into the mat.

Modifiers: 2d6 damage (–3), requires lifting (+1), stunning (–2)
Total Modifiers: –4

Bulldog
(Athletic)

Put the opponent in a side headlock, leap, and drive him down face first.
Modifiers: 2d6 damage (–3), requires lifting (+1)
Total Modifier: –2

Butt Splash
(Athletic/Power)

Put a prone opponent in a corner of the ring, climb to the first or second turnbuckle, launch yourself off the ropes and crash down on his chest or belly in a sitting position with all your weight.
Modifiers: 1d8 damage (-2), add Weight Mod to damage (-1), prone target (+1), stunning (-2), stunning: self if missed (+1).
Total Modifier: -3

Camel Clutch
(Technical)

Sit on a prone opponent's back, hook his arm over your knees, reach forward and lock your fingers underneath his chin, then pull your hands back.
Modifiers: 1d6 damage (–1), add Weight Mod to damage (-1), prone target (+1), submission (–1)
Total Modifier: –2

Chicken Wing
(Technical)

Grab one of the opponent's arms and bend it in an "L" shape behind him and hold it there.
Modifiers: 1d4 damage (+0), submission (-1)
Total Modifier: -1

Chinlock
(Power/Flair/Technical)

Similar to the camel clutch but much simpler to execute. Stand over a prone or kneeling opponent, put your hands under his chin and pull back.
Modifiers: Attribute only damage (+1)
Total Modifier: +1

Choke
(Brawling/Flair)

Put one or both hands around the opponent's neck and throttle!
Modifiers: 1d4 damage (+0), illegal (+1)
Total Modifier: +1

Choke Lock
(Technical)

Standing behind the opponent, snake one arm underneath his right arm, apply a half-nelson and push his head forward. Then, grab his right hand (or outfit) and pull it toward his left shoulder, squeezing the carotid artery to stop oxygen from going to the brain.

Modifiers: 2d6 damage (–3), exertion: 4 Fatigue (+2), requires prone target (+1), stunning (-2), submission (-1)

Total Modifier: –3

Chokeslam
(Brawling/Power)

You start with a choke, then hoist the opponent by the throat and throw him down to the mat.

Modifiers: 2d6 damage (–3), requires lifting (+1)

Total Modifier: –2

Chop
(Flair/Technical)

Swing the outer edge or heel of your hand across the opponent's chest.

Modifiers: 1d4 damage (+1), knockdown check (–1)

Total Modifier: +0

Claw
(Technical)

Spread all of your fingers apart on one hand, put it on the head, stomach, or thigh of the opponent and apply pressure.

Modifiers: 1d6 damage (-1), submission (–1)

Total Modifier: -2

Clothesline/Lariat
(Brawling/Power)

Stick an arm out and hit the opponent across the neck or chest with it.

Modifiers: 1d6 damage (-1), knockdown (–1)

Total Modifier: –2

Corner Piston Punch
(Brawling/Flair)

Stand the opponent in a corner, climb to the second rope and start raining punches down on his head.

Modifiers: 2d6 damage (-3), exertion: 4 Fatigue (+2)

Total Modifier: -1

Corner Splash
(Athletic/Power)

You charge and crash into an opponent who's leaning on the corner turnbuckles or the ring post with your full body weight.

Modifiers: 1d6 damage (–1), add Weight Mod to damage (-1), knockdown (–1), stunning: self if missed (+1)

Total Modifier: –2

Cradle/Rollup/"Schoolboy"
(Flair/Technical)

Stand behind your opponent, reach between his legs, hook his waist, pull him down and pin his shoulders to the mat.

Modifiers: Attribute only damage (+1), immediate pin attempt upon lift (-1), prone self (+1), requires lifting (+1)

Total Modifier: +2

Crossface
(Technical)

Reach an arm around a prone opponent's head and across his face, then lock your hands together and yank back, hyperextending his neck and shoulder.

Modifiers: 2d6 damage (–3), prone self (+1), requires prone target (+1), submission (–1)

Total Modifier: –2

Crucifix Pin
(Athletic)

Leap at a standing opponent from behind, wrap both arms around one of his arms and both legs around his other arm, then shift your weight backward and roll him into a pin position.

Modifiers: 1d4 damage (+0), immediate pin attempt upon lift (-1), prone self (+1), requires lifting (+1)

Total Modifier: +1

Crucifix Slam
(Flair/Power)

Lift the opponent onto your back with his backside to yours, hold both his arms outstretched like a crucifix, then fall forward, driving his head and neck down.

Modifiers: 2d6 damage (-3), prone self (+1), requires lifting (+1)

Total Modifier: -1

Cutter/Three-Quarter Facelock Bulldog
(Athletic/Technical)

Stand with your back to the opponent, wrap an arm around his head, then either sit straight down and drive his chin into your shoulder, or fall on your back and jamming his face with your shoulder or the mat itself.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), prone self (+1), requires lifting (+1), stunning (-2)

Total Modifier: –2

DDT
(Flair/Technical)

Tuck a doubled-over opponent's head under your arm, lock his head under the chin, then drop yourself straight down or backward and drive his head into the mat.

Modifier: 1d6 damage (–1), requires lifting (+1)

Total Modifier: +0

Death Valley Driver/DVD
(Power/Technical)

Lift the opponent up and across your shoulders in a fireman's carry, then fall sideways and drop him on his head.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), requires lifting (+1), stunning (-2)

Total Modifier: –3

Discus Punch
(Flair)

Spin 360 degrees in a circle and punch the opponent with a closed fist.

Modifiers: 1d8 damage (-2), exertion: 2 Fatigue (+1), knockdown (-1)

Total Modifier: -2

Double Axehandle Smash
(Brawling)

You strike the opponent with locked hands in an axe-like swing.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (–1)

Total Modifier: +0.

Dragon Screw/Leg Drag
(Athletic/Flair/Technical)

Grab the opponent's leg, spin and drop down while twisting the leg, then drag him over your shoulder to the canvas.

Modifiers: 1d6 damage (-1), prone self (+1), requires lifting (+1)

Total Modifier: +1

Drop Toehold
(Athletic/Technical)

Hook one of the opponent's ankles with one foot and trip him by pushing on the back of his calf with your other foot.

Modifiers: 1d4 damage (+0), prone self (+1), requires lifting (+1)

Total Modifier: +2

Dropkick
(Athletic)

Leap in the air and kick the opponent in the head, face, torso, back, or leg with both feet extended.

Modifiers: 1d6 damage (+0), exertion: 2 Fatigue (+1), knockdown (–1), prone self (+1), stunning: self if missed (+1)

Total Modifier: +2

Elbow Smash
(Brawling/Power)

Strike the opponent with the point of your elbow.

Modifiers: 1d4 damage (+0), knockdown (–1)

Total Modifier: -1

Elbowdrop
(Athletic/Brawling)

Bend your arm 90 degrees at the elbow and drive the point onto your opponent.

Modifiers: 2d4 damage (–2), prone self (+1), requires prone target (+1), stunning: self if missed (+1).

Total Modifier: +1

Enzuigiri
(Athletic)

Leap and strike the back of the opponent's skull with a swift kick.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (-1)

Total Modifier: -1

Eye Gouge
(Brawling/Flair)

Poke or rake the opponent's eye (or eyes) with your fingers.

Modifiers: 1d4 (+0), illegal (+1)

Total Modifier: +1

Facebuster
(Brawling/Flair)

Grab the opponent's head, jump slightly, extend one of your knees upon landing and smash his face on it.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (-1)

Total Modifier: –1

Facedriver
(Flair/Power)

Tuck the opponent's head between your legs, double-underhook his arms behind his back, then drop to your knees to drive him face-first to the mat.

Modifiers: 2d6 damage (–3), add Weight Mod to damage (-1), exertion: 4 Fatigue (+2), requires lifting (+1), stunning (-2)

Total Modifier: –3

Fallaway Slam
(Power)

Lift the opponent up across your chest, then fall backward while throwing him over your head.

Modifiers: 2d6 damage (–3), requires lifting (+1)

Total Modifier: -2

Figure-Four Leglock
(Technical)

Take one of the downed opponent's legs and wrap it around one of yours and put it over his other leg to form a "4," then secure his bent leg by placing your free leg over the ankle. Hold the straight leg and rock back to exert pressure.

Modifiers: 2d6 damage (–3), prone self (+1), requires prone target (+1), submission (–1)

Total Modifier: –2

Fisherman Suplex
(Technical)

Lock your arm around the opponent's head, toss one of his arms across your shoulders, and cradle a leg. Now lift him and fall backward, keeping the leg hooked while bridging upon landing to hold his shoulders to the mat for a pin.

Modifiers: 1d6 damage (-1), immediate pin attempt upon lift (-1), prone self (+1) requires lifting (+1)

Total Modifier: +0

Fistdrop
(Brawling/Flair)

Clench a hand and drive the fist onto a prone opponent.

Modifiers: 1d6 damage (-1), requires prone target (+1), stunning: self if missed (+1)

Total Modifier: +1

Flying Bodypress/Plancha
(Athletic)

Leap and turn yourself horizontally and impact your opponent with your upper body, sending both of you to the mat with him under you in a pinning situation.

Modifiers: 1d6 damage (-1), add Weight Mod to damage (-1), exertion: 2 Fatigue (+1), immediate pin attempt upon lift (-1), prone self (+1), requires lifting (+1), stunning: self if missed (+1)

Total Modifier: +1

Flying Splash
(Athletic)
Leap and crash onto a prone opponent abdomen-first.

Modifiers: 1d6 damage (–1), add Weight Mod to damage (-1), exertion: 2 Fatigue (+1), immediate pin attempt (-1), prone self (+1), requires prone target (+1)

Total Modifier: +1

Forearm Smash
(Brawling/Power)
Hit your opponent with your forearm, either as an overhand club or upward blast (the "European uppercut").

Modifiers: 1d6 damage (-1), knockdown (–1)

Total Modifier: –2

Foreign Object Shot
(Improvised Weapons)
Take a foreign object (chair, championship belt, pipe, timekeeper's bell, etc.) and swing for the fences!

Modifiers: 3d8 damage (–6), exertion: 4 Fatigue (+2), illegal: automatic DQ (+2), knockdown (–1), stunning (-2)

Total Modifier: -5

Frog Splash
(Athletic)
Jump, pump your arms and legs in midair for extra impact, and land belly-first on a prone opponent.

Modifiers: 2d6 damage (–3), add Weight Mod to damage (-1), exertion: 4 Fatigue (+2), immediate pin attempt (-1), prone self (+1), requires prone target (+1), stunning: self if missed (+1)

Total Modifier: +0

Full Nelson
(Power/Technical)
Stand behind the opponent, slip both arms under his arms and lock hands behind his neck, then press down hard on the neck.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), submission (–1)

Total Modifier: -1

German Suplex
(Power/Technical)
Lock your arms around the opponent's waist from behind, then lift him up and fall backward, dropping him on his neck and upper back.

Modifiers: 1d6 damage (-1), requires lifting (+1)

Total Modifier: +0

German Suplex-and-Bridge
(Power/Technical)
Identical to a regular German suplex, but you retain the waistlock and arc your back in a bridge position for a pin at the end.

Modifiers: 1d6 damage (–1), immediate pin attempt (-1), requires lifting (+1)

Maneuver Modifier: –1

Gutbuster
(Power)
Grab the opponent by one leg and across his chest, lift him and drop his belly across an extended knee.

Modifiers: 1d6 damage (–1), requires lifting (+1), stunning (-2)

Total Modifier: –2

Hair Swing
(Brawling/Flair)

Grab a handful of the opponent's hair (or hook his mask) and swing him through the air and down to the ground.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), illegal (+1), requires lifting (+1)

Total Modifier: +2

Haymaker
(Brawling/Power)

A wound-up punch that has more force and follow-through than a normal punch.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (–1), illegal (+1)

Total Modifier: +0

Head Scissors
(Athletic/Technical)

Wrap both your legs around a prone opponent's head and squeeze.

Modifiers: 1d6 damage (-1), prone self (+1), requires prone target (+1), submission (-1)

Total Modifier: +0

Headbutt
(Brawling/Power)

Bash your opponent's forehead with the top of your skull.

Modifiers: 1d6 damage (-1), knockdown (–1), stunning: self if missed (+1)

Total Modifier: -1

Headlock
(Flair/Technical)

Stand next to the opponent, wrap one arm around his head, clasp your hands and squeeze.

Modifiers: Attribute damage only (+1)

Total Modifier: +1

Hip Toss
(Athletic/Technical)

Hook one arm under an armpit of the opponent and leverage him over your hip, flipping him to the mat.

Modifiers: 1d4 damage (+0), requires lifting (+1)

Total Modifier: +1

Hurricarana
(Athletic)

Leap at your opponent and clamp both legs around his head or neck, then swing yourself upside down and backward to take him down head-over-heels with the momentum.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue, prone self (+1), requires lifting (+1), stunning: self if missed (+1)

Total Modifier: +0

Irish Whip into Turnbuckle
(Brawling/Power)

Grab the opponent's arm, swing and whip him into a turnbuckle chest- or back-first. If the turnbuckle is exposed, add the "Illegal" modifier and raise the damage die to d8.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), requires lifting (+1)

Total Modifier: +1

Jawbreaker
(Brawling/Flair)

Put your head under the opponent's chin, hold his head, then sit down abruptly and drive his jaw into the top of your skull.

Modifiers: 1d6 damage (-1), knockdown (–1)

Total Modifier: –2

Jumping Spin Kick
(Athletic)

Leap, twist in a circle and kick or swipe with your foot at the opponent.

Modifiers: 1d6 damage (-1), knockdown (-1)

Total Modifier: -2

Kick
(Brawling/Flair)

Strike the opponent with your foot.

Modifier: 1d4 damage (+0)

Total Modifier: +0

Knee Clip
(Brawling/Flair/Power)

Dive at the opponent from behind and bash the back of a knee.

Modifiers: 1d4 damage (+0), exertion: 2 Fatigue (+1), knockdown (–1)

Total Modifier: +0

Knee Spike
(Brawling/Flair)

Grab one of a prone opponent's legs, lift it up and drive it down kneecap-first.

Modifiers: 1d6 damage (-1), requires prone target (+1)

Total Modifier: +0

Kneebreaker
(Flair/Power)

Bend your opponent's knee, hoist him up by that leg, then drive the bent knee across your own extended knee.

Modifiers: 1d6 damage (-1), requires lifting (+1), stunning (–2)

Total Modifier: –2

Kneedrop
(Athletic/Brawling)

Drop the point of your knee on a prone opponent's head, throat, arm, chest, belly, or thigh.

Modifiers: 1d6 damage (-1), requires prone target (+1), stunning: self if missed (+1)

Total Modifier: +1

Kneelift
(Athletic/Brawling/Power)

Raise your knee at a doubled-over opponent, uppercut his head or chest.

Modifiers: 1d6 damage (-1), knockdown (–1)

Total Modifier: –2

Kneesmash
(Athletic/Brawling)

Charge an opponent who's regaining his feet and smack his temple with your knee.

Modifiers: 1d6 damage (-1), add Weight Mod to damage (-1), knockdown (–1), stunning (-2)

Total Modifier: –5

Leg Lariat
(Athletic)

Like a clothesline, except done with

jumping and an extended leg.

Modifiers: 1d6 damage (-1), knockdown (-1)

Total Modifier: -2

Legdrop
(Athletic)

Jump, extend a leg parallel to the ground, and drop it on a prone opponent.

Modifiers: 1d6 damage (–1), add Weight Mod to damage (-1), prone self (+1), requires prone target (+1), stunning: self if missed (+1)

Total Modifier: +1

Low Blow
(Brawling/Flair)

A deliberate strike to the opponent's crotch.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), illegal: automatic DQ (+2), knockdown (-1), stunning (-2)

Total Modifier: -3

Martial Kick
(Athletic/Technical)

A powerful snap kick striking the opponent with the heel or edge of foot.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), knockdown (–1)

Total Modifier: –3

Martial Punch
(Flair/Technical)

A snap punch with added force from pulling back the other hand.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (-1)

Total Modifier: -1

Monkey Flip
(Athletic)

Leap at a standing opponent, plant both feet in the pit of his stomach, then grab the back of his neck, and flip him over as you fall back.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), requires lifting (+1), stunning: self if missed (+1)

Total Modifier: +2

Moonsault
(Athletic)

From the top rope, leap and perform a backward somersault that impacts belly to belly on the opponent.

Modifiers: 2d6 damage (–3), add Weight Mod to damage (-1), exertion: 2 Fatigue (+1), immediate pin attempt (-1) knockdown (–1), prone self (+1), stunning: self if missed (+1)

Total Modifier: -3

Piledriver
(Power)

Clamp your legs around a kneeling opponent's head, lock hands around his waist, lift him upside down, then either drop to your knees or sit down, ramming his head onto the mat.

Modifiers: 3d6 damage (–5), add Weight Mod to damage (-1), exertion: 4 Fatigue (+2), requires lifting (+1), stunning (-2)

Total Modifier: –5

Pin Attempt
(Flair/Technical)

Cover your opponent with your body and press his shoulders to the mat.

Modifiers: No damage (+2), prone self (+1), requires prone target (+1)
Total Modifier: +4

Powerbomb
(Brawling/Power)

Clamp your legs around a bent opponent facing you in a waistlock, lift him over your head and slam him neck- and back-first on the canvas (or a turnbuckle).

Modifiers: 3d6 damage (–5), exertion: 4 Fatigue (+2), requires lifting (+1)
Total Modifier: -2

Powerslam
(Power)

Lift the opponent, run or spin, then slam him to the mat with all your weight and momentum on top of him.

Modifiers: 2d6 damage (–3), add Weight Mod to damage (-1), exertion: 2 Fatigue (+1), requires lifting (+1)
Total Modifier: –2

Punch
(Brawling/Flair)

Quick strike to the opponent with closed fist.

Modifiers: Attribute damage only (+1), illegal (+1)
Total Modifier: +2

Russian Legsweep
(Athletic/Technical)

Stand next to the opponent, wrap one arm around his neck while hooking one leg around his leg, then fall backward to sweep his legs out and wrench his neck simultaneously.

Modifiers: 2d6 damage (–3), prone self (+1), requires lifting (+1)
Total Modifier: –1

Scratch
(Brawling/Flair)

Rake your fingernails across the opponent's face or back.

Modifiers: 1d4 (+0), illegal (+1)
Total Modifier: +1

Sharpshooter
(Technical)

Hold the prone opponent's legs and step in between them, crossing his legs around your leg in a grapevine and clasping them together with your hands, then turn him over on his belly and crouch to pressure his spine.

Modifiers: 2d6 damage (–3), requires prone target (+1), submission (–1)
Total Modifier: –3

Shoulderblock
(Athletic/Power)

Charge the opponent and hit him with your shoulder.

Modifiers: 1d4 damage (+0), knockdown (–1)
Total Modifier: -1

Shoulderbreaker
(Power/Technical)

Lift the opponent like you're doing a bodyslam, but instead kneel and drive his inverted shoulder into your knee.

Modifiers: 1d6 damage (-1), requires lifting (+1)
Total Modifier: +0

Shove
(Brawling/Power)

A push to the opponent's chest, back, or shoulders.

Modifier: Attribute damage only (+1), knockdown (-1)

Total Modifier: +0

Side Suplex
(Power/Technical)

Lift the opponent at the waist, shift his weight so his back is parallel to the ground and drive him down backward on his back.

Modifiers: 1d4 damage (+0), prone self (+1), requires lifting (+1)

Total Modifier: +2

Sidewalk Slam
(Brawling/Power)

Coral the opponent across the chest and under the arms, lift and slam him backward onto his back.

Modifiers: 2d6 damage (–3), requires lifting (+1)

Total Modifier: –2

Slap
(Brawling/Flair)

An open-hand slap across the face that's more insulting than anything else.

Modifiers: Attribute damage only (+1)

Total Modifier: +1

Sleeper Hold
(Technical)

Grab the opponent from behind, wrap one arm across his forehead and the other arm underneath the chin, then apply pressure.

Modifiers: 1d6 damage (–1), exertion: 2 Fatigue (+1), stunning (-2), submission (-1)

Total Modifier: –4

Small Package
(Athletic/Flair/Technical)

Facing the opponent, hook his head under one of your armpits and a leg with the other arm, fall to your side and pull him down to pin his shoulders to the mat.

Modifiers: Attribute damage only (+1), immediate pin attempt (-1), prone self (+1), requires lifting (+1), prone self (+1)

Total Modifier: +3

Snap Suplex
(Power/Technical)

Grab a bowed opponent by the head and waist, quickly elevate and flip him over your head in one snappy motion.

Modifiers: 1d6 damage (–1), prone self (+1), requires lifting (+1)

Total Modifier: +1

Snapmare
(Flair/Technical)

Grab the opponent's head or hair, drop to one knee and quickly flip him over onto the canvas.

Modifiers: 1d4 (+0), requires lifting (+1)

Total Modifier: +1

Spear
(Athletic/Power)

Charge and dive at a standing opponent, tackling him off his feet and to the ground.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), knockdown (–1), prone self (+1), stunning: self if missed (+1)

Total Modifier: –1

Spinebuster
(Power)

Facing the opponent, lock your arms around his waist, lift, pivot 180 degrees on one foot and slam him spine-first onto the canvas.

Modifiers: 2d6 damage (-3), immediate pin attempt (–1), prone self (+1), requires lifting (+1)

Total Modifier: -2

Step-over Toehold Facelock/STF
(Technical)

Take one of a prone opponent's legs, wrap it around his other one and scissor both legs over your own. Then reach forward, lock both hands under his chin and pull back.

Modifiers: 2d6 damage (–3), prone self (+1), requires prone target (+1), submission (–1)

Total Modifier: -2

Stomp
(Brawling/Flair)

Strike a prone opponent with the flat and sole of your foot.

Modifiers: 1d6 damage (-1), illegal (+1), requires prone target (+1)

Total Modifier: +1

Sunset Flip
(Athletic)

Flip over a bowed opponent, lock your arms around his waist and as you land on your back and roll to a sitting position, grab his thighs in the tumble to drag him over onto his back, then finish by pinning his arms under your legs.

Modifiers: 1d4 damage (+0), immediate pin attempt upon lift (-1), prone self (+1), requires lifting (+1)

Total Modifier: +1

Superkick
(Athletic/Flair)

Take a quick skip toward the opponent and thrust a foot right to his face, chin, or chest.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), knockdown (–1)

Total Modifier: -3

Suplex
(Power)

Facing a bent opponent, put one of his arms around your neck, grab him in a headlock and hook his tights with your other hand, lift him upside down vertically, then fall backward in an arc to send him crashing down back-first.

Modifiers: 1d6 damage (-1), prone self (+1), requires lifting (+1)

Total Modifier: +1

Swinging Neckbreaker
(Athletic/Technical)

Grab a doubled-over opponent by the neck, then twist it as you spin and drop for extra torque.

Modifiers: 2d6 damage (-3), exertion: 2 Fatigue (+1), prone self (+1), requires lifting (+1)

Total Modifier: +0

Tag
(Athletic/Technical)

Slap your partner's hand or lightly on the back to tag yourself out of (or into) a match.

Modifier: No damage (+2)

Total Modifier: +2

Taunt/Beg Off
(Flair)

You surprise the opponent with a quick cheapshot, then follow with insults, mockeries, or showboating to upset and agitate.

Modifier: Attribute damage only (+1)

Total Modifier: +1

Tiger Driver/Tiger Bomb
(Power/Technical)

Facing a bent opponent, hook both of his arms behind his back, then lift him so his back is parallel to the ground before driving him down on his neck and spine.

Modifiers: 2d6 damage (–3), requires lifting (+1)

Total Modifier: –2

Tornado Slam
(Power)

Hoist the opponent onto your shoulders in the fireman's carry position, lock one arm around his head and use the other to throw and spin him the air as you fall backward, driving him head-first into the mat.

Modifiers: 3d6 damage (–5), exertion: 2 Fatigue (+1), requires lifting (+1)

Total Modifier: –3

Torture Rack Backbreaker
(Brawling/Power)

Lift opponent up across your shoulders, hook his neck with one hand and his leg with the other, then apply pressure to stretch him across your shoulders and back.

Modifiers: 2d6 damage (–3), exertion: 2 Fatigue (+1), requires lifting (+1), submission (–1).

Total Modifier: –2

Toss Over Top Rope
(Brawling/Power)

Grab the opponent by the hair, mask, or tights and fling him over the top rope out of the ring onto the floor below.

Modifiers: 2d10 damage (–5), exertion: 2 Fatigue (+1), reduction: Athleticism roll for half damage (+1), requires lifting (+1)

Total Modifier: -2

Toss through Ropes
(Flair)

Instead of over the top rope, you throw him out between the ropes.

Modifiers: 1d10 damage (–3), reduction: Athleticism roll for half damage (+1), requires lifting (+1)

Total Modifier: -1

Turnbuckle Smash
(Brawling/Flair)

Grab and ram the opponent's head into a turnbuckle. If the turnbuckle is exposed, add the "Illegal" modifier, and increase damage die to d8.

Modifiers: 1d6 damage (-1), exertion: 2 Fatigue (+1), knockdown (–1)

Total Modifier: -1

Uranage
(Power)

Standing to the side of a facing opponent, throw one arm over his far shoulder across the torso, lift him and drive him down to the mat.

Modifiers: 2d6 damage (-3), exertion: 2 Fatigue (+1), requires lifting (+1)

Total Modifier: -1

Victory Roll
(Athletic)

Leap from behind onto the opponent's shoulders, then tumble forward, hooking his shoulders with your legs while grabbing his ankles, then roll into a sitting position for a pin.

Modifiers: Attribute damage only (+1), immediate pin attempt upon lift (-1), prone self (+1), requires lifting (+1)

Total Modifier: +2

5

THE ROAD TO STARDOM

Every character seeks improvement and growth on the way to fame and fortune. As you gain new levels and new abilities, your chances for success improve as well.

ADVANCEMENT POINTS

Advancement Points (AP) measure your experience and how much you have learned. You earn AP mostly by competing in matches, but also immersing yourself in related activities such as interviews, feuds, publicity stunts, etc. The Promoter and players themselves will award AP and bonus AP individually at the end of a card. When you garner enough AP, you "go up" a character level.

Leveling Up

Your next level is the number of Advancement Points you need to get there. A 1st-level rookie, for example, needs 2 AP to get to 2nd level, whereas an 11th-level veteran must get 12 AP in order to become 12th level.

Subtract the new level from the AP gain and save any excess for the next advancement. For instance, if you're at 5th level and earn 8 AP, you advance to 6th level with (8 – 6 =) 2 AP left over on your sheet for your quest to reach 7th level.

Awarding Advancement Points

You gain Advancement Points primarily through matches, complemented by other awards for a good showing as voted by the Promoter and fellow players. Regardless of criteria and performance, the minimum AP a character can receive is 0. The table on the following page provides the standard guidelines for awarding AP. The detailed descriptions of the chart's contents are as follows:

Winning/Losing a Match with a Clean Finish: The contest did not end in a clusterf**k but a decisive, cheat-free pin or submission.

Winning/Losing a Match without a Clean Finish: The contest had a tainted ending; the winner actually had to cheat or had outside help (whether wanted or not) to secure a victory; the loser was disqualified or counted out.

Draw: Time expired, double DQ, double countout, no contest.

Opponent is a Wrestler/Team of at Least 5 Levels Higher/Lower: Only one of your opponents needs to fit

Advancement Point Rewards	
Basis:	AP:
Winning a Match with a Clean Finish (unassisted pin or submission)	2
Winning a Match without a Clean Finish (assisted pin or submission via distraction, run-in, etc.; DQ, countout)	1
Draw/Losing a Match with a Clean Finish	1
Losing a Match without a Clean Finish	0
Opponent is a Wrestler/Team of at Least 5 Levels Higher	+1
Opponent is a Wrestler/Team of at Least 5 Levels Lower	-1
Active Participation	1 (to player)
Competitive or Entertaining Match	+1
Notable Segment or Genre Emulation	+1
Uncooperative or Intentionally Gaming the System	-1 or more!

this criterion. For a sizeable event like battle royal or elimination tag, figure out which group of opponents (5 levels higher or lower) is more prevalent for you in the match and use that to determine bonus/penalty.

Active Participation: Given to you the player for remaining interested and contributing when not involved in a match, such as suggesting ideas and angles, creating fan signs, playing the announcers, interviewers and other extras, etc. You can give this point to any one of your characters.

Competitive or Entertaining Match: Regardless of the match type and how it ended, if it was competitive or entertaining by general consensus, you get this at the end of a card.

Exceptional Segment or Genre Emulation: You get this at end of a card if you have at least one memorable segment or follow the tropes of pro wrestling (and your gimmick) beautifully by general consensus. This includes good narration of your match.

Uncooperative or Intentionally

Gaming the System: Deliberately disruptive and win-at-all-cost behavior at the expense of group fun and storyline advancements should never be tolerated!

AP For NonCompetitors

Aside from actually putting on the tights and stepping into the ring, noncompetitors such as referees, announcers, interviewers, and managers gain Advancement Points primarily through "Notable Segment or Genre Emulation," adhering to the time-honored tropes befitting their niche, gimmicks and duties while offering sparkling performances. Managers, in particular, may earn a bonus point or two at the end of the night for contributing significantly to their clients' victory as well as defeat. Their players may also chip in AP earned for active participation to speed up level advancement.

TEN POUNDS OF GOLD

This is the pot at the end of a rainbow, the goal of every wrestler who ever walked the aisle, the ultimate prize in the biznis, and the right to call yourself "The Man" — championship gold!

Title Perks

In addition to prestige and bragging rights, each title confers game-mechanic advantages to its holder. Upon winning a championship, you receive a unique benefit along with extra Gimmick Enhancements (stackable with what you already have), some of which more than once (as indicated by the number in the parentheses). For tag belts, both members receive the same perks. These benefits continue for the length of your reign until a new champ is crowned, at which time they're passed onto the new king (or queen).

Primary Singles Title

This is the BIG gold belt, the top championship of the promotion.

Benefits: Reroll any one roll once per card, unless original roll is automatic failure/miss. Also once per card, you can add a +10 bonus to a pin or submission count after a finisher.

Bonus Gimmick Enhancements: Desperate Save, Feat of (choice) (2), Popular Appeal, Resources (5), Submission Threshold (2).

Secondary Singles Title

This is the stepping stone to the World Title, but still something everyone will be gunning for.

Benefit: Reroll any one roll to escape pin or submission once per card with all bonuses and penalties, unless original roll is automatic failure.

Bonus Gimmick Enhancements: Desperate Save, Resources (3), Feat of (choice), Popular Appeal, Submission Threshold.

Primary Tag Titles

Tag version of the big gold that says you're the best tag team of the promotion.

Benefits: Reroll one tag finisher once per card, unless original roll is automatic failure. Also once per card, you can add a +10 bonus to a pin or submission count after a tag team finisher.

Bonus Gimmick Enhancements: Desperate Save, Resources (3), Feat of (choice), Popular Appeal.

Women's Title

The top belt for the ladies.

Benefit: Reroll any one skill roll once per card.

Bonus Gimmick Enhancements: Desperate Save, Resources (2), Feat of (choice), Popular Appeal, Submission Threshold.

6
BRINGING THE AWESOME

IT'S SHOWTIME!

Every Wild World Wrestling game session is equivalent to a "show" (called a "card" in game term, as in "once per card"). This can be a pre-taped feature, a live television program, a local "house show," a tour stop, or a pay-per-view spectacle.

Segments

A show is further broken down into "segments," encompassing interviews, skits, sneak attacks, contract signings, and all other interactions in addition to scheduled matches. Any time you want to do any of the above, such as roughing up someone in the parking lot or barging into the Promoter's office and demanding a match, you're initiating a segment.

While there is no limit to how many segments can be in a show, each character is limited to how many segments he can initiate each card. You can appear in a number of segments = 1 + your Flair, with minimum sum of 1. Every time you compete in a match, provide commentary ringside, search for somebody backstage, do a run-in (whether a part of a faction or alone), show clips on the arena screen, cut a promo, or otherwise do something worthwhile to warrant airtime, you use up a segment. When you're out of segments, you cannot do anything except be a victim of another character's schemes until the next show. This also means if your enemy ambushes you when you have no segments left, you have to wait till the next show to get payback!

A "scheduled match" includes any additional matches in the same show or a tournament as stipulated. So, winning a battle royal for a title shot later on the same card counts as one match, not two, and thus counts as one segment. Any impromptu challenge accepted after you have exhausted all your segments becomes your scheduled match on the next card.

Turning Up the Heat

As a general rule, in non-match situations you gain 1 Heat for each opposing roll you exceed by 10 or more. If an opponent beaten in this manner has any Heat currently, you can "steal" one from him/her for yourself, though you cannot do that if you're already at maximum Heat. Also, you can NEVER steal Heat from someone rolling an automatic success, regardless of your own roll or margin

of victory. It is possible to steal Heat from one person only to give it back or lose it to someone else later.

Use It or Lose It: Cycle

Sadly, you don't retain Heat forever. You only get to keep your Heat for a full "cycle," the length of which is decided by the Promoters or agreed upon by all players. The typical landmark used is pay-per-views (PPV) — you build your Heat toward a PPV, and as soon as it's over, it's reset to 0 (zero), then you have to rebuild it all over again until the end of the next PPV. For small-budget, indie-like promotions that can't afford glitzy productions, a cycle can be a major feud or angle that lasts for months, or one trip around the "loop" (circuit of local shows) that can be done in a few weeks.

Cheap Pops & Mad Props: Promos & Vignettes

Whether it's some backstage personality bombarding you with questions about your upcoming match, or you strutting to the ring and grabbing a mic yourself, you're doing an interview, also known as "cutting a promo." Cutting a promo lets you brag about yourself, verbally run down your opponents, and take the crowd for a ride as they hang on to your every word.

A vignette is more elaborate than a promo. There's often a theme, a scene or scenario set up, on a location (anywhere in the arena to just about anywhere in the world). Think of it as a short play: a clip hyping a gimmick,

a comedic skit spoofing an opponent, a rousing locker room pep talk, a lavish celebration of a title victory, a montage of grueling training sessions, a snippet of a wrestler's lifestyle, an emotional tribute to a legend, a seasonal or personal party that someone always ends up wearing the cake, etc. It's your chance to be in the spotlight and do some amateur screenplay.

Every promo or vignette you do counts as a segment. You make a Flair + Performance + Resources roll to see how well (or little) the fans react to it. You gain a Heat by reaching Difficulty 20 or rolling an automatic success. You get no Heat on automatic failure.

You don't have to necessarily act the entirety out in character or deliver the actual lines, since not everyone is a natural-born off-the-cuff showman, so a simple die roll will suffice. You do, however, receive a bonus to your roll, depending on the extent and quality of your roleplaying. After acting out a promo or vignette, the Promoter (and other players as well) will give you a bonus from +1 to +10, predicated on how entertaining, original, and interesting it is.

Average (+1 to +2): *"I'm going to kick your teeth in, bash your brains out, and whip you from one pillar to another!"*
"Just an old clown making balloon animals."
Simple stuff, short and to the point, nothing fancy or particularly exciting. You get at least a +1 just for trying.

Good (+3 to +4): *"I'm a refined master*

of technical holds like Brent Hard and Curt Angel. I shouldn't be bloodying my hands in hardcore matches with Timmy Slumber where the rules are thrown out and tools of the laymen are legal! I'm a respectable, highly skilled World Champion!"

"OK, Young Master Gene, this is called a step-over toehold facelock, or STF, a devastating submission move. It's a very complex hold, but why don't you give it a try… Yes, on me. Like I said, it's probably too hard for you… Bloody hell! Ow! Ow! You can let go now!... That's enough for today."

You displayed the proper attitude and intensity befitting the character, with a couple good lines and scenes thrown in to advance the angle or storyline.

Excellent (+5 to +6): *"I've heard you ramble on for the last fifteen minutes, so I just have to come out and say… please, shut… the… hell… up! Nobody wants to hear it from a bilge-sucking, bottom-feeding, MalMart-shopping, eye-bagging, breast-sagging whore like you!"*

"Howdy there, lil Gravedigger! Funny, you looked much taller on TV! You sure you wanna fight me? Because that'll be a 'short' match for you, ha-ha! I see that one went over your head… Tell you what, you wanna 'stand up' to me so bad, why don't we have that match right now!... Hold on, let me kneel so you can look me right in the eye."

You tossed out a sharp tirade with witticisms and potential catchphrases throughout, or described a gripping setup with vivid props and sequence that was a lot of fun to watch. Definitely one for the highlight reel.

Amazing (+7 to +8): *"Would you like to have this shiny belt…? It matters not what you like! Let The Hype tell you what you really like: You like to take a walk down to the light on Hammin Egger Boulevard and Wannabe Avenue, turn left, and check yourself into the Chump Suite of the Trumped Tower! Get it through that twenty-pound head on that two-ounce neck: You'll never get a whiff of this title. Why? Because you're not the type, and you're not… The Hype!"*

"You gotta be kidding me! Creeper's driving that hijacked ice cream truck into the arena! Oh good god, he just dumped a ton of rainbow sherbet in Mr. McMayhem's prized Porsche! Now he's taking it out to the ring! He has the fountain nozzle and is spraying the chairman and his goons down with a root-beer bath!"

You blasted your entrance music on the speakers and rattled off creative lines with passion for an incredible performance, or deliver cool over-the-top action with perhaps some unexpected twist. It's destined for a video anthology or commemorative DVD.

Classic (+9 to +10): *"You know, J.R. Solie, Christmas is the time of the year when no matter how much hatred you have for someone in this sport, no matter how much the competition wears you down, Santa Claus is going to make it all right for everybody. The Santa is me this year, because I'm the man making everything all right for the world by holding the Big Gold! The promotion went all out to have this shiny belt custom-made last year, but me carrying it is the difference between the*

major leagues, and bush leagues! Even if you like nothing about this business, take a look at it! It probably cost more than the house you live in, the car you're driving, and the merry condo where you're hiding your ho-ho-ho! Last night, the promoter walked up to me and handed this title back, with my name on it. I know how much he hated doing that, but pal, this Santa will make you give whether you like it or not, because I work harder than the real thing at the North Pole and way more than just once a year!..."

You serve up a passionate, rousing masterpiece, going the whole nine yards, totally immersing yourself in character with perfect mannerisms, engrossing story and captivating delivery that would make even legendary performers take note!

Dueling Promos/Vignettes

When you interrupt or intrude into someone else's airtime, you make it a "dueling" promo/vignette, but you must decide to do so before the target rolls the die, and it will count as a segment for you. All participants then make opposed Flair + Performance rolls. The highest result wins, with the winner getting the "last word" — insult, mockery, repartee, sucker punch, etc. — or deciding how the promo/vignette ends, while the loser gets to act indignant and suffer the consequences. All damage taken in a promo or vignette is merely narrated and recovered fully as soon as the segment ends; if you wish to do "real" damage, it becomes a run-in instead and you, as the initiator, must spend a segment for it.

You gain a Heat in dueling promos/ vignettes by either exceeding Df20, or your opponent or his/her designated mouthpiece's roll by 10 or more. However, you don't gain two Heat for beating both Df20 and your opponent's roll by at least 10, but you can steal Heat in the latter case as explained above. Losers are entitled to a Heat too if they crack the Df20 barrier.

Example: Maurice DeYoung rocked the mic against Battlelord (who was never too concerned with the talking points), and although he didn't reach Df20, he did beat the muscleman's roll by the 10+ required. Since Battlelord does have one lone Heat, DeYoung opts to steal it and add it to his present count, leaving Battlelord with no Heat.

Beatdowns: Backstage Run-In

Ambush isn't confined to just people inside a ring; you can do it anywhere. Outside the context of a match, you initiate a run-in by spending a segment and rolling your Athleticism + Deception, opposed by your target's Instinct + Perception roll to sense you coming. If you win, the opponent is stunned for one round (plus one additional round on an auto roll, and two on a critical roll) as if distracted. Combat then continues normally from there on the following round.

More than one character can sneak attack one target simultaneously. The target makes just one Instinct roll and must beat the best opposing roll or becomes stunned. This does cost a segment each for every attackers involved.

Anyone beating an opponent in the opposed rolls by 10 or more gains a Heat, or may steal one from the opponent.

To "make a save," i.e., help an ambushed target, you must first make a Df20 Instinct + Perception roll each round after the sneak attack begins until you succeed (even if you're just with the victim recently), and then spend a segment to join the fray (or initiating your own run-in). Once you're involved in a sneak attack, you don't need further rolls to "spot" and join any brawl stemming from it.

You can change the attribute from Athleticism to Flair for your approach if you've adopted a disguise, like a cameraman or security guard.

Unlike standard bouts, if you're jumped outside a match (e.g., backstage, during an interview), you actually gain a Heat for every successful attack while you're stunned that does 10 or more damage to YOU. The initiators don't get that because they are essentially putting Heat on a helpless victim (you). Once you're no longer stunned, the rule reverts to normal, i.e., one Heat for inflicting 10 or more damage.

Paying Dues: Fines and Suspensions

Being in pro wrestling is not a license to destroy or pull whatever shenanigans you want. You might be able to get away with bad conduct sometimes, but not all the time.

Fines and suspensions are levied when you have, in the Promoter or match ref's judgment, stepped out of line. You can be both fined and suspended for any given infraction. The severity, of course, depends on the outcome of your crime — perhaps with a little punitive extra to warn you from future transgressions.

Fines

You cannot participate (or manage) any match until you have paid off a fine. While this won't curtail you from promos, vignettes, or run-ins, it does stunt your advancement, since matches are a big part of it. You can attempt to pay off the fine before every card with a Flair + Resources roll, adding a +1 bonus for every +5 you have in the Presence skill. The Difficulty is 10 + 1 for every $10,000 in fines but declines by 5 Df every card thereafter (it's assumed you're on a payment plan), to a minimum of Df10.

You may have an ally (usually your manager) making the roll on your behalf, but only one such attempt is allowed each card regardless of how many allies you have.

Example: The promotion officials slap a steep fine of $10,000 on Dexter Sterling for his orchestrated assault on Too Awesome. Sterling can make a Flair + Resources roll against Df20 (10 + 10 for $10,000) before the start of the next card to see if he can pay it all off at once. Even if not, the Df drops by 5 every card thereafter, anyway, until it's at the minimum (Df10). So, Sterling will roll versus Df15 the second card after the fine was levied, Df10 the third show, etc. Until he pays it off, he cannot manage anybody in a sanctioned match, though

he can still act as mouthpiece any other time.

Suspensions

Suspensions are harsher than fines, because you are barred from the show. This happens when you refuse to pay fines or heed official warnings, repeatedly and grossly violate the rules, or simply cross the wrong person. While suspended, you can only do promos and vignettes off-premise (away from the show's venue), and perform sneak attacks — though that might lengthen your suspension!

You can lobby to repeal a suspension once before every card with an Instinct + Resources roll, adding a +1 bonus for every +5 you have in Presence. The Difficulty is 10 + 10 per month of suspension remaining (round down), up to Df30 maximum for long and "indefinite" suspensions. Regardless, you must miss at least one entire show during the suspension.

Like fines, an ally can make the roll on your behalf, but still at just one try per card.

Example: Rampage   Wrestling Federation suspends Hammer for a month for bulldozing the RWF office. Hammer can try an Instinct + Resources roll against Df20 (10 + 10 for 1 month) once before every card in that month to get the suspension lifted, but must sit out at least one show completely.

Assaulting a Ref

Striking a referee is grounds for fines. It's $5,000 for hitting a ref and $100 per Fatigue caused, or $500 per Injury! If you are disqualified or ejected for manhandling a ref, you must succeed a Df15 Flair + Deception or Presence + Resources roll to avoid at least a one-week suspension as well.

Attacking a Helpless Opponent

You're fined for any Injury hit on an opponent while he/she is incapacitated or helplessly defeated. It's a based $5,000 fine, plus $500 per Injury caused. If you're disqualified or ejected for deliberately injuring an opponent despite repeated warnings, you must succeed an Instinct + Presence + Resources roll with Df = 20 + victim's level to avoid being suspended for at least a week.

In This Very Ring

Frequently, match-ups for a card will avail themselves. A Promoter has only to observe the course and development of a show. As characters distract, interfere, and intrude upon one another's spots, they also provide the impetus for battles on the following card.

While only the Promoter can make and approve a match, anybody can demand one. You can use one of your segments during a card to request a match with the fictional Powers That Be. You pick the opponent you want to face and try a Df20 Flair + Presence + Resources roll, with modifiers to the roll from the Match Demand table below. Success means you persuaded the Promoter or Powers That Be and the match is on! Failure, however, means it's denied — you're shown

the door and cannot lobby for another match again till the next card.

If you and/or your opponent have no more segments left, the match is postponed until the next card, or possibly saved for a PPV if it's of "unprecedented magnitude." Unless you have the appropriate Gimmick Enhancement, a successful roll does not include any stipulation other than the opponent, though you can certainly make suggestions to the Promoter.

You can always bypass the roll and challenge an opponent directly to any kind of match with any kind of special rules. Then it's up to the Promoter to make it official if the challenge is accepted, and refine the terms for the good of the "business" when necessary.

Modifier:	Match Demand:
+5	The opponent interfered with or sneak-attacked you during the card
+10	The opponent has threatened or attacked the Powers That Be
-5	You're scheduled to wrestle a different opponent on the card
-10	You've already wrestled this card
-5	The opponent is scheduled to wrestle somebody else on the card
-10	The opponent has already wrestled this card

CAST OF CHARACTERS

Wrestlers aren't the only viable player characters, especially for a group-production like Wild World Wrestling! Playing other characters also give you something to do between matches and a broad spectrum of interactions to keep you interested.

Personal Mouthpieces: Managers

A manager is the official representative of a wrestler in all business dealings. Of course, managers do more than just negotiate contracts. They provide extra pair of eyes to watch their clients' back, and certainly aren't shy about lending a helping hand during a match every now and then.

Managers don't fight, so the big saving from not having to take wrestling-related Gimmick Enhancements goes to their ability in contributing to their charges' victory, such as Desperate Save, Favor, Timely Guidance, as well as skill-boosters to cover the noncombat side of things, freeing up their wrestlers to focus on wrestling.

Eye Candy: Valets

They serve as escorts, often in a romantic relation with the wrestler they second. They might not have the business acumen of a manager, but are certainly good for a distraction or two during a match. They could also have special talents that come in

handy once in a while, like modeling and dancing.

Talking Heads: Announcers & Interviewers

Announcers call the matches, while interviewers snoop around the backstage for investigative reporting and someone to pose journalistic questions to. You can often get by playing them without game stats. When they are actual characters, they tend to be skill-heavy and laden with Gimmick Enhancements that augment their job like Expertise, Mouthpiece, and Popular Appeal.

Ring Zebras: Referees

You can create referees as player characters, complete with stats, skills, and all other aspects of a regular character. This will let you be involved when you're not running anyone in a match, as well as interpreting "dubious" rules however you want because you're the ref!

An interesting result is that ref characters will each develop their own bias, quirks, and refereeing style. One ref might have a short fuse and be quick to disqualify a character, another might prefer a slow count, and still a third might favor wrestlers of a certain Attitude. You'll have to learn and adjust to each player ref's tendencies, adding another dimension to the game.

The Brain Trust: Promotion Officials

While the Promoter is undisputedly the top official of a promotion, there are other administrators as well, from assistant bookers to trainers

to security staff. You don't need game stats for them since they make cameo appearance at best and rarely inject themselves into the ring; they're played purely for roleplaying purpose.

Worker Bees: Production Crew

They're the monitor directors, cameramen, sound techs, video guys, EMTs, wardrobe and makeup ladies, caterers, maintenance, and other anonymous extras that put together the shows. They're occasional roleplying props used mainly to make the wrestlers look good.

Asses in Seats: Fans

Fans are both easy and fun to play… Sure, they cheer the good guys and boo the bad guys, but you can get real creative in the role, like making up signs and placards, "sing-along" with wrestlers' catchphrases, and even harmless run-ins (getting stomped by the security and heel wrestlers before you could get to the ring, of course).

RING RUST: RETURNING CHARACTERS

Very few things are as thrilling as marking out to a retired legend coming back for one last hurrah, or a mega-star returning from a long absence (due to injuries, movie shoots, music career, etc.).

This game being a fair, competitive simulation of pro wrestling at core,

however, means the realism of "skill atrophy" after prolonged inactivity must be taken into consideration. For all characters that have been out for at least one year, they'll have "Ring Rust," expressed as a negative number that is similar to Fatigue penalty in that it is a penalty pervading all their d20 rolls. To determine their Ring Rust, first consult the following table to get a time increment:

Brawn:	Time Increment:
-5 or worse	1 Month
-3 to -4	2 Months
-1 to -2	3 Months
0	4 Months
+1 to +2	6 Months
+3 to +4	1 Year
+5 or Better	2 Years

The time indicates how long they have before racking up a -1 Ring Rust penalty per increment. Then, figure out how long they have been dormant or noncompetitive, and divide that by the increment (round down) for the final Ring Rust.

Ring Rust can be worked off at the rate of -1 penalty per match and, at the Promoter's discretion, 1 per segment (e.g., training montage, managing younger wrestlers, doing guest commentary, etc.). Ring Rust stacks with Fatigue penalty.

Example: Colossus has been retired from the squared circle for 10 years when he decides to grace the biggest PPV in Rampage Wrestling Federation history. The old-timer still keeps in remarkable shape, evident by his +5 Brawn. We find

the inactivity increment for that is 1 year, so he'll have a Ring Rust of (-1 each year for 10 years =) -10 upon his return, applicable to all of his d20 rolls.

He can work it off through exhibition matches, cutting it down to -9 after the first,

-8 after the second, and so on. If the Promoter deems appropriate, he can shoot a vignette showing him teaching the youngster the ropes and pumping iron in the gym to reduce the penalty by another point.

The Promoter decides what constitutes inactivity and how to apply the penalty. A former-wrestler-turned-manager may suffer Ring Rust only when he steps into the ring as a competitor, for example.

Ring Rust can be compensated by giving the character a healthy handful of Star Power, which is typical for a big star getting a huge push upon his return after a long layoff.

THE BLOWOFF: GIMMICK MATCHES

You can't call yourself a wrestling promotion without gimmick matches. Unlike a standard match, a gimmick match features a unique gimmick with special set of stipulations, from alternate rules to victory goals. Gimmick matches are also referred to as "specialty matches."

Every good, intense feud should culminate in a gimmick match to end a cycle. It doesn't have to end the rivalry or even provide closure necessarily, but should serve to elevate the participants. To that end, all competitors of a gimmick match should be awarded one additional AP given a decent all-around showing.

Battle Royal

A battle royal starts with all competitors in the ring. The goal is to be the last man (or woman) remaining inside. You're eliminated when you go over the top (and in tamer versions, through the ropes) and both feet touch the floor. Keep tossing others out until you're alone in the ring and you win.

To throw (or shove) an opponent over the top rope requires you to spend a Heat before attempting a move with the "Knockdown" or "Requires Lifting" modifier. If you don't spend the Heat prior, the move will just deposit the target prone inside the ring, not out. If it's a finisher, you have to spend another Heat to cover that.

Let's say you spend the Heat and land the move, he/she may still catch himself and not go over by succeeding an Athleticism + Athletics roll versus Df = your Maneuver Roll.

You tumble over the ropes yourself on a critical miss, as opposed to an automatic miss where you can at least try to save yourself with an Athleticism + Athletics roll versus Df = your intended target's Maneuver Roll.

It's customary for the wrestlers to work together and toss the biggest participant (see Ganging Up).

As an option to resolve massive 20- or 30-man battle royals, the Promoter can arbitrarily eliminate characters from contention until only the top four to six characters with most Star Power are left (or the participant with the highest Star Power from each player if there are enough players), then play out the match from there.

Blindfold

Competitors are blindfolded and sent into the ring to try to beat each other without being able to see!

You and your opponent will declare action as normal, but before rolling Action Count, both of you must each make a Df15 Instinct + Perception roll. Failure means the character is considered stunned for the round and thus rolls 1d20/2 – Fatigue penalty in lieu of the announced move. (This is so the players cannot predict how their plans will unfold, just as if they were blindfolded themselves!) Nothing happens for the round if both characters are stunned — they're groping their ways around the ring. If neither is stunned, we proceed with the round normally. The match continues until there's a winner.

Every automatic failure on the Instinct + Perception roll causes 1d6 damage to the character (for slipping, falling, bumping into things, etc.), and 2d6 on a critical failure.

Cage

Two competitors or teams enter a 15-foot-high steel cage, one leaves. You win by being the first to escape through the cage door or touch the ground with both feet after climbing over the cage. Until then, anything goes within the steel confines. Bust heads against unforgiving steel, use foreign objects tossed into the cage — it's all legal!

To leave the cage, you must have performed a successful maneuver or action the round prior, or hold the initiative; it's possible for more than one character to meet either criterion simultaneously so there may be multiple eligible characters. You then spend 1 Heat and roll Athleticism + Athletics for your Action Count. If you have the highest Action Count or if you're not preempted by a higher Action Count, you successfully leave the cage and wins! When two or more characters opt for escape and are not stopped, whoever has the highest Action Count gets out first; a tie at the top means both characters touch ground at the same time. If you don't have the best Action Count, you suffer the consequences of the opposing action targeting you. You also don't leave if your Athleticism roll is an automatic failure, and take 2d6 falling damage in addition on a critical failure.

Even a stunned character can stop an opponent attempting to escape by getting a higher Acton Count.

Falls-Count-Anywhere

This is essentially a street fight. Competitors can fight anywhere in — or out of — the arena and are not limited to making pinfalls in the ring but anywhere and everywhere else. They can use any foreign objects that are handy, even bringing their own to

the ring to start the match!

Falls-count-anywhere matches can end only in pinfall, submission, or knockout.

First Blood

No pinfall, no submission, no disqualification. You win the match by drawing blood from your opponent before the foe draws your blood.

The victory is awarded to the competitor able to roll an Injury hit first, so this match favors heels because they can use the "Vicious Streak" Trick. A wrestler can, however, conceal a bleeding wound from the ref by spending 1 Heat and making a Flair + Deception roll against Df = damage received. Success means the ref fails to spot the bleeding and the match continues until the next Injury hit.

Hardcore/No Holds Barred

The competitors cannot be disqualified for any reason. There must be a definitive winner by pinfall, submission, or knockout. Any outside interference still counts as a segment for all interfering characters.

Ladder

A prize, typically a title belt, is suspended about 15-20 feet over the middle of the ring. To win, you must bring a ladder into the ring, climb up and snatch the prize.

The process for climbing the ladder is identical to escaping the cage: You must be eligible by either having performed a successful action the previous round or holding the

initiative this round, spend 1 Heat, then have the highest or untargeted Action Count. And likewise, two or more competitors can be eligible and vying for the prize at the same time. All actions are resolved the same way as for a cage match.

Last Man Standing

The only way you can win this match is to beat your opponent so senseless that he/she is unable to answer the ref's ten-count.

In order to get the ref to start counting, you must spend a Heat (two if it's a finisher) prior to a maneuver. If it's successful, the target must then make a Brawn roll against Df = damage dealt. The foe will keep attempting one Brawn roll per round until it is successful, but for each failure the ref rolls 1d6. When the 1d6 rolls add up to or surpass 10, it's over, he/she's counted out and you win!

The ref will also start a ten-count on a character stunned from a successful maneuver, rolling 1d6 per round of stun but also adding the character's Fatigue penalty to the running sum. When the total reaches 10 or more, that character loses. The referee will administer simultaneous counts to all stunned characters, so the match can end in a no-contest.

Lumberjack

A standard match in every aspect, except the ring is surrounded by wrestlers not directly involved with the bout. These wrestlers, collectively called the lumberjacks (or lumberjills when they're female), are supposedly

there to prevent the actual competitors from fleeing the ring, but of course often become part of the action themselves.

You don't have to keep an exact tab on every lumberjack, even when they begin fighting each other. Unless the lumberjacks' players themselves want to play it out, leave the action between the lumberjacks to brief narratives. It becomes important only when the lumberjacks are interacting directly with the wrestlers.

A wrestler can use any lifting/ knockdown move to send the opponent outside to the ring. The tossed target, if not stunned, can try an Athleticism + Athletics roll at Df = opponent's original Maneuver Roll + 5 for each lumberjack intending to get a piece of him. If successful, he manages to return inside the ring before they can converge. Otherwise, the lumberjack can try to beat him down. After the lumberjacks have done at least 10 points of damage total or two rounds have gone by, whichever happens first, they throw the prey back in (or the wrestler scampers back) and the match resumes. If there are only NPCs stand guard at ringside, the wrestler thrown out receives 1d10 damage before tossed back in.

Scaffold

The competitors face off on a scaffold high above the ring. To win, you have to throw your opponent off the scaffold and down to the ring! To do that, you must first spend a Heat (or two for a finisher) and announce a move with the "Knockdown" or "Requires Lifting" modifier. If successful, the opponent then make an Athleticism + Athletics roll versus Df = damage dealt or falls off the scaffold (and takes 1d8 damage per 5' of height fallen, plus rolling against stun!).

Table

You win by putting your opponent through a table before you suffer that same fate.

You must spend a Heat for each attempt and the target must be stunned or distracted. You then must do 15 or more points to the target in order to break the table with the opponent's body and win the bout.

Here are 13 wrestling and one managerial entry of varying levels for you to contrast and compare. In case of a character taking a Gimmick Enhancement multiple times, the number or max bonuses is denoted in the parenthesis after the GE.

JOCK BRAGGER
"THE ALL-SUPERSTAR SUPERSTAR"

Height: 6'4"
Weight: 255
Weight Mod: +2
Attitude: Heel
Level: 7
Star Power: -2

ATH: +2
BRW: +2
FLR: +0
INS: +3
POW: +3

Skills
Athletics +5
Deception +5
Knowledge: Power Maneuvers +5
Knowledge: Technical Maneuvers +10
Performance +2
Presence +5

Flaws
Cocky
Showboat

Gimmick Enhancements
Attribute Improvement (2)
Feat of Composure (+6)
Feat of Strength (+4)
Finisher: Game Over
Go All Night
Maneuver Training (+7)
Master Mat Technician
MF: Athletic
Refocusing Your Concentration
Signature Move: Victory Lap
Training Background (MF: Power, MF: Technical, Finisher: Final Score)

Signature Move
"Victory Lap" (running powerslam): Power maneuver, 2d6 damage (-3), add Weight Mod to damage (-1), exertion: 2 Fatigue (+1), prone self (+1), requires lifting (+1), signature move (+2), stunning (-2); 1/card; **total modifier:** -1

Finishers
"Final Score" (gut-wrench powerbomb): Power maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), requires lifting (+1); total modifier: +0

"Game Over" (ankle lock): Technical maneuver, 3d6 damage (-3), naming (+1), prone target (+1), submission (-1); **total modifier:** -2

JONAH CENTRA

Height: 6'2"
Weight: 250
Weight Mod: +2
Attitude: Face
Level: 15
Star Power: 8

ATH: +1
BRW: +3
FLR: +3
INS: +2
POW: +4

Skills
Athletics +5
Deception +8
Knowledge: I Quit Match +5
Knowledge: Last Man Standing Match +10
Knowledge: Power Maneuvers +10
Perception +5
Performance +10
Presence +10
ST: Actor +1

Flaw
Hated

Gimmick Enhancements
Amazing Recuperative Power
Attribute Improvement (5)
Feat of Composure (+4)
Feat of Endurance (+6)
Feat of Strength (+8)
Finisher: ST-FUBAR
High Pain Threshold (+4)
Maneuver Training (+10)
Master of Power
Master of Specialty Matches
Mastery: Power Maneuvers
Mastery: Skill (Presence)
MF: Brawling
MF: Flair
MF: Improvised Weapons
Monster Comeback
Signature Move: Can You See Me Now?
Spectacular Entrance
Training Background (MF: Power, MF: Technical, Finisher: FUBAR)

Signature Move
"Can You See Me Now?" (fistdrop): Flair maneuver, 2d6 damage (-3), requires prone target (+1), signature move (+2), stunning (-2); 4/card; **total modifier:** -2

Finishers
"FUBAR" (fireman's carry flipslam): Power maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), requires lifting (+1); **total modifier:** +0

"ST-FUBAR" (step-over toehold facelock): Technical maneuver, 3d6 damage (-3), naming (+1), requires prone target (+1), submission (-1); **total modifier:** -2

JAKE DEADLY

Height: 5'11"
Weight: 215
Weight Mod: +0
Attitude: Face
Level: 6
Star Power: 0

ATH: +3
BRW: +2
FLR: +3
INS: +3
POW: +1

Skills
Athletics +5
Deception +3
Knowledge: Aerial Maneuvers +5
Perception +2
Performance +5
Presence +3
ST: Wrestler Impressions +5

Flaw
Rookie Mistake

Gimmick Enhancements
Attribute Improvement (2)
Feat of Cunning (+6)
Feat of Dexterity (+6)
Indefatigable (+2)
Maneuver Training (+5)
MF: Technical
Popular Appeal
Ring Sense
Signature Move: Machismo Elbow
Training Background (MF: Athletic,
   MF: Flair, Finisher: Deadly Force)

Signature Move
"Machismo Elbow" (flying elbowdrop): Athletic maneuver, 2d6 damage (-3), prone self (+1), requires prone target (+1), signature move (+2), stunning (-2); stunning: self if missed (+1); 4/card; **total modifier:** +0

Finisher
"Deadly Force" (backbreaker into facebuster): Flair maneuver, 3d6 damage (-3), naming (+1), requires lifting (+1); **total modifier:** -1

ZEPH HARDEE
"THE RECKLESS RIDDLE"

Height: 6'0"
Weight: 205
Weight Mod: +0
Attitude: Face
Level: 11
Star Power: 5

ATH: +5
BRW: +1
FLR: +4
**INS:** +1
POW: +0

Skills
Athletics +10
Deception +5
Knowledge: Athletic Maneuver +10
Knowledge: Tag Team +5
Performance +7

Presence +6
ST: Musician +5

Gimmick Enhancements
Attribute Improvement (3)
Close Call
Feat of Dexterity (+10)
Finisher: Party Hardee
Heat Machine
Maneuver Training (+8)
Master Aerialist
Mastery: Athletic Maneuvers
Moveset: baseball slide, double-leg drop, suicide dive
Potent Strike
Reckless Abandon (2)
Signature Move: Message through the Air
Tag Team Specialist
Training Background (MF: Athletic, MF: Flair, Finisher: Foolhardee)
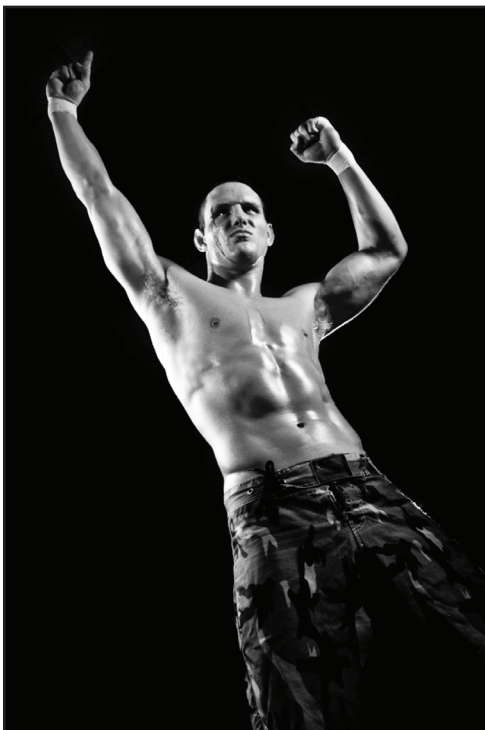
Signature Move
"Message through the Air" (corkscrew senton): Athletic maneuver, 2d6 damage (-3), exertion: 2 Fatigue (-1), knockdown (-1), prone self (+1), signature move (+2), stunning: self if missed (+1); 4/card; **total modifier: -1**

Finishers
"Foolhardee" (swanton bomb): Athletic maneuver, 3d8 damage (-4), exertion: 2 Fatigue (-1), naming (+1), prone self (+1), requires prone target (+1), stunning: self if missed (+1); **total modifier: -1**

"Party Hardee" (swinging cutter): Athletic maneuver, 3d6 (-3), naming (+1), prone self (+1), requires lifting (+1); **total modifier: +0**

MR. KENDERSON

Height: 6'1"
Weight: 242
Weight Mod: +1
Attitude: Tweener
Level: 8
Star Power: 3

ATH: +2
BRW: +2
FLR: +3
INS: +2
POW: +1

Skills
Athletics +1
Deception +8
Knowledge: Flair Maneuvers +8
Performance +10
Presence +8

Flaw
Injury Prone

Gimmick Enhancements
Attribute Improvement (2)
Catchphrase: "Misterrrrr
   Kendersonnnn…!"
Crafty
Feat of Cunning (+6)
Feat of Dexterity (+4)
Finisher: Sound Test
Maneuver Training (+7)
Master Showman
MF: Brawling
Refocusing Your Panache
Spectacular Entrance
Training Background (MF: Athletic,
   MF: Flair, Finisher: Emerald Cove
   Plunge)

Finishers
"Emerald Cove Plunge" (diving rolling fireman's carry slam): Athletic maneuver, 3d8 damage (-4), add Weight Mod to damage (-1), exertion: 2 Fatigue (+1), naming (+1), prone self (+1), requires lifting (+1); **total modifier:** -1

"Sound Test" (reverse clothesline-legsweep facebuster): Flair maneuver, 3d6 damage (-3), naming (+1), prone self (+1), requires lifting (+1); **total modifier:** +0

MAUI MOE
"THE ISLAND TAP-OUT TERROR"

Height: 6'3"
Weight: 285
Weight Mod: +3
Attitude: Tweener
Level: 10
Star Power: 1

ATH: +1
BRW: +3
FLR: +1
INS: +3
POW: +3

Skills
Athletic +5
Deception +7
Knowledge: Brawling Maneuvers +5
Knowledge: Technical Maneuvers +6
Knowledge: Submission Match +5
Language: Hawaiian
Performance +5
Presence +10

Flaw
Unlucky (2)

Gimmick Enhancements
Attribute Improvement (3)
Feat of Composure (+6)
Feat of Endurance (+6)
Finisher: Kona Klutch
Go All Night
Maneuver Training (+8)
Master Mat Technician
MF: Brawling
MF: Improvised Weapons
No-Sell
Popular Appeal
Potent Strike
Ring Rage
Signature Move: Volcano Blast
Training Background (MF: Power,

MF: Technical, Finisher: Aloha Crush)

Signature Move
"Volcano Blast" (enzuigiri): Athletic maneuver, 2d6 damage (-3), exertion: 2 Fatigue (+1), knockdown (-1), prone self (+1), Signature Move (+2), stunning (-2); 2/card; **total modifier:** -2

Finishers
"Aloha Crush" (musclebuster): Power maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), requires lifting (+1); **total modifier:** +0

"Kona Klutch" (chokelock): Technical maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), prone self (+1), requires lifting (+1), submission (-1); **total modifier:** +0

ANDY MORTON

Height: 6'4"
Weight: 240
Weight Mod: +1
Attitude: Face
Level: 13
Star Power: 4

ATH: +3
BRW: +2
FLR: +3
INS: +3
POW: +1

Skills
Athletics +5
Deception +12
Knowledge: Aerial Maneuvers +5
Knowledge: Flair Maneuvers +8
Knowledge: Technical Maneuvers +6
Perception +2
Performance +8
Presence +10

Flaw
Injury Prone
Overconfident

Gimmick Enhancements
Attribute Improvement (4)
Critical Strike
Feat of Cunning (+6)
Feat of Dexterity (+6)
MF: Flair
Maneuver Training (+9)
Mouthpiece
Opportunist
Refocusing Your Aggression
Resources (2)
Ring Strategist
Signature Move: DDTerminator
Signature Move: Morton Stomp
Spectacular Entrance
Training Background (MF: Athletic, MF: Technical, Finisher: AIM)
Versatile
Wrestling Savant

Signature Moves
"DDTerminator" (rope-hung DDT): Technical maneuver, 3d6 damage (-5), exertion: 2 Fatigue (+1), prone self (+1), requires lifting (+1), signature move (+2), stunning (-2); 3/card; **total modifier:** -2

"Morton Stomp" (stomps around the body): Brawling maneuver, 2d6 damage (-3), requires prone target (+1), signature move (+2), stunning (-2); 3/card; **total modifier:** -2

Finishers
"AIM" (jumping cutter): Athletic maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), requires lifting (+1); **total modifier:** -1

BAMBINO MOZZARELLA

Language: English
Perception +3
Performance +8
Presence +3
ST: Comedy +6

Flaws
Bump Machine
Glass Jaw
Showboat

Gimmick Enhancements
Crafty
Feat of Cunning (+6)
Heat Machine
Maneuver Training (+3)
MF: Athletic
Mouthpiece
Moveset: jawbreaker, rollup, taunt
Opportunist
Potent Strike
Reckless Abandon
Signature Move: Salute!
Training Background (MF: Flair, MF: Technical, Finisher: Snakebite)
Versatile

Signature Move
"Salute!" (diving headbutt): Athletic maneuver, 3d6 damage (-5), prone self (+1), requires prone target (+1), signature move (+2), stunning: self (+2); 3/card; **total modifier:** +1

Finisher
"Snakebite" (neck nerve strike): Flair maneuver, 2d6 damage (-1), knockdown (-1), naming (+1); stunning (-2); **total modifier:** -3

Height: 5'9"
Weight: 225
Weight Mod: +1
Attitude: Face
Level: 5
Star Power: 3

ATH: +2
BRW: +1
FLR: +3
INS: +2
POW: +0

Skills
Deception +8

PIT
"THE ABYSSAL MONSTER"

Height: 6'10"
Weight: 375
Weight Mod: +7
Attitude: Face
Level: 8
Star Power: 4

ATH: -1
BRW: +6
FLR: +0
INS: -1
POW: +5

Skills
Deception +5
Knowledge: Brawling Maneuvers +7
Knowledge: Foreign Objects +10
Knowledge: Hardcore Match +5
Presence +9

Flaws
Bump Machine
Crazy
Rookie Mistake (2)

Gimmick Enhancements
Attribute Improvement
Critical Strike
Feat of Endurance (+12)
Feat of Strength (+8)
Finisher: Electrode Therapy
Hardcore
Indefatigable (+4)
Maneuver Training (+7)
Master of Foreign Objects
MF: Power
No-Sell (2)
Ring Rage
Signature Move: My Girl Eunice
Toughness
Training Background (MF: Brawling, MF: Improvised Weapons, Finisher: Bottomless Pit)

Signature Move
"My Girl Eunice" (barbed-wire 2x4): Improvised Weapon maneuver (keyed to Brawn), 4d8 damage (-8), exertion: 4 Fatigue (+2), illegal: auto DQ (+2), knockdown (-1), signature move (+2), stunning (-2); 1/card; **total modifier:** -5

Finishers
"Bottomless Pit" (spinning sideslam): Power maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), prone self (+1), requires lifting (+1); **total modifier:** +1

"Electrode Therapy" (sit-out backbreaker rack drop): 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), prone (+1), requires lifting (+1), stunning (-2); **total modifier:** -1

PM SPUNK

Height: 6'0"
Weight: 220
Weight Mod: +0
Attitude: Heel
Level: 10
Star Power: 6

ATH: +2
BRW: +2
FLR: +2
INS: +3
POW: +2

Skills
Athletic +5
Deception +8
Knowledge: Brawling Maneuvers +2
Knowledge: Roster +8
Knowledge: Technical Maneuvers +5
Performance +10
Presence +7

Flaw
Overconfident

Gimmick Enhancements
Attribute Improvement (3)
Feat of Composure (+6)
Feat of Dexterity (+4)
Feat of Endurance (+4)
Finisher: Sleep All Day
Maneuver Training (+8)
Master of the Game
Mastery: Skill (Performance)
MF: Brawling
Mouthpiece
Ring Tactician
Signature Move: Afternoon Buzz
Training Background (MF: Athletic, MF: Technical, Finisher: Up All Night)

Signature Move
"Afternoon Buzz" (jumping knee smash to bulldog): Athletic maneuver, 3d6 damage (-5), exertion: 2 Fatigue (+1), requires lifting (+1), Signature Move (+2), stunning: self if missed (+1); 2/card; **total modifier:** +0

Finishers
"Sleep All Day" (knee-to-temple drop): Brawling maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), requires lifting (+1); **total modifier:** +0

"Up All Night" (compression vise choke): Technical maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), prone self (+1), requires prone target (+1), submission (-1); **total modifier:** +0

MORT TISHEN

Height: 5'9"
Weight: 250
Weight Mod: +2
Attitude: Heel
Level: 10
Star Power: 1

ATH: -1
BRW: +0
FLR: +3
INS: +3
POW: +0

Skills
Deception +12
Knowledge: Roster +15
Performance +8
Presence +4
ST: "Minor Supernatural Abilities" +5

Flaw
Bump Machine

Gimmick Enhancements
Amazing Recuperative Power (2)
Astute Foresight
Crafty
Desperate Save
Favor (2)
Feat of Cunning (+6)
Helping Hand (2)
Mastery: Skill (Deception)
Mouthpiece (2)
Professional Training
Resources (+5)
Stacking the Deck (2)
Steal Heat
Timely Assistance (2)
Timely Guidance (2)

ALEC THOMPSON

Height: 5'11"
Weight: 220
Weight Mod: +0
Attitude: Face
Level: 7
Star Power: 2

ATH: +4
BRW: +0
FLR: +2
INS: +2
POW: +0

Skills
Athletics +6
Deception +5
Knowledge: Athletic Maneuvers +5
Knowledge: Tag Team +8
Performance +6
Presence +2

Flaw
Cocky

Gimmick Enhancements
Attribute Improvement (2)
Desperate Save
Feat of Dexterity (+8)
Finisher: Mob Justice (tag team)
Helping Hand
Maneuver Training (+5)
Master of Tag Team
Reckless Abandon
Signature Move: Lock 'n' Load
Tag Team Specialist (2)
Training Background (MF: Athletic, MF: Flair, Finisher: Thrill Kill)

Signature Move
"Lock 'n' Load" (chickenwing over-shoulder crossface): Technical maneuver, 2d6 damage (-3), prone self (+1), requires prone target (+1), signature move (+2), submission (-1); 2/card; **total modifier:** +0

Finisher
"Mob Justice" (Cris Thompson sitout powerbomb + Alec Thompson springboard back-flip three-quarter facelock falling reverse DDT): Technical + Athletic, 6d6 damage (-9), exertion: 2 Fatigue (+1), naming (+2), prone self (+1), requires lifting (+1); **total modifier:** -4

"Thrill Kill" (springboard back-flip three-quarter facelock falling reverse DDT): Athletic maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), prone self (+1), requires lifting (+1); **total modifier:** +1

Height: 5'11"
Weight: 210
Weight Mod: +0
Attitude: Face
Level: 7
Star Power: 2

ATH: +3
BRW: +1
FLR: +1
INS: +2
POW: +2

Skills
Athletics +5
Deception +3
Knowledge: Athletic Maneuvers +5
Knowledge: Power Maneuvers +5
Knowledge: Tag Team +8
Perception +2
Presence +4

Flaws
Cocky
Injury Prone

Gimmick Enhancements
Attribute Improvement
Desperate Save
Feat of Dexterity (+6)
Feat of Power (+4)
Finisher: Gunning for Glory (tag team)
Helping Hand
Maneuver Training (+5)
Master of Tag Team
MF: Power
Popular Appeal

Signature Move: Dead to Right
Tag Team Specialist (2)
Training Background (MF: Athletic, MF: Technical, Finisher: Chicago Cement Shoes)

Signature Move
"Dead to Right" (hesitation dropkick): Athletic maneuver, 2d6 damage (-3), knockdown (+1), prone self (+1), signature move (+2), stunning: self if missed (+1); 2/card; **total modifier:** +1

Finisher
"Chicago Cement Shoes" (cross-legged Samoan driver): Power maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), immediate pin attempt (-1), naming (+1), prone self (+1), requires lifting (+1); **total modifier:** -0

"Gunning for Glory" (tag team; Cris Thompson falling neckbreaker + Alec Thompson diving cross-body press): Technical + Athletic, 5d6 damage (-7), exertion: 2 Fatigue (+1), immediate pin attempt upon lift (-1), naming (+2), requires lifting (+1); **total modifier:** -4

THE WIZ

Height: 6'0"
Weight: 230
Weight Mod: +1
Attitude: Heel
Level: 8
Star Power: 2

ATH: +3
BRW: +1
FLR: +3
INS: +2
POW: +1

Skills
Athletics +5
Deception +8
Knowledge: Flair Maneuvers +5
Knowledge: Roster +6

Performance +7
Presence +5

Flaws
Hated
Showboat

Gimmick Enhancements
Attribute Improvement (2)
Catch Phrase: "My name is The Wiz, and you are Amazed!"
Crafty (2)
Feat of Cunning (+6)
Feat of Dexterity (+6)
Maneuver Training (+7)
Master of the Game
Moveset: discus punch, springboard bulldog, swinging reverse DDT
  Opportunist
  Ring Smart
  Signature Move: Wiz-By
  Training Background (MF: Athletic, MF: Flair, Finisher: Head Bashing Climax)

Signature Move
"Wiz-By" (swinging corner clothesline): Athletic maneuver, 2d6 damage (-3), exertion: 2 Fatigue (+1), knockdown (-1), signature move (+2); 3/card; **total modifier:** -1

Finisher
"Head Bashing Climax" (full-nelson facebuster): Technical maneuver, 3d6 damage (-3), exertion: 2 Fatigue (+1), naming (+1), requires lifting (+1); **total modifier:** +0

WILD WORLD WRESTLING CHARACTER SHEET

ATH ◯

BRW ◯

FLR ◯

INS ◯

POW ◯

Name:

Concept/Gimmick:

Eyes:	Hair:	Height:	Weight:	Weight Mod.

Attitude:	Level:
Star Power:	Current SP:
Max. Heat:	Current Heat:
Injury:	Fatigue:
Ring Rust:	Fatigue Penalty:

Skill:	Bonus:	Skill:	Bonus:

Gimmick Enhancement:	Used:	Gimmick Enhancement:	Used:

Signature Moves:	Modifiers:	+/-

Finishers:	Modifiers:	+/-

AVAILABLE FOR WWW!

ROSTER BOOK 1

Revised for the WWW Main Event Edition, this PDF-only release features 25 characters, from wrestlers to managers and promoters. Feel the pure animalistic power of Dan Ballistic and the dazzling aerial arsenal of Jujin "Lightning" Tigon. Experience the ruthless managerial tactics of Emric Biddov and the mischievous pranks of the leprechaun Bamboozle. Lay the smackdown on perennial, pompous jobbers like Hard-Ass Bob Harley and The Bronx Bruiser. WWW Roster Book 1 also brings new additions such as Alfredo Del Sol, Kija Kong, NO "All" Stiles, Ralph Digger, "RSVP" Rod St. Von Peak, Shelly Shelly, and Willingham Royal to crank up the heat for your promotion!

RWF PROMOTION BOOK

Written by Allen and Susan Shock from their 10+ years-long fictional promotion, Rampage Wrestling Federation, this is the first Promotion Book for Wild World Wrestling. The PDF features:
• The history of RWF, from formation to the promoter-vs.-promoter match for RWF's own existence between Rampage's Vinnie Bishop and Global Domination Wrestling's Mac McManus in a cage!
• RWF championship titles you can vie for.
• New specialty matches exemplifying RWF's brutality and chaos, such as the Barbed Wire Ladder Match, Cheaters Prosper, and the infamous, riot-inciting Toneweiser Bash for the RWF Championship!
• A roster of over 30 wrestlers and managers ready for you to use however you want.
• Special "Encounter Table" for promos with everyone's favorite ditzy interviewer, RWF's own Buffy Wade — who once landed in Tiananmen Square instead of Time Square for a New Years Eve interview and nearly caused an international incident!

Get RWF and begin your own rampage!

TCW PROMOTION BOOK

For six years, the heart-pounding actions and gripping storylines of Total Championship Wrestling unfolded only in Total Extreme Wrestling, a premier PC wrestling simulator.

Now you can experience it in Wild World Wrestling!

This promotion book, by David Creighton chronicles TWC from inception to its latest PPV, with details on the promotion's title belts, specialty matches, a full roster of wrestlers, managers, referees, and more. Like every Promotion Book, this PDF is a complete ready-made promotion for your WWW game or to infuse a unique brand of style into any existing game!
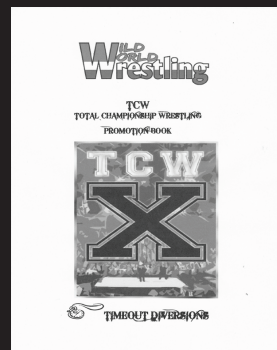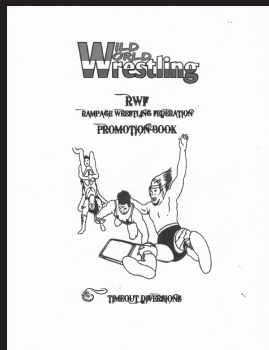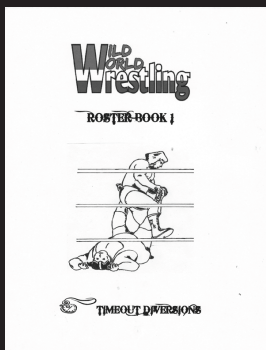
KILLER THRILLER!

Got the brains and guts to survive a b-horror movie? No? Good, then KILLER THRILLER is perfect for you! No common sense is required to waste through the cast of cardboard characters in creature features from psycho slashers and zombie cannibals to alien monsters and bloodthirsty demons!

KILLER THRILLER has all the spine-tingling chills of watching a late-night fright flick — even better, because you're the star of the scatterbrained massacre! Here's your chance to abandon smart gaming like it's The House on Haunted Hill. Leave sound judgment writhing on the ground as you work through a procession of disposable characters, senselessly follow strange noises without so much as a flashlight ("Roll your Unwise"), become inconveniently trapped in some spooky place ("Roll your Unluck"), then fall hook, line, and sickle to yet another wholesale slaughter ("Roll your Undone!"). Meet unbelievably gross critters, discover sicko surprises, experience gratuitous violence and gore, ring up the body count!

For those craving grindhouse dementia to the scholcketh degree, KILLER THRILLER is the one to impale your eyeballs onto. So never mind the mutilated corpses and have a killer time! — 'Cause whatever's preying you certainly will.

Rest In Pieces.

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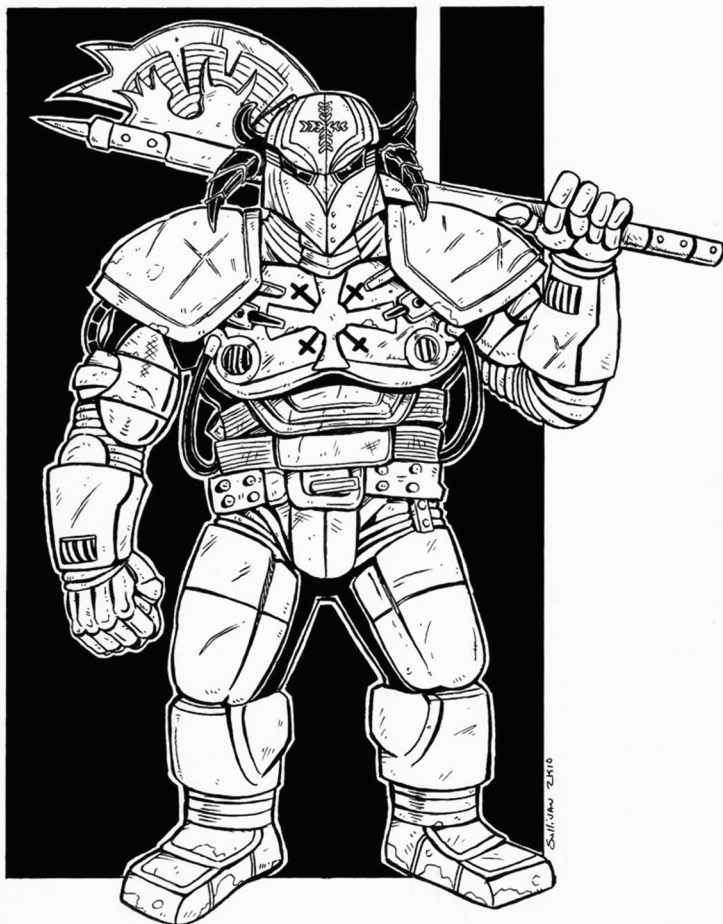
NO. HOLDS. BARRED.

This is where your imaginary personas do battle between the ropes, with nonstop action powered by innovative moves created on-the-fly by you.

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This is where you discover you CAN do better than the creatives booking for megacorporate promotions, even when a card might start off with the crowd watching the painted logo dry, because anything can truly happen in that very ring.

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- Make a wrestler however you want with your choice of Gimmick Enhancements

- Critically acclaimed easy and versatile maneuver creation system to emulate, customize, and perform any wrestling move on the go, without having to check pages of tables or be limited to a strict moveset

- Star Power to push a newcomer to the moon, re-push a mainstay over the top, or de-push an old hand to midcard hell

- Character Flaws that an opponent can activate and swing the tide of a match

- Ring Rust for wrestlers returning from a long layoff

- Multi-character cooperative yet competitive style of play. Character options include managers, announcers, interviewers, referees, promotion officials, and even ardent fans

- No GM necessary; just grab two characters and have a match alone if you want