

WORLD WIDE WRESTLING SEASON TWO: THE ICONOCLAST

Original concept & design by Sean Walsh

You're a gunslinger, a giant-killer, a career-ender. Your talents are wasted on jabronis; your prey are the greatest heroes and vilest villains that the wrestling universe has to offer. You will forge your own legend from the broken bodies and shattered egos of past greats...until the day that you become the legend to be taken down.

HAILING FROM

- ☐ St. Louis, Missouri
- ☐ Yokohama, Japan
- ☐ Montreal, Quebec, Canada
- ☐ Elsewhere:

NAME & LOOK

ENTRANCE

- ☐ Catchy & Popular
- ☐ Eerie & Dissonant
- ☐ Guttural & Primal
- ☐ Something Else:

HEAT

Run-In, Wrestling

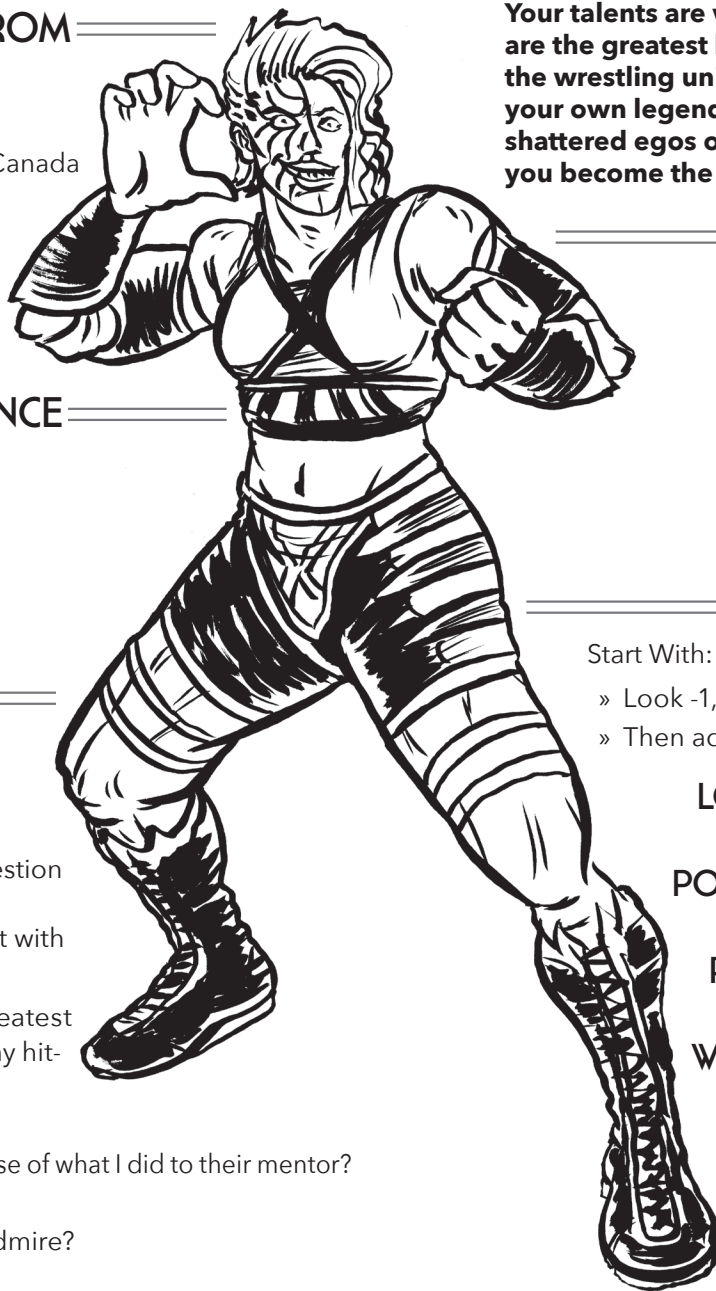
Write down each other wrestlers name.

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

- » Who has the greatest potential to be on my hit-list someday?
- »
- » Who hates me because of what I did to their mentor?
- »
- » Who do I secretly admire?
- »
- » Who thinks my lust for glory is bad for business?
- »

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

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



STATS

Start With:

- » Look -1, Power -1, Real +1, Work -1
- » Then add +1 to any Stat.

LOOK

Cut A Promo Wrestling

POWER

Feat Of Strength Wrestling

REAL

Break Kayfabe Work Real Stiff

WORK

Wrestling

ROLES

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

WORLD WIDE WRESTLING SEASON TWO: THE ICONOCLAST

MOVES

✖ FINISHING MOVE:

When you're booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean. Choose whether you or your opponent gains +1 Audience. On a 7-9, they make you work for it. Choose: gain +1 Heat with them as your killer instinct takes over; or you make them look mighty in defeat and they get +2 Momentum. On a Botch, choose: you look like an amateur and lose -1 Audience or you take things too far and injure your opponent.

✖ **CALL DOWN THE THUNDER:** When you **CUT A PROMO** on a wrestler with an Advanced Role, **ROLL +REAL** instead of **+LOOK**. In addition to the Promo result: on a 7+ Creative must book you in a match with that wrestler (or you add a stipulation, if a match is already booked). On a Botch, lose -1 Audience as the crowd doesn't buy that you're a real threat.

and pick 1

❑ **IN THE CROSS-HAIRS:** When you wrestle someone with a Basic Role who's earned your ire, **ROLL +HEAT** to mark them for destruction. Treat them like they have an Advanced Role for this Episode and on a 10+ you pick 1; on a 7-9 they pick 1: gain +1 Heat with each other, you both gain +2 Momentum, they win this match. On a Botch, lose -1 Heat with them.

❑ **I LIKE TO HURT OLD PEOPLE:** When you attack a wrestler with an Advanced Role, spend 2 Momentum to injure them outright. If you do this, they can do the same to you. If this is their last Injury box, or you otherwise retire them in this manner, you lose -1 Audience. Too real!

❑ **APEX PREDATOR:** You were born to do this, and everyone knows it. Take +1 **WORK** (Max +3).

❑ **PACK LEADER:** Your natural charisma attracts and inspires others to join your cause. When you take action to get someone on your side, **ROLL +LOOK**. On a 10+ gain +1 Heat with them and pick one; on a 7-9 just pick one: book the finish of a match they're in, they join you as an enforcer, they come to your aid in a critical moment (which could be right now!). On a Botch, they're not impressed, and they pick one: they beat you down, you lose -1 Heat with them, you face disciplinary action backstage.

INJURY

When you get injured, check an Injury Box. Whenever you lose a match due to your injury, lose -1 Heat with your opponent. When you push through your injury to win a match, gain +1 Heat with your opponent after the match.

INJURY

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

AUDIENCE

Work the Audience, Champions Advantage

The Iconoclast starts and resets to Audience +1

+4

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

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

+3

--

 Start the Episode with +2 Momentum.

+2

--

 Start the Episode with +1 Momentum.

+1

--

 Start the Episode with +1 Momentum.

0

--

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

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

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STATS

LOOK

POWER

REAL

WORK

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ADVANCEMENT

Gain An Advance When:

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

ADVANCES:

Spend An Advance To:

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

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

And Once You've Picked 3 of Those:

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

Advancement Note: Any Gimmick that can advance to the Golden Boy or Anti-Hero can advance to the Iconoclast as well.

WORLD WIDE WRESTLING SEASON TWO: THE TIME BOMB

Original concept & design by Justin L. Phillips

The business has taken its toll on your body. Held together by steel, screws, and sheer will, you probably should have hung it up by now but the child support payments, money you owe to your "pharmacist", or your own hubris keep you stepping back into the ring. When will you take your final 3 count?

NAME & LOOK

- HAILING FROM
- ☐ Charlotte, North Carolina
 - ☐ Lubbock, Texas
 - ☐ The Old School
 - ☐ Elsewhere:

ENTRANCE

- ☐ Grandiose & Ceremonial
- ☐ Outdated & Cliche
- ☐ Embarrassing Attempt at Cool & Trendy
- ☐ Something Else:

HEAT

Run-In, Wrestling

Write down each other wrestlers name.

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

- » Who thinks its past time for me to hang up my boots?
- »
- » Who became a wrestler because of me?
- »
- » Who wants to retire me?
- »
- » Who thinks I still have a place in the business?
- »

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

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

_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐



STATS

Start With:

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

LOOK

Cut A Promo
Wrestling

POWER

Feat Of Strength
Wrestling

REAL

Break Kayfabe
Work Real Stiff

WORK

Wrestling

ROLES

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

WORLD WIDE WRESTLING SEASON TWO: THE TIME BOMB

MOVES

❑ FINISHING MOVE:

When you're booked to win a match, roll 2d6. On a 10+, you hit your finisher clean just like the good old days! Gain +1 Audience. On a 7-9, you barely pull it off. Choose: it's clear that you're not the wrestler you used to be and you lose -1 Heat with your opponent; or you (mercifully) win by DQ or countout and lose all Momentum. On a Botch it's an absolute disaster! You still get the win but you lose -1 Audience, *and* choose whether you or your opponent takes an injury.

❑ **PASS THE TORCH:** You decide when it's time to hang up your boots. At the top of an Episode, you can book a retirement match with any opponent of your choice. When your opponent wins, they gain +2 Audience. If the booking is swerved such that they don't win, the feud continues until your opponent wins a match over you. Once retired, create a new wrestler or take over an NPW wrestler for the remainder of the Season.

and pick 1

❑ **THE PHENOM:** When you would take an injury, roll +REAL. On a 10+ you disregard this injury and take control of the match (if you're in one). On a 7-9 you manage to power through, but it hurts; you don't mark an injury, but remove one unmarked injury box at the end of the Episode. On a Botch, take the injury as normal and the match (if you're in one) ends immediately in a no contest.

❑ **A LEGEND IN THIS BUSINESS:** You do not lose Heat for not interacting with a wrestler in an Episode.

❑ **BEST THERE WAS:** When you CUT A PROMO in a way that recalls your glory days, roll +REAL instead of +LOOK. If you Botch, the audience is tired of your faded glory and you cannot use this Move for the rest of the Episode.

❑ **KEEP ME PROTECTED:** You have creative control over your booking. When you want to change how a match is going, spend 2 Momentum to rebook it on the fly. Anyone who sticks with the original booking has to **BREAK KAYFABE** to do so.

INJURY

When you get injured, check an Injury box. You cannot remove checks under any circumstance. When you start a match injured, gain Momentum equal to the number of checks you have.

INJURY

x		
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When all of your injury boxes are checked you're dragged out on a stretcher and your career (and maybe your life) is over.

AUDIENCE

Work the Audience, Champions Advantage

The Time Bomb starts and resets to Audience +2

+4

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

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

+3

--

 Start the Episode with +2 Momentum.

+2

--

 Start the Episode with +1 Momentum.

+1

--

 Start the Episode with +1 Momentum.

0

--

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

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

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STATS

LOOK

POWER

REAL

WORK

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ADVANCEMENT

Gain An Advance When:

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

ADVANCES:

Spend An Advance To:

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

And Once You've Picked 3 of Those:

- » Create a new wrestler to play (instead of, or with, this one).
- » You start the next Episode in an Advanced Role (you do not take an Episode off).

Advancement Notes: The Veteran and any Gimmick that can advance to the Veteran can advance to the Time Bomb as well.

The Time Bomb cannot advance to other Gimmicks. The Time Bomb retires only through injury or the Pass the Torch Move.

WORLD WIDE WRESTLING SEASON TWO: THE FOREIGNER

Original concept & design by Adam Ultraberg

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

- ☐ The Wilds Of:
- ☐ The (Middle/Far) East
- ☐ Behind The Iron Curtain
- ☐ Elsewhere:

===== ENTRANCE =====

- ☐ Stereotypical
- ☐ Stereotypical (Rock Remix)
- ☐ "Hot Blooded" & Aggressive
- ☐ Something Else:

===== HEAT =====

Run-In, Wrestling

Write down each other wrestlers name.

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

- » Who knows more about my "homeland" than I do?
- »
- » Who would get the biggest boost from beating me?
- »
- » Who would've gotten this gimmick if I wasn't here to take it?
- »
- » Who did I first throw through a symbol of my homeland to establish my character?
- »

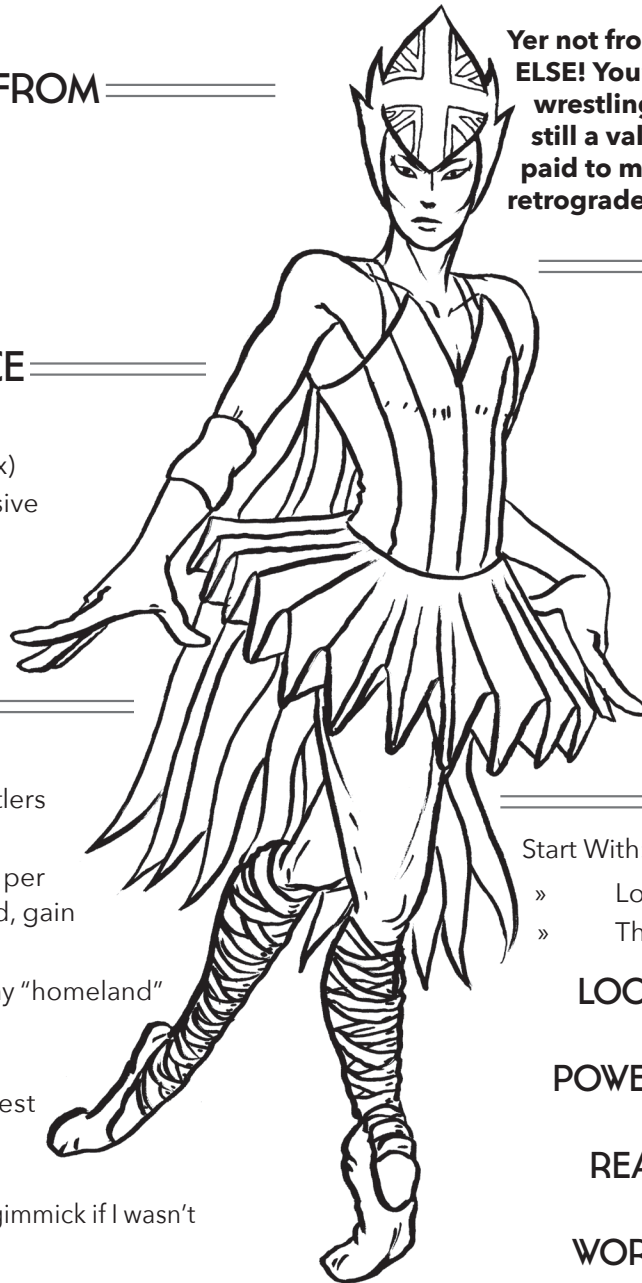
At the end of a match with someone you have +4 Heat with, **gain +1 Audience**.

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

_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐

Yer not from here. Yer from SOMEWHERE ELSE! You're not sure what it says about pro wrestling that "from another country" is still a valid character, but you keep getting paid to make it work. Who will tire of your retrograde act first, you or the crowd?

===== NAME & LOOK =====



===== STATS =====

Start With:

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

LOOK

Cut A Promo Wrestling

POWER

Feat Of Strength Wrestling

REAL

Break Kayfabe Work Real Stiff

WORK

Wrestling

===== ROLES =====

- » Pick your starting Role. **You can use the Move of the same name.** Gain +1 Heat with everyone who's the opposite Role.
- ☐ Babyface - You're a good guy, and take the **LAND OF THE BRAVE** Move
- ☐ Heel - You're a bad guy, and take the **SUPERIORITY COMPLEX** Move
- » When you **deliberately break your role**, you make a turn and switch to it's opposite. Gain +1 Heat with everyone now opposed to you. You switch your associated Gimmick Move as well.
- » Gain an Advanced Role via Advances. **You can use the Move of the same name.** Replace your Role-associated Move with another one from this Gimmick.
- ☐ Celebrity - You've gained fame outside the ring.
- ☐ Icon - You embody your style of wrestling.
- ☐ Legend - The audience will never forget you.

WORLD WIDE WRESTLING SEASON TWO: THE FOREIGNER

FOREIGNER MOVES

FINISHING MOVE:

When you're booked to win a match, roll 2d6: On a 10+, you hit your finisher strong, just as your ancestors did. You gain +1 Audience. On a 7-9, it ain't so easy. Choose: they mock you and you take a liberty, gain +1 Heat with them; or you injure them in your rage. On a Botch, pick one: it's sloppy, lose -1 Audience and win the match; or you mess up and they sense weakness, you lose the match clean (this overrides Creative's booking).

if you're a Babyface

❑ **LAND OF THE BRAVE:** You endearingly misunderstand basic things about this country. Gain +1 Momentum the first time you do it in an Episode. In addition, when doing so, you can bump your **WORK THE AUDIENCE** result by one tier (botch to 7-9, 7-9 to 10+) once per Episode.

❑ **STRONG LIKE BULL OX:** You have the legendary strength of your people. Take +1 **POWER** (max +3).

❑ **NEVER SEEN ANYTHING LIKE 'EM!** When you appear in a pre-taped segment, explain how you're being carefully presented (and protected). **ROLL +WORK** or **+POWER** when you **CUT A PROMO** during the segment.

❑ **BRAVE BOYS IN UNIFORM:** You can add belligerents from your native land to any match as a match stipulation. When you do so, start the match with +2 Momentum.

if you're a Heel

❑ **SUPERIORITY COMPLEX:** You treat this country's language and customs with derision. Start with (or gain) a manager or aide. You're only willing to **CUT A PROMO** with them at your side. The **HEEL** Move only costs you 1 Momentum if you're destroying something representing this country.

❑ **WORLD CITIZEN:** You are legitimately from your character's homeland and bring real details in your portrayal. Take +1 **REAL** (Max +3). You cannot also take **THIS ISN'T ME!**

❑ **THIS ISN'T ME!** When you call out your own gimmick as racist, **ROLL +REAL**. On a 10+, gain +2 Momentum and you may immediately change Gimmick or Role. On a 7-9, make the change, but you're booked in a punitive match, **RIGHT NOW!** On a Botch, the crowd is confused and agitated by your announcement. Lose -1 Audience.

INJURY

When you get injured, check an Injury Box. You are tough and suffer no penalty from injuries.

INJURY

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

AUDIENCE

Work the Audience, Champions Advantage

The Foreigner starts and resets to Audience +1

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

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

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

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

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

STATS

LOOK

POWER

REAL

WORK

ADVANCEMENT

Gain An Advance When:

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

ADVANCES:

Spend An Advance To:

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

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

And Once You've Picked 3 of Those:

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

Advancement Note: Any Gimmick that can advance to the Monster can advance to the Foreigner as well.

WORLD WIDE WRESTLING SEASON TWO: THE BOSS

You're in charge. Maybe you've made your name in the ring, you're the legit head of the corporation or you just play the boss on TV. Regardless, you have the power to make the rules, punish those who cross you and elevate those who you think are the real future of the business. Will you make the right decisions?

NAME & LOOK

HAILING FROM

- ☐ Oklahoma City, Oklahoma
- ☐ Greenwich, Connecticut
- ☐ Robbinsdale, Minnesota
- ☐ Elsewhere:

ENTRANCE

- ☐ Striking & Powerful
- ☐ Corporate & Stultifying
- ☐ Upbeat & Fun
- ☐ Something Else:

HEAT

Run-In, Wrestling

Write down each other wrestlers name.

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

- » Who sucks up to me the most?
- »
- » Who doesn't agree with how I like to do business?
- »
- » Who's loyalty to me has never wavered?
- »
- » Who is agitating to replace me?
- »

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

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

STATS

Start With:

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

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

ROLES

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

WORLD WIDE WRESTLING SEASON TWO: THE BOSS

MOVES

❏ MAKE A MATCH:

You don't work matches, you make 'em. When you make a match, roll 2d6. On a 10+ you book the finish and pick 1 from the 7-9 list; on a 7-9, Creative books the finish and you pick 1: gain +1 Heat with one of the participants; gain +2 Momentum; one of the participants gains +2 Momentum; you'll be at ringside for the match. If at least one competitor in a match you book gains +1 Audience, you gain +1 Audience. On a Botch, Creative books the finish and you lose -1 Audience as the crowd gets bored with your presence, regardless of what you're putting together for them.

and pick 2

❏ **HOLD THE AUTHORITY:** When you dress someone down, punish them or exercise your authority over them, ROLL +LOOK. On a 10+, gain +1 Heat with each other and pick 1; on a 7-9, pick 1: add a stipulation to an upcoming match they're in; add them to an announced match; gain +2 Momentum. On a Botch, it backfires and they choose 1 to advantage themselves from the 7-9 list.

❏ **I SIGN THE CHECKS:** You're the boss backstage as well as on camera. Spend 2 Momentum when you threaten, cajole or manipulate someone into doing what you want, and they pick 1: they do what you want; they get booked out of their hottest feud; they get booked into a punitive match. If they choose to get booked, you fill out the details.

❏ **IMPRESS THE LOCKER ROOM:** Whether you once had the skills or you've been training, you can book yourself into matches when you need (or want) to. Gain +2 Momentum at the top of any match you book yourself into.

❏ **YOU'RE FIIIIIIRED:** When you fire someone on camera, ROLL +REAL. On a 10+, choose whether you or they gain +1 Audience and you book their inevitable return; on a 7-9, gain +1 Heat with each other and Creative books how they get back on camera. On a Botch, everyone knows this has no teeth. They don't leave and you both lose -1 Audience.

❏ **RAISED IN THE BUSINESS:** You come from a well-known wrestling family. Take +1 REAL (Max +3).

INJURY

When you get injured, check an Injury box. Gain +1 Heat with whoever injured you. While injured, you cannot get into the ring under any circumstances.

INJURY

☐☐

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

AUDIENCE

Work the Audience, Champions Advantage

The Boss starts and resets to Audience +1

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

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

+3 ☐ Start the Episode with +2 Momentum.

+2 ☐ Start the Episode with +1 Momentum.

+1 ☐ Start the Episode with +1 Momentum.

0 ☐ Mark an Advance. At the end of the Episode, you're removed from your job.

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Make A Match, Babyface/Heel

STATS

LOOK

POWER

REAL

WORK

ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » Someone you have +4 Heat with wins a Championship
- » You end a feud satisfactorily

ADVANCES:

Spend An Advance To:

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

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

And Once You've Picked 3 of Those:

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

Advancement Note: Any Gimmick that can advance to the Manager or Veteran can advance to the Boss as well.