

THE ROAD



WHY THE ROAD?

BECAUSE YOUR MATCH IS
NEVER LONG ENOUGH.

BECAUSE KENTUCKY DESERVES
LIVE WRESTLING.

BECAUSE YOU'RE SOMEONE WHEN
YOU TAKE OFF THOSE TIGHTS.

CREDITS

The Road is a mini supplement to the *World Wide Wrestling Roleplaying Game* and requires that game to play.

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Thank you backers!

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A MINI-SUPPLEMENT OF PRO WRESTLING LIFE ON THE ROAD BY ADAM ULTRABERG

WHY THE ROAD?

The *World Wide Wrestling RPG* gives you the two core aspects of professional wrestling. The wrestler and the person, the show and the behind the scenes story, the wonder and the pain.

Leaving the venue adds new dimensions to both sides: pride and embarrassment, pranks and diners, the right to roam the world or be stuck in traffic, the chance to learn from the greats, to raise a family, to visit sick kids and sign autographed headshots in a union hall.

In games where you focus on the road, your position on the card matters more. Everyone has to schlep from Stamford to Pittsburgh, so you might as well be the main eventer! And if they get a tour bus and you're taking rental cars, forget about it. You need that tour bus!

REVISITING STATS

While Work, Real, Power and Look will get you through a wrestling show, life is more than a show.

When you're on the road, think of the stats thusly:

WORK is your skill at wrestling, but also your dedication to the craft. Use Work when focusing on the career of wrestling, explaining to loved ones what it means to you, keeping kayfabe, and maintaining a (semi-)healthy lifestyle between matches.

Those with high Work scores can make wrestling their life's work, defined by technical excellence and the longevity of their career.

REAL is your sincerity, who you are as a person while straddling the line of your character. Social media, actual fistfights, separating El Odio from Diego, the-guy-just-having-a-beer, those are all Real. If you're rolling +Real for an interview, you're either doing great with your company or they screwed you over bad.

Those with high Real can move on after wrestling, leaving it as part (but not all) of their past. They can take the character off at the end of the night.

POWER (or **FORCE**, see sidebar!) is your physical strength, but also getting your way through your air of danger and intimidation. Getting the ice-chains added to your rental car or pulling out of a ditch both need the former; arguing your way past state troopers or getting a room in a sold-out hotel when everyone's too tired for sweet-talking requires the latter.

Those with high Power get what they want; some are so intimidating outside the ring, they get main event pushes. Holler if you hear me.

LOOK is your celebrity. Childrens' hospital visits, talk show interviews, buying costumes for your new gimmick; Look gets you through it. Your Look lets you charm a courtroom, run for Senate, or even act in a B-movie.

Those with high Look can transition their fame into other forms of booking, mass entertainment or politics.

NEW BASIC MOVE: DEAL WITH IT

When you face an obstacle on the road that requires Look, Power, Work or Real as described above, roll + the stat. On a 10+, you get what you want, and choose: **GAIN +1 MOMENTUM** or ask a leading question about the situation for Creative to answer. On a 7-9 Creative offers a tough choice, a hard bargain or an unwanted complication to get what you want. On a Botch, you don't get what you wanted, and you face shame, injury or aggravation.

If something comes up on the road that isn't covered by a more relevant move, use this one.

HOW TO USE THIS SUPPLEMENT

The situations and Moves presented here represent snapshots of the most important or influential moments the wrestlers have between normal televised Episodes. Creative, ask the players what their wrestlers have been up to between shows, or perhaps directly frame a scene or two based on what you have On Deck for the upcoming Episode. Alternately, cut to off-camera scenes as flashbacks or real-time backstage interactions, resolve the segment using a Move from The Road, and then cut back to the arena.

Every so often you may want to play an entire Episode on the road; in that instance, keep a record of any Move results that will impact the next televised Episode of play.

Each section includes some sample NPWs and Troubles to use to add context and give some guidance for how to frame Hard Moves for Creative.

Overall, it's up to you how much to use the content of The Road, depending on how important it is to your roster to see what happens to their wrestlers off camera.

POWER AND GLORY

Hey, Adam here. In my games, I replace Power with Force and let it represent both physical strength and the power of personality. Some moves that ask you to roll on +Power here make more sense when framed this way - they don't mean you literally have to use physical strength to trigger them.

THE CONVENTION SHOW

If your federation is top tier, you don't have to worry about these things. But for those smaller clubs (or those wrestlers living in semi-retirement), there's a delicate balance between preserving your legacy and profiting off it.

...WITH SPECIAL GUEST:

When you trade off your legacy to earn cash, **ROLL +WORK**. On a 10+, choose three; on a 7-9, choose one.

- » The event leaves you feeling good
- » You don't give away something valuable (a secret, an heirloom, your dignity)
- » You earn enough not to have to do this again soon
- » You catch wind of a beneficial booking
- » Take +1 momentum. Explain how the event invigorated you.

On a Botch, nobody cares and you come out worse off than before.

If you have an Advanced Role, you can spend 1 Momentum to treat a Botch as a 7-9 instead.

The most common place to profit off your dignity is a signing event at a convention. Creative should clue the players into the agony and ecstasy of fandom if they're not active wrestling fans or WWWRPG is their first experience with pro wrestling. In other countries, fans can be respectful, but Americans range anywhere from reverential (with odd gifts, stories of your influence, and embarrassing awe) to confrontational (explaining your career to you, challenging you to a fight, or begging for favors.) In a sillier game, the whackadoodle fans are the standouts, and adventure can be had interacting with other Convention Stars. Who's that headlining the 5:30 Classic TV Panel? The guy who made fun of you, in 1996, on MTV's WRESTLEJOX!

In more serious campaigns, you'll run into NPWs who are just as broken as you are, desperate for one last match, or, worst of all, completely happy with their situation.

NPWS AT THE CONVENTION

THE SILICON VALLEY GIRL: Tasha Hendly was on television for about five years a decade ago, but something about her gimmick caught fire. (She was very smart, but very stupid, and said "Honest to Blog". It was a different time.) She did TV cameos, a line of cell phone commercials, and a made-for-TV movie about Roller Rink culture. She married a childhood sweetheart and left wrestling (some argue before giving back to younger stars.) She still goes to local conventions for the cash and attention, with some speculating she still has One More Match in her. Of course, convincing a mother of two to put on the boots again isn't going to be easy.

BADDINSKY SANGHEV: He used to work an evil Russian gimmick; one of the PCs may have had a legendary feud with him. Now he's in a pyramid scheme. He's a great friend to have if you like vitamin supplements or dog shampoos. Otherwise, this is going to be a long, long day.

LAURA/LARS SPRI: Laura was a midcard talent. Of course, it's hard to find a spot when you're not main event worthy, but not so bad you can lose every week. So now Laura does a lot less savory "wrestling" online. No nudity (probably!) but there's such a thing as guilt-by-association. If your Season features wrestlers in their prime, perhaps they catch wind of Laura's moonlighting, or an auction where she's selling used gear. Is it worth blackmailing her? Should the players turn her in, or get in on the action? After all, it's just a few old singlets and the cash is superb.

MEL KIM: Mel knows your match history. If you ever tweeted about changing finishers, Mel knows it. A lottery win lets Mel attend all your shows, which is annoying...except Mel knows the dirt about every other wrestler. Dealing with Mel means unpleasant questions ("in March 2010, were you going to feud with Jekyllman before his DUI?") but it means useful information. For example: nobody told you Jekyllman had a DUI.

NPWS: Use these NPWs as reference points and as-needed characters to populate your scenes on the road. For NPWs with gendered name options, pick whichever you like, best serves as a foil for the wrestler in question or generally best suits the scene.

EVENT PROMOTION

It's time to hit the streets. If you're lucky, you won't have to hit the people.

In larger feds, Event Promotion means morning TV appearances, drivetime radio, and minor red carpet events (think Country Music Television awards). Maybe you'll fill a spot on Conan during a slow week.

WORK THE MEDIA CIRCUIT

When you hype an upcoming show (without denying the reality of wrestling), **CUT A PROMO**. If the event isn't live, you can spend 1 Momentum to do another take; reroll the dice. Mythic Moments are possible outside the ring, whether you're utterly derailing a rumor (by coming out of the closet as Darren Young did in 2013) or attacking someone (you've heard of what Jerry Lawler did to Andy Kaufman on Letterman, right?)

Please, please do not injure the hosts. Especially on the radio.

In smaller companies, "Promotion" means in person. On the high end, you're appearing at a car dealership event; on the low end, you're on the street with a stack of flyers and a staple gun.

HIT THE STREETS

When you promote your art outside the ring, roll on the most appropriate stat (see REVISITING STATS, above).

- » On a 10+, you do phenomenally. Gain +2 Momentum. The next time you Work The Audience, gain an additional +1 Momentum on a hit as you appeal to the fans you personally pulled out for the show.
 - » On a 7-9, the crowds will come, but you have to either lie about a match you're in or you have to debase yourself to impress them. Gain +1 Momentum.
 - » On a Botch, they stay away in droves. Choose whether you lose -1 Audience, or you get booked into a dumb promotional stunt at the show that keeps you from pursuing your current in-ring storyline.
-

SOCIAL MEDIA

Because of course you should roll dice to tweet.

If your wrestler was an early adopter of social media (or your game is set before 2009, say), treat Social Media as a form of **BREAKING KAYFABE**. On a 7-9, instead of Creative booking you in a punitive match, you can select:

- » your words are twisted and taken out of context; at the start of the next Episode, take 1 less Momentum for your Audience rating than normal.

If social networking sites are well established in your game's timeframe, use the following Move:

SOCIAL MEDIA PRESENCE

When you share something you find personally meaningful with the internet, **ROLL +AUDIENCE**. (If you could normally replace +AUDIENCE with another stat, you may do so online as well.)

- » On a 10+, it connects; you count as having +1 Audience at the top of the next Episode, and you start with the Momentum for that Audience rating; if this takes you to +4, you take the **TOP SPOT** and make the **OVER** Move. Go back to your normal Audience after Creative checks for audience reset.
 - » On a 7-9 gain +1 Momentum and pick one. Your true fans love it, but:
 - » ... it doesn't really fit your character, gain another +1 Momentum and lose -1 Heat from your main feud.
 - » ... it makes someone else look good, they also gain +1 Momentum
 - » ... it exposes you to ridicule, inside or outside your promotion. Creative books you in a match designed to mess with you.
 - » On a Botch, you managed to turn yourself into a meme. A bad one. Lose -1 Audience.
-

TROUBLES IN EVENT PROMOTION

- » The match you're shilling doesn't make sense, or requires an intricate knowledge of Puro history.
- » "Wrestling's fake, right?"
- » Your social account is actually hacked.
- » You're about to be bumped from a morning show show for the zoo's Snake Guy.
- » Online posts get co-opted by weirdos; you've been memed.
- » You somehow start a feud with a local celebrity.
- » Someone lower in the card (but better at promotion) weasels their way into your dream feud.

NPWS IN EVENT PROMOTION

THE ROBUSTERS: Keith and Zan Robust were huge tag team wrestlers...in the late 90s. Unfortunately, their hard partying ways have caught up to them, and they've gone from top tier promotions to barely being on television. Their way of getting on top? Creating Twitter Accounts with "™" at the end and starting cyber feuds with you. The question is: could you wring a one-last-match series with them? Or are these West Virginia siblings more trouble than they're worth?

TRAVEL PARTNERS

Sharing rides means less driving and less paying for gas. And unless you have someone to drive for you (perhaps a mixture of cross-country busses and rideshare apps, a tour bus, or a very kind aunt), you'll be driving with other wrestlers.

IN THE CAR

When you share a ride with someone and open up to them, **ROLL +HEAT**.

- » On a 10+, gain +1 Heat with them as you brainstorm ways to work together
 - » On a 7-9, as above, and also pick one:
 - » You open up too much, giving them some juicy gossip
 - » You promise a favor, one that you're pretty sure is going to cause trouble
 - » They promise you that kind of favor.
 - » On a Botch, lose -1 Heat with them (they describe why) and there's a misadventure.
-

If wrestling school is like high school (and it is), carpooling is college. Except the professors hit you, every night, with kendo sticks, in front of cheering crowds. (This is uncommon except at Hofstra.)

SENSEI

If you travel with a master (someone who has +3 in any stat) for an Episode and accept their mentorship, you can move your matching stat up (max of +3) and another stat down (min of -2).

For NPWs, Creative will tell you what stat they embody; they may expect favors, both jejune and stupid.

PROBLEMS WHILE TRAVELLING

- » The local police hate pro-wrestling.
- » The local police LOVE pro-wrestling...do you want to show them some of your moves? Sign some merchandise? Take a photo for the kids? Kendra here could definitely escape your ankle lock, she studies Judo.
- » There's a snow storm coming. Do you push through a blizzard or risk getting stuck in town for days?
- » Where'd the gas money go? No, we gave it to Fyre. Fyre isn't using, is he? ...Did we leave him back at the Waffle Palace?
- » On the way to a show in Scotland, the entire federation is caught in a magical fog. Turns out Brigadoon really, really likes wrestling.
- » Your mentor, who you're always compared to, ate 73 ounces of steak in an hour. Can you?

NPWS WHILE TRAVELLING

SHORNBY: "Shornby" (is that a first or last name?) is the sweetest person you'll ever meet. They've wrestled all over the world and can give you tips on any style you'd care to learn. They're also grievously unlucky - car-towed-on-Christmas-Eve unlucky. Riding with Shornsby is a series of apologies, but they're a really great graphic designer. So if you don't mind getting lost outside Poughkeepsie (again) or discussing Hulk vs. Thor (again), it'd be worth it for some new merch.

"THE MYSTIC" MIKE MAGLIN: Mike used to be known as Magic Mike; then there were those movies. He's the opposite of Shornsby in every way: he's been on the road for decades, always feeds the meter, and disagrees with you on everything. He'll even switch positions if you try to agree with him. Maybe he gets off on being a contrarian; maybe he's just achy and bored. On the other hand, those who reinvigorate his love of wrestling will have a travel friend who never gets lost and knows the best Thai place in 93 counties.

LIFE AND FAMILY

Some of your time, hopefully, will be spent apart from other wrestlers. You'll return to your family, the ones you do this for (or ceaselessly disappoint, or both).

Before you go home, ask: Is my family basically supportive, or basically unsupportive? It's up to you whether "neutral" means they don't care (unsupportive) or don't harass you (salutary neglect is supportive!)

GOING HOME

When you spend time with your *supportive* loved ones, erase an injury box. They'll ask you a question:

- » If you had to choose, would you choose us or wrestling?
- » What would it take to make you quit?
- » When did the line between wrestling and reality seem the blurriest?
- » What won't you do to get ahead?

You can gracefully avoid answering, but lose all momentum if you do.

When you return to an *unhappy* situation, you can either accept it or set your house in order.

- » If you accept it, gain 2 momentum; your next roll counts as one success band lower than usual (a 10+ counts as a 7-9, a 7-9 counts as a Botch). If you Botch on your next roll, something happens at home that's as sad as it is inevitable.
- » If you make changes, **ROLL +POWER**.
 - » On a 10+, you make positive progress to a better life; gain +2 Momentum and they ask you a question above. You can answer however you see fit.
 - » On a 7-9, gain +1 Momentum and they ask you a question above. You can't dodge the question.
 - » On a Botch, face a sad yet inevitable consequence.

Some examples of consequences:

- » You learn that your relationship is on shakier ground than you thought
 - » You learn that someone else is usurping your role
 - » You find out where all the money has been going
 - » They've had enough and kick you out
 - » They've had enough and leave you
 - » There's a terrible accident. Maybe you could have done something if you had been there.
-

NPWS IN THE FAMILY

Do you have a spouse? Kids? Name them. Here's some ideas for other people who may be involved in your family drama:

COUSIN BARRY: Barry knows what you're going through. Or at least he thinks he does. He has a (surprisingly popular) backyard federation, after all.

AUNT COLETTE: She has strong opinions about what you do. She's still not allowed to travel to Mexico after throwing a shoe at El Magnifico in '86.

UNCLE LOU: An ex-Boxer, you two never got along. He's always acted like he still has something to prove.

GRAMPS: He loves you, but you've never smartened him up to the business. He worries about you out there.

THE NOSY NEIGHBORS: Carol and Jim, you think? James, maybe? Something with a J. Anyway, you've had the cops show up for noise complaints a couple of times, and you're pretty sure you know who's keeping an ear out.

GETTING LOST AND GETTING FOUND; ADDICTION AND RECOVERY

Wrestling is a business of constant travel and getting hit. It wears on the body and the mind. The Wasted is a fine gimmick for looking at drug addiction, but it assumes that your character's drug use is their defining characteristic. Often substance abuse is a background issue. Your wrestler may be ashamed of their usage, or see it as a matter of course, an occupational hazard. It may not come even come up in the first few sessions of play.

Drug abuse is a sensitive subject, but worth addressing if your game and group wants to include it. Here are some techniques that can help your group include serious content in your game in a way that doesn't create a harmful or painful atmosphere for the players.

THE X CARD: Pages 32-33 of WWWRPG cover "making the X" for in-the-moment play. You may also want to place a formal X card on the table (an X drawn on an index card) - if any player, for any reason, is uncomfortable or wants to move on from what's going on in a scene, they can just tap the card. The group agrees to move on, elide or retcon the scene to get back into the shared comfort zone.

LINES & VEILS: If you're going to bring addiction and substance abuse into your game, you can establish hard lines for content that you don't want to see in play. "I'd like to explore this but I don't want to get into people selling their bodies for drugs, let's just not go there," is a hard line.

A veil describes content that you want to happen "off-screen" or have a "fade to black" once it's initiated. "Let's not actually describe the act of abuse, like shooting up or cooking drugs or whatever - we can just establish whether someone is high or not at the start of a scene, cool?"

Usually a mix of these techniques will enable everyone to explore this content in a healthy way. Be aware that sometimes people don't know what their lines are or that they won't want to see certain things up-front! Remind everyone that it's totally ok to tap the X-Card or ask to skip a scene if it's going to a bad place for them.

That said, drug use and abuse is absolutely part of the reality of professional wrestling. Here's some ways to explore that part of being on the road.

DRUG USE

"RECOVERY" DRUGS: Anything unusual you take to continue your career is a recovery drug. It might be worthwhile to question who or how you get these drugs (even as broadly as "from the company, from other wrestlers, online, or from a dealer you know.") The consequences and odds of getting caught vary tremendously. Is the company undergoing a scandal where they need a scapegoat? Are you too good to test, and everyone knows it? What if your online-ordered pills are taken to the arena mailroom instead of your hotel?

GET THROUGH THE NIGHT

When you take a recovery drug, spend all your Momentum. If you spend at least 2 Momentum, you can erase your most recent injury check; this can keep you from retiring or being fired, if that's on the table. Then, **ROLL +REAL:**

- » On a 10+, you completely get away with it.
- » On a 7-9, pick whether you're feeling it (take -1 to your highest stat for the next Episode or until professionally treated), or someone finds out.
- » On a Botch, someone you really don't want to find catches wind. All hell breaks loose; it'll require major work to save your job.

After the first time you use, you can spend 2 Momentum instead of all your Momentum, if you have more than 2 when you use.

"RECREATIONAL" DRUGS: These are the ones that make you feel like a celebrity, that take the edge off or open the gates of perception. While some performers (with tie-dye singlets or amazing flips) swear by them, they don't really help you in the ring.

In more realistic games, the risk of injury or death goes from infinitesimal to enormous depending on the drug, user and quantity. For the purposes of this Move, "recreational" drugs are used in the spirit of camaraderie, and are legal in the state the author wrote this.

TIME TO PARTY

When you take something recreational, roll + your lowest Stat.

- » On a 10+, pick 2 positives, 1 negative
- » on a 7-9, 1 positive and 2 negatives
- » on a Botch, two negatives.

NEGATIVES:

- » You phone an ex.
- » You're caught by an authority figure and booked punitively.
- » You lose control of the situation; lose -1 Heat with someone.
- » The story gets out. Lose -1 Audience.
- » You lose track of time.
- » You lose financial discipline.
- » You get in a fight you can't remember. Take an injury.

POSITIVES:

- » You find camaraderie; take +1 Heat with someone unexpected.
- » You open your mind; ask others to pitch ideas for your next segment, and you can use them as if they were your own without repercussions
- » You score a hookup; the next time you make this Move, roll +0 instead of on your lowest Stat.
- » Fans get involved; Gain +2 Momentum, and they end up with a great story.

RECOVERY

When you seek to remove drugs from your life, you enter the road of recovery. (In a darker, more Playmakers influenced game, this could be a +**POWER** roll, but unless Creative wants to focus directly on the struggle for recovery, you can simply choose to get clean.)

The road to recovery has several stages:

- » Acknowledging the disease
- » Self-education
- » Seeking help
- » Physical recovery
- » Life change

There is no mechanical movement between levels, they're more of a framework for keeping track of your wrestlers progress based on the events of play. Which stage your wrestler is at should reflect their efforts, whether hidden from the company, in-between Episodes while on the road, or with the help of a formal sponsor or other former addict.

However, the stage you're in should absolutely color the Moves made by Creative towards your wrestler. Soft Moves while you're recovering represent temptation, judgment, or revisiting damaged relationships; Hard Moves are rock bottom, unpleasant truths about your situation or situations that force you to take a step backwards.

Other considerations while you're trying to get clean:

- » If you perform while undergoing treatment, take -1 Work when wrestling anyone who isn't aware of your situation.
- » If you visit an inpatient clinic, miss an Episode (and play another wrestler). Next session, come back on the next stage of recovery, or recovered, as appropriate.
- » If you're playing the Wasted: When you've recovered, change Gimmicks. Something else defines you.

If you tell the fans about your recovery, you can take **FIRST CITY SAINT** the next time you gain an Advance. To do so, you must tell your fans honestly, and on camera: What changed to get you past the drugs?

FIRST CITY SAINT

Namedropping your recovery counts for **CHEAP HEAT**, for both you and your opponent. Wrestlers can get **CHEAP HEAT** in this manner equal to your starting Momentum for your current Audience. If your opponent uses it, they take +1 Momentum and count towards that limit. For example, if you are at Audience +3 (and thus start at +2 Momentum) and your opponent name-drops your recovery before you do, you can only do it once yourself.

This replaces your **CHEAP HEAT** Move.

PROBLEMS WITH DRUGS AND RECOVERY

- » Someone you know is using.
- » You THINK someone you know is using (or they think you are.)
- » A big time match is next week, and you can either enter the ring hurt... or look elsewhere.
- » The booker loves to party after shows. Is it worth being late to the next town if it means getting her ear?
- » Your tag team partner is much, much better when they're "on".
- » An international flight becomes a bacchanal, and the company's shoot master wants to wrestle.
- » Your former tag team partner has found religion and wants to convert you. Are they for real or is this a scam?
- » The person you're stuck in a dead-end feud with wants you to join them at a Secular Organization for Sobriety meeting.

NPWS INVOLVED WITH DRUGS AND RECOVERY

Except for the Wasted, drug use isn't the master status of characters. It's much more effective to take a wrestler characters already know (or are at least aware of) and give them screen time before issues rear their head. Maybe the guy with the Sensei gimmick is a pothead.

FOR MORE ON ADDICTION & RECOVERY

Clearly, none of the above is a medical resource. For information and real resources on how addiction can be managed and treated, try these:

<http://www.recovery.org/>

<http://www.crchealth.com/find-a-treatment-center/washington-treatment-information/5-stages-addiction-recovery/>

Or look up an addiction or crisis hotline in your area.

SUMMARY SHEET: MOVES ON THE ROAD

NEW BASIC MOVE: DEAL WITH IT

When you face an obstacle on the road that requires Look, Power, Work or Real as described above, roll + the stat. On a 10+, you get what you want, and choose: **GAIN +1 MOMENTUM** or ask a leading question about the situation for Creative to answer. On a 7-9 Creative offers a tough choice, a hard bargain or an unwanted complication to get what you want. On a Botch, you don't get what you wanted, and you face shame, injury or aggravation.

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- » On a 7-9 your true fans love it, gain +1 Momentum and pick one:
 - » ... but it doesn't really fit your character, gain another +1 Momentum and lose -1 Heat from your main feud.
 - » ... but it makes someone else look good, they also gain +1 Momentum
 - » ... but it exposes you to ridicule, inside or outside your promotion. Creative books you in a match designed to mess with you.
- » On a Botch, you managed to turn yourself into a meme. A bad one. Lose -1 Audience.

SUMMARY SHEET: MOVES ON THE ROAD

GOING HOME

When you spend time with your *supportive* loved ones, erase an injury box. They'll ask you a question:

- » If you had to choose, would you choose us or wrestling?
- » What would it take to make you quit?
- » When did the line between wrestling and reality seem the blurriest?
- » What won't you do to get ahead?

You can gracefully avoid answering, but lose all momentum if you do.

When you return to an *unhappy* situation, you can either accept it or set your house in order.

- » If you accept it, gain 2 momentum; your next roll counts as one success band lower than usual (a 10+ counts as a 7-9, a 7-9 counts as a Botch). If you Botch on your next roll, something happens at home that's as sad as it is inevitable.
- » If you make changes, **ROLL +POWER**.
 - » On a 10+, you make positive progress to a better life; gain +2 Momentum and they ask you a question above. You can answer however you see fit.
 - » On a 7-9, gain +1 Momentum and they ask you a question above. You can't dodge the question.
 - » On a Botch, face a sad yet inevitable consequence.

Some examples of consequences:

- » You learn that your relationship is on shakier ground than you thought
- » You learn that someone else is usurping your role
- » You find out where all the money has been going
- » They've had enough and kick you out
- » They've had enough and leave you
- » There's a terrible accident. Maybe you could have done something if you had been there.

FIRST CITY SAINT

Namedropping your recovery counts for **CHEAP HEAT**, for both you and your opponent. Wrestlers can get **CHEAP HEAT** in this manner equal to your starting Momentum for your current Audience. If your opponent uses it, they take +1 Momentum and count towards that limit. For example, if you are at Audience +3 (and thus start at +2 Momentum) and your opponent name-drops your recovery before you do, you can only do it once yourself.

This replaces your **CHEAP HEAT** Move.

GET THROUGH THE NIGHT

When you take a recovery drug, spend all your Momentum. If you spend at least 2 Momentum, you can erase your most recent injury check; this can keep you from retiring or being fired, if that's on the table. Then, **ROLL +REAL**:

- » On a 10+, you completely get away with it.
- » On a 7-9, pick whether you're feeling it (take -1 to your highest stat for the next Episode or until professionally treated), or someone finds out.
- » On a Botch, someone you really don't want to find catches wind. All hell breaks loose; it'll require major work to save your job.

After the first time you use, you can spend 2 Momentum instead of all your Momentum, if you have more than 2 when you use.

TIME TO PARTY

When you take something recreational, roll + your lowest Stat.

- » On a 10+, pick 2 positives, 1 negative
- » on a 7-9, 1 positive and 2 negatives
- » on a Botch, two negatives.

POSITIVES:

- » You find camaraderie; take +1 Heat with someone unexpected.
- » You open your mind; ask others to pitch ideas for your next segment, and you can use them as if they were your own without repercussions
- » You score a hookup; the next time you make this Move, roll +0 instead of on your lowest Stat.
- » Fans get involved; Gain +2 Momentum, and they end up with a great story.

NEGATIVES:

- » You phone an ex.
 - » You're caught by an authority figure and booked punitively.
 - » You lose control of the situation; lose -1 Heat with someone.
 - » The story gets out. Lose -1 Audience.
 - » You lose track of time.
 - » You lose financial discipline.
 - » You get in a fight you can't remember. Take an injury.
-

SUMMARY SHEET: NPWS ON THE ROAD

NPWS AT THE CONVENTION

THE SILICON VALLEY GIRL: Tasha Hendly was on television for about five years a decade ago, but something about her gimmick caught fire (she was very smart, but very stupid, and said “Honest to Blog”. It was a different time.) She did TV cameos, a line of cell phone commercials, and a made-for-TV movie about Roller Rink culture. She married a childhood sweetheart and left wrestling (some argue before giving back to younger stars.) She still goes to local conventions for the cash and attention, with some speculating she still has One More Match in her. Of course, convincing a mother of two to put on the boots again isn’t going to be easy.

BADDINSKY SANGHEV: He used to work an evil Russian gimmick; one of the PCs may have had a legendary feud with him. Now he’s in a pyramid scheme. He’s a great friend to have if you like vitamin supplements or dog shampoos. Otherwise, this is going to be a long, long day.

LAURA/LARS SPRI: Laura was a midcard talent. Of course, it’s hard to find a spot when you’re not main event worthy, but not so bad you can lose every week. So now Laura does a lot less savory “wrestling” online. No nudity (probably!) but there’s such a thing as guilt-by-association. If your Season features wrestlers in their prime, perhaps they catch wind of Laura’s moonlighting, or an auction where she’s selling used gear. Is it worth blackmailing her? Should the players turn her in, or get in on the action? After all, it’s just a few old singlets and the cash is superb.

MEL KIM: Mel knows your match history. If you ever tweeted about changing finishers, Mel knows it. A lottery win lets Mel attend all your shows, which is annoying...except Mel knows the dirt about every other wrestler. Dealing with Mel means unpleasant questions (“in March 2010, were you going to feud with Jekyllman before his DUI?”) but it means useful information. For example: nobody told you Jekyllman had a DUI.

NPWS IN EVENT PROMOTION

THE ROBUSTERS: Keith and Zan Robust were huge tag team wrestlers...in the late 90s. Unfortunately, their hard partying ways have caught up to them, and they’ve gone from top tier promotions to barely being on television. Their way of getting on top? Creating Twitter Accounts with “™” at the end and starting cyber feuds with you. The question is: could you wring a one-last-match series with them? Or are these West Virginia siblings more trouble than they’re worth?

NPWS WHILE TRAVELLING

SHORNBY: “Shornby” (is that a first or last name?) is the sweetest person you’ll ever meet. They’ve wrestled all over the world and can give you tips on any style you’d care to learn. They’re also grievously unlucky - car-towed-on-Christmas-Eve unlucky. Riding with Shornsby is a series of apologies, but they’re a really great graphic designer. So if you don’t mind getting lost outside Poughkeepsie (again) or discussing Hulk vs. Thor (again), it’d be worth it for some new merch.

“THE MYSTIC” MIKE MAGLIN: Mike used to be known as Magic Mike; then there were those movies. He’s the opposite of Shornsby in every way: he’s been on the road for decades, always feeds the meter, and disagrees with you on everything. He’ll even switch positions if you try to agree with him. Maybe he gets off on being a contrarian; maybe he’s just achy and bored. On the other hand, those who reinvigorate his love of wrestling will have a travel friend who never gets lost and knows the best Thai place in 93 counties.

NPWS IN THE FAMILY

COUSIN BARRY: Barry knows what you’re going through. Or at least he thinks he does. He has a (surprisingly popular) backyard federation, after all.

AUNT COLETTE: She has strong opinions about what you do. She’s still not allowed to travel to Mexico after throwing a shoe at El Magnifico in ‘86.

UNCLE LOU: An ex-Boxer, you two never got along. He’s always acted like he still has something to prove.

GRAMPS: He loves you, but you’ve never smartened him up to the business. He worries about you out there.

THE NOSY NEIGHBORS: Carol and Jim, you think? James, maybe? Something with a J. Anyway, you’ve had the cops show up for noise complaints a couple of times, and you’re pretty sure you know who’s keeping an ear out.

YOUR NPWS: