

BASIC ROLE
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When you *stand up for something you believe in*, spend 2 Momentum and pick 1 of the following:

- * gain +1 Heat with your opponent
- * leave your opponent speechless
- * make Creative book you in a match
- * add a stipulation to a match

Do something underhanded or dastardly to make a Heel Turn.

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- * gain +1 Heat with your opponent
- * win a match (this overrides Creative's booking)
- * leave someone helplessly lying on the floor
- * get out of a match you've been booked in

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===== **ADVANCED ROLE** =====
PART-TIMER

When you use your creative control clause to change the direction of your storyline, **ROLL +REAL**.

- 10+** You book the feud (instead of Creative). Gain +2 Momentum.
- 7-9** Creative books the feud, but you and your opponent are given the spotlight. Gain +1 Heat with each other.
- 6-** Botch: You're out of touch! You book the feud, but the fans don't like it. You and your opponent both lose -1 Audience.

PART-TIMER

----- **GUEST STARS** -----

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PART-TIMER

----- **GUEST STARS** -----

===== **ADVANCED ROLE** =====
LEGEND

When you make your first appearance in an Episode, **ROLL +AUDIENCE**.

- 10+** They adore you, pick 2 from below:
- 7-9** The crowd pops, pick 1: gain +1 Audience; gain +1 Heat with someone else present; someone else present gains +1 Audience.
- 6-** Botch: You're stale! Lose -1 Audience

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LEGEND

----- **CORE** -----

===== **ADVANCED ROLE** =====
CELEBRITY

When you leverage your non-wrestling fame, **ROLL +REAL**.

- 10+** You get to call the shots, pick 2 from below:
- 7-9** Everyone listens to you, pick 1: Creative must book you to win your next match; book any match you want to see (including outcome); gain +1 Audience; gain +2 Momentum.
- 6-** Botch: the fans feel that you've abandoned them, you lose -1 Audience.

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CELEBRITY

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===== **ADVANCED ROLE** =====
ICON

Pick any of your Moves, including your **FINISHING MOVE**, that you roll dice for. When you make that Move, add the following based on the roll result:

- 10+** Pick 1: you gain +1 Audience; your opponent or the target of the Move gains +1 Audience;
- 7-9** You gain +1 Momentum
- 6-** Botch your iconic spot: lose -1 Audience

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LUCHA LIBRE ROLE

TÉCNICO

When you *demonstrate your technical prowess in the ring* or *make a big deal of respect*, spend 2 Momentum and pick 1:

- * gain +1 Heat with your opponent
- * an ally comes to your aid
- * win the match (regardless of booking).

You count as a **BABYFACE** for rules and Heat purposes.

Show disrespect or save yourself at the expense of another to turn Rudo.

TÉCNICO

INT. INCIDENT

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== **STAT BOOST MOVES: LOOK** ==

The following Moves **GAIN +1 LOOK** with no additional effects:

- * Dynasty Scion
(The Golden Boy)
- * What A Weirdo
(The Hardcore)
- * "Always Has A Plan"
(The Manager)
- * Stiley
(The Wasted)
- * Family Name
(The Young One)
- * Exótico
(The Luchador)

—— THE WORLD WIDE WRESTLING RPG ——

== **STAT BOOST MOVES: POWER** ==

The following Moves **GAIN +1 POWER** with no additional effects:

- * "Will You Look At That Size"
(The Monster)
- * "Naturally Gifted"
(The Athlete, choose Power or Real when the Move is taken)
- * Strong Like Bull Ox
(The Foreigner)

—— THE WORLD WIDE WRESTLING RPG ——

== **STAT BOOST MOVES: WORK** ==

The following Moves **GAIN +1 WORK** with no additional effects:

- * "Look At That Amazing Athleticism"
(The High Flyer)
- * Technical Expert
(The Technician)
- * New Chapter
(The Young One)
- * Apex Predator
(The Iconoclast)

—— THE WORLD WIDE WRESTLING RPG ——

== **STAT BOOST MOVES: REAL** ==

The following Moves **GAIN +1 REAL** with no additional effects:

- * High Pain Tolerance
(The Hardcore)
- * Ham-N-Egger
(The Jobber)
- * Brain For The Business
(The Manager)
- * "Former Amateur Champion"
(The Technician)
- * Martial Arts Training
(The Shoot Fighter)
- * "Naturally Gifted" (The Athlete, choose Power or Real when taken)
- * Raised In The Business
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—— THE WORLD WIDE WRESTLING RPG ——

===== RULES? WHAT RULES? =====

When you break the rules in a match, **ROLL +LOOK**.

10+ You get away with it, book the finish of the match on the fly.

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

6- Botch: you get DQed and lose the match.

The results of this Move override Creative's booking.

----- THE ANTI-HERO • CORE -----

===== ANYTHING YOU NEED TO DO TO WIN =====

You can use both the Babyface and Heel **ROLE MOVES**.

----- THE ANTI-HERO • CORE -----

===== MOUTH OF THE PEOPLE =====

When you speak truth to power, **ROLL +AUDIENCE**.

10+ Gain +1 Momentum and pick 2 from below:

7-9 Pick 1: They shut the hell up right now; you get booked in a match with them; you gain +1 Heat with them.

6- Botch: you get beat down by their cronies.

----- THE ANTI-HERO • CORE -----

===== TWITCH THE CURTAIN =====

When you air your legit grievances, on camera, you can **ROLL +REAL** for any Moves you make outside of the ring for the rest of the Episode.

At the end of the Episode, if you haven't gained any Audience, you lose 1 Audience.

----- THE ANTI-HERO • CORE -----

===== SPECIAL SNOWFLAKE =====

When you go to an authority figure to save you from the consequences of your actions, **ROLL +REAL**.

10+ They cover for you and you pick 1 from below:

7-9 They cover for you and they pick 1: they demand something new from you; they make you pay for it; they take something away from you; you make a new enemy.

6- Botch: Whoops, you thought wrong.

----- THE GOLDEN BOY • CORE -----

===== ALWAYS LEARNING =====

When you work a match with someone you know is better than you, **ROLL +WORK**.

10+ Pick 2 from below:

7-9 Pick 1: gain +1 Momentum; gain +1 Heat with them; gain their respect.

6- Botch: You make a rookie mistake and lose -1 Audience.

----- THE GOLDEN BOY • CORE -----

===== I AM THE FUTURE =====

When you keep a promise or follow through on a threat you made on camera, **ROLL +LOOK**.

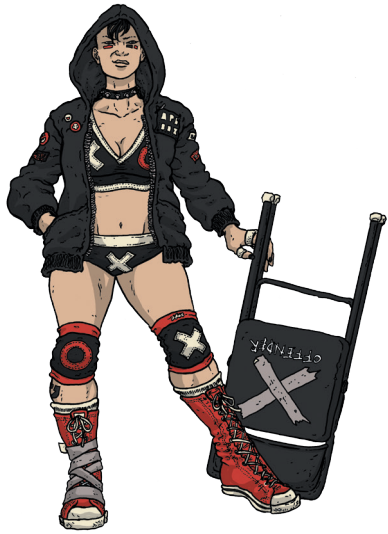
10+ Pick 2 from below:

7-9 Pick 1: book yourself a match with any opponent; add a stipulation to a match; gain +2 Momentum.

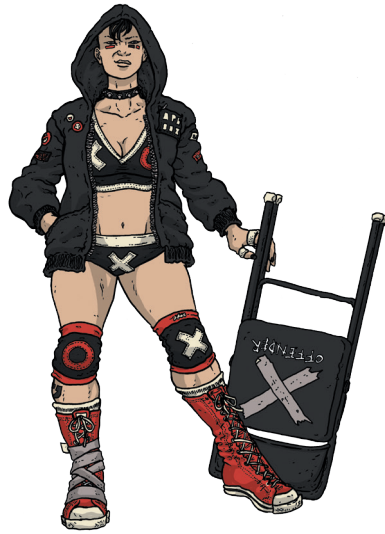
6- Botch: You get booked in a punitive match.

----- THE GOLDEN BOY • CORE -----

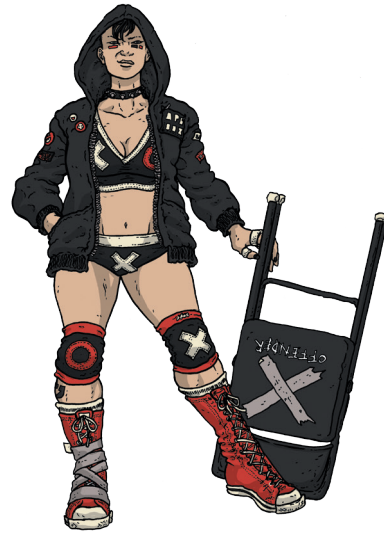
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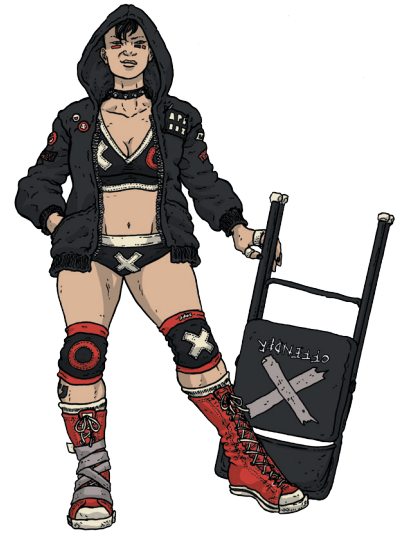
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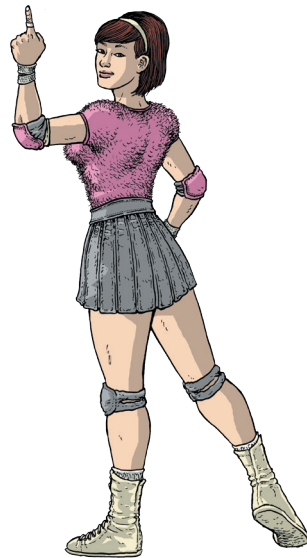
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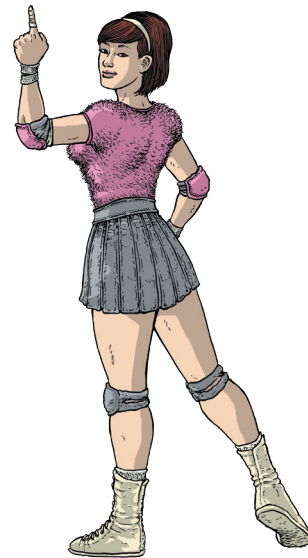
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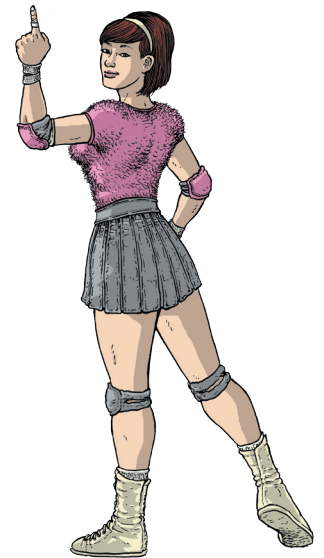
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===== **TABLES AND LADDERS
AND CHAIRS, OH MY** =====

Whenever you're booked in a match, you can add the Hardcore stipulation: no disqualification, no count out, and weapons allowed.

The match uses the **HARDCORE/ VIOLENCE STIPULATION MOVE**.

===== THE HARDCORE • CORE =====

===== **MASTER OF HARDCORE** =====

Whenever you're booked in a Hardcore match, take +2 Momentum.

===== THE HARDCORE • CORE =====

===== **"THAT IS INSANE"** =====

When you demonstrate reckless disregard for your own health and safety, substitute **+REAL** for any other stat.

===== THE HARDCORE • CORE =====

===== **RED MEANS GREEN** =====

When you're covered in blood, substitute **+LOOK** for any other stat.

===== THE HARDCORE • CORE =====

===== **ARE YOU NOT ENTERTAINED** =====

When you suffer injury, endure humiliation or go down in the face of overwhelming odds, **ROLL +REAL**.

10+ Pick 2 from below:

7-9 Pick 1: Gain +1 Audience, make Creative book you in a revenge match, gain +2 Momentum.

6- Botch: They are not entertained, lose -1 Audience.

===== THE HARDCORE • CORE =====

===== **ENMÁSCARADO** =====

When your mask is at stake in a match, use this Move instead of your **FINISHING MOVE**. **ROLL +HEAT** with your opponent.

10+ Keep your mask, and gain +1 Audience as your legend grows.

7-9 Keep your mask, and pick how you lose the match: you are saved by someone else; you save yourself by fleeing the ring; you save yourself by using a weapon.

6- Botch: Lose the match, and your mask. Choose whether you replace this Move with any other, or whether you take a new Gimmick next Episode without needing to spend Advances.

The results of this Move override Creative's booking.

===== THE HIGH FLYER • CORE =====

===== **FAN FAVORITE** =====

You know they want to see you. When you make a big deal of being passed over **ROLL +REAL**.

10+ Pick 2 from below:

7-9 Pick 1: Demand, and be granted, a match; gain +1 Heat with the one sidelining you; gain +1 Momentum.

6- Botch: You were wrong, lose -1 Audience.

===== THE HIGH FLYER • CORE =====

===== **HUMAN HIGHLIGHT REEL** =====

The first time per match that you roll a 10+ (before spending Momentum) on a high-flying maneuver, gain +1 Audience.

===== THE HIGH FLYER • CORE =====

THE Hardcore



THE Hardcore



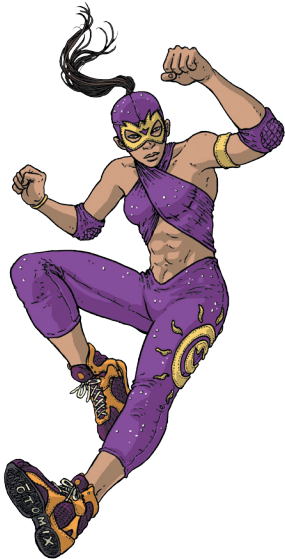
THE Hardcore



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THE High Flyer



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THE Hardcore



SYMPATHETIC

Roll **+WORK** instead of **+AUDIENCE** when you make the **WORK THE AUDIENCE** Move.

THE JOBBER • CORE

MULTITALENTED

When you demonstrate leadership or ability outside of the ring, **ROLL +REAL**.

10+ Pick 2 from below:

7-9 Pick 1: someone listens to you, you book a match they're in; someone gives you a chance to prove yourself, gain +1 Heat with them; gain +2 Momentum.

6- Botch: you make a fool of yourself.

THE JOBBER • CORE

MOUTHPIECE

When you speak for your Client, they can roll on your stat instead of theirs for any Move they would normally make.

If your client is an NPW: Gain +1 Momentum whenever you speak for your client.

THE MANAGER • CORE

LOYAL

When you take action in your client's best interests, **ROLL +LOOK**.

10+ Pick 2 from below:

7-9 Pick 1: gain +1 Momentum; overturn a decision made against your client; gain +1 Heat with your client; add a stipulation to your client's upcoming match.

6- Botch: You're obviously faking it, lose -1 Heat with your client.

THE MANAGER • CORE

BACKSTAGE POLITICS

When you cut a deal backstage (on or off camera), **ROLL +REAL**.

10+ Take +2 Momentum and set up any segment you want later in the show.

7-9 You set up a segment later in the show, but pick one: it's a match your client does not want to have; it places you or your client in an embarrassing situation; it must elevate someone else over your client.

6- Botch: Creative picks two from above.

THE MANAGER • CORE

SHOOT KILL

When you really go after someone, in or out of the ring, **ROLL +REAL**.

10+ Gain +1 Audience (whether they see it or hear about it later, they approve), and you pick 1 from below:

7-9 Gain +1 Heat with your victim and they pick one: one of you gets injured, you lose all your Momentum (if you have any), disciplinary action is taken backstage.

6- Botch: the match is stopped, if you're in one (and you lose by DQ), and you lose -1 Audience for going too far.

THE MONSTER • CORE

INTIMIDATING

When you are not in the ring, **ROLL +POWER** instead of **+LOOK**.

THE MONSTER • CORE

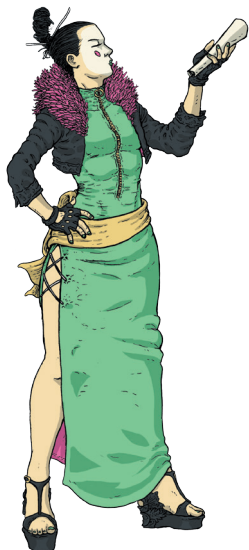
NOT OF THIS WORLD

Pick or create a signature match stipulation.

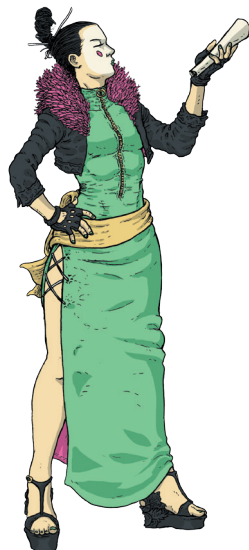
Whenever Creative books you in a match, you can choose to add that stipulation, even if the match already has one, and you start the match with +2 Momentum.

THE MONSTER • CORE

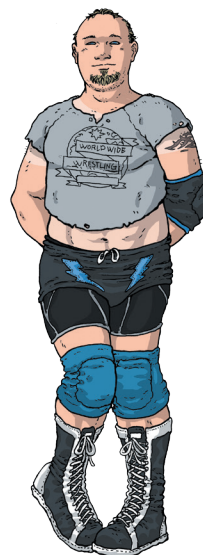
THE MANAGER



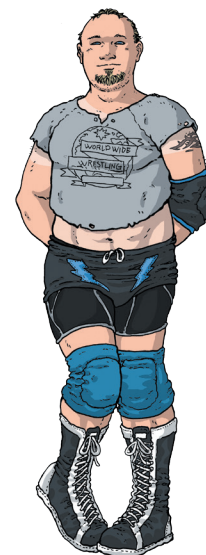
THE MANAGER



THE JOBBER



THE JOBBER



THE MONSTER



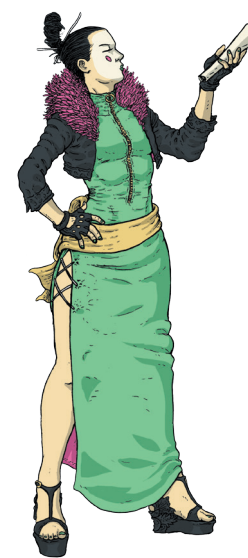
THE MONSTER



THE MONSTER



THE MANAGER



=====VERSATILE=====

You use the opposite Role move of anyone you're squaring off with (in or out of the ring).

If you're facing a Babyface, you use the **HEEL MOVE**, and if you're facing a Heel, you use the **BABYFACE MOVE**.

If you're facing an Advanced Role, you use your normal **ROLE MOVE**.

-----THE TECHNICIAN • CORE-----

=EXCELLENCE OF EXECUTION=

You **ROLL +WORK** for your **FINISHING MOVE**.

-----THE TECHNICIAN • CORE-----

=====SPORTSMANSHIP=====

When you shake hands with another wrestler, **ROLL +REAL**.

10+ Pick 2 from below:

7-9 Pick 1: you both gain +1 Momentum; you gain +1 Heat with each other; you get to pick who attacks who (or if nobody does).

6- Botch: they attack you before your hands touch (and they gain +2 Momentum).

-----THE TECHNICIAN • CORE-----

=====RESPECT THE BUSINESS=====

When you act to preserve wrestling tradition, **ROLL +REAL**.

10+ They back down and you gain +1 Heat with each other.

7-9 You gain +1 Heat with them and they choose one: they do it behind your back; they jump you; they start spreading lies about you in the locker room.

6- Botch: traditions change. Lose -1 Heat with them and all of your Momentum.

-----THE VETERAN • CORE-----

=====VETERAN INSTINCTS=====

Gain +1 Momentum when you start a match.

-----THE VETERAN • CORE-----

=====BURY 'EM=====

When you go to management to stop another wrestler's push, **ROLL +REAL**.

10+ You book their next segment.

7-9 Pick whether you book yourself to win next time you wrestle them; or add a stipulation to their next match.

6- Botch: you accelerate their push instead.

-----THE VETERAN • CORE-----

=====PUT OVER=====

When you show vulnerability to an opponent in the ring in order to make them look good, **ROLL +WORK**.

10+ You both gain +1 Audience.

7-9 One of you gains +1 Audience and the other loses -1 Audience, your opponents choice.

6- Botch: you lose -1 Audience and your opponent resents you for your pandering.

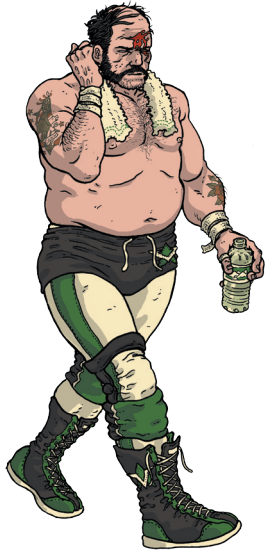
-----THE VETERAN • CORE-----

=====TOP OF THE CARD=====

When you demand a match, it must be granted by Creative.

-----THE VETERAN • CORE-----

THE VETERAN



THE TECHNICIAN



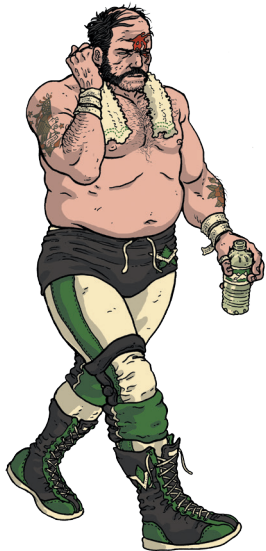
THE TECHNICIAN



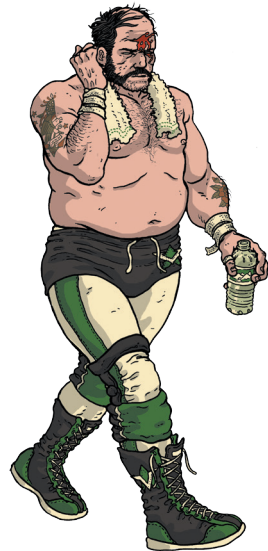
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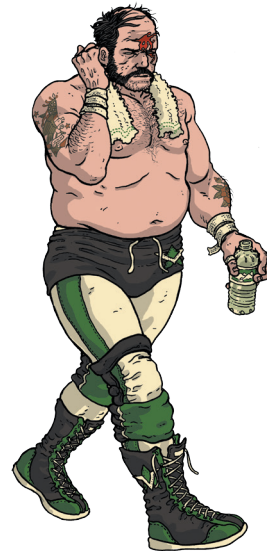
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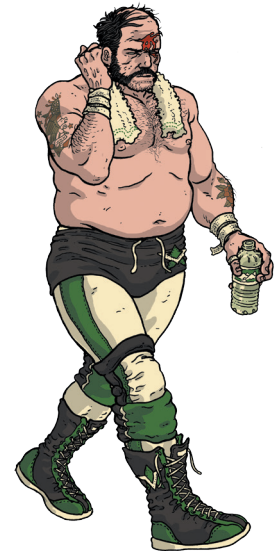
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THE VETERAN

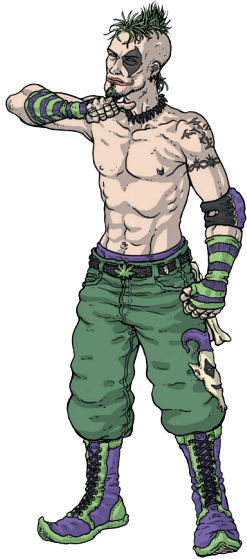


THE VETERAN

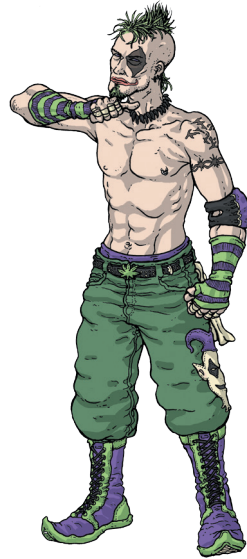


	===== ADDICT ===== Whenever you take something, gain +2 Momentum and lose -2 Real (minimum -2). Whenever you're on something, ROLL +REAL for ALL your non-Gimmick Moves (All BASIC, IN-RING, TOP OF THE CARD and ROLE MOVES). ----- THE WASTED • CORE -----	===== "YOU'RE A PROBLEM YOURSELF" ===== When you piss someone off with your bullshit, ROLL +REAL. 10+ They give you the rope to hang yourself with, set up any segment you want and gain +1 Momentum. 7-9 Gain +1 Heat with them and pick 1: you're booked in a punitive match, you get beaten down, you get humiliated because of your addiction. 6- Botch: all three of the above. ----- THE WASTED • CORE -----	===== THEY KNOW IT ===== The audience knows of your addiction and it's part of why they're into you. Gain +1 Momentum when you enter the ring obviously high. ----- THE WASTED • CORE -----	===== COMPLETELY INSANE ===== You can replace any stat with +LOOK when you do something that's just plain crazy. (This overrides Addict) If you Botch, you injure yourself. ----- THE WASTED • CORE -----	
	===== PREVIOUS ACCOLADES ===== When you leverage the accomplishments in your career before you joined this company, ROLL +REAL. 10+ You get to set up any segment you want or book yourself in a match. 7-9 You can ask for any segment or match you want, and if it's not granted you gain +1 Heat with an authority figure 6- Botch: it's completely irrelevant to the powers that be. ----- THE ATHLETE • SEASON ONE -----	===== HAS THE LOOK ===== Gain an additional +1 Momentum when you WORK THE AUDIENCE, even if you Botch. ----- THE ATHLETE • SEASON ONE -----	===== FAN BASE ===== Describe the fans who have followed your career into wrestling. Whenever you hit a Move in the ring on a 10+ (before spending Momentum), they break into your chant and you gain an additional +1 Momentum. ----- THE ATHLETE • SEASON ONE -----	===== STUDENT OF THE GAME ===== Whenever you lose a match to someone with a higher +WORK than you, you can choose to lose all your Heat with them. If you do, take +1 Work. ----- THE ATHLETE • SEASON ONE -----	
				Sheet 5 Front	

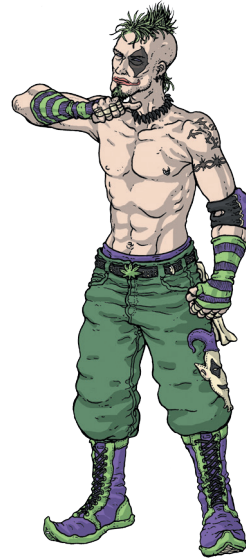
THE WASTED



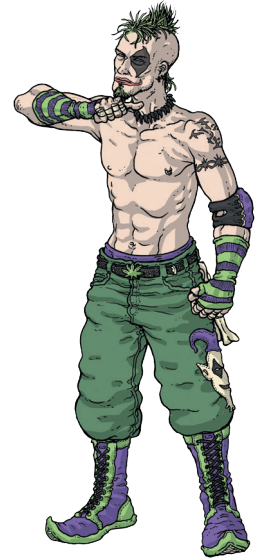
THE WASTED



THE WASTED



THE WASTED



THE ATHLETE



THE ATHLETE



THE ATHLETE



THE ATHLETE



	===== FUNNY IS MONEY ===== Take +1 Look (max +3). You can still WORK THE AUDIENCE even if you've Botched it in this Episode. ----- THE CLOWN • SEASON ONE -----	===== SURPRISINGLY TALENTED ===== When you ROLL +WORK for the WRESTLING MOVE and hit it with a 10+, gain +1 Heat with your opponent. ----- THE CLOWN • SEASON ONE -----	===== COMIC RELIEF ===== When you insert yourself into a tense situation, on or off-camera, ROLL +REAL. 10+ It's perfectly timed, pick 2 from below: 7-9 Pick 1: take +2 Momentum, add or remove a stipulation to a match, gain a concession you've wanted, gain +1 Heat with someone. 6- Botch: it was the absolute worst thing you could have done in that moment. ----- THE CLOWN • SEASON ONE -----	===== CELEBRITY PROMO ===== When you carry a guest celebrity through a segment, ROLL +LOOK. 10+ It goes great, gain +2 Momentum and you choose who Creative books the celebrity into a match with. 7-9 Gain +1 Momentum and choose whether you're booked against them in a match, or with them as their tag team partner. 6- Botch: you destroy your promotions relationship with that guest. ----- THE CLOWN • SEASON ONE -----	
	= "STRANGELY CAPTIVATING" = When you're the sole focus of a segment, ROLL +LOOK instead of +REAL. ----- THE PROVOCATEUR • SEASON ONE -----	===== MIND GAMES ===== When you engage in bizarre, outlandish or mysterious behavior to psych someone out, ROLL +LOOK. 10+ Pick 2 from below: 7-9 Pick 1: you gain control (of the situation, or of the match); gain +1 Heat with them; they gain +1 Heat with you; take +1 Momentum. 6- Botch: it reads as silly, you lose all Momentum. ----- THE PROVOCATEUR • SEASON ONE -----	===== SHOWSTOPPER ===== Once per Episode, you can appear in any segment (in ring or out) and turn it into something about you. When you make your appearance, declare your agenda for the segment, and continue on from there. If a player's wrestler tries to buck your plan, they BREAK KAYFABE. Take +1 Momentum when you make your appearance. ----- THE PROVOCATEUR • SEASON ONE -----	===== PLAY TO THE CROWD ===== When you use your gimmick to highlight, address or confront a real issue real people have in their lives, ROLL +REAL. 10+ You nail it, gain +1 Audience. 7-9 Choose whether it's a hit backstage (gain +2 Momentum) or whether it calls out someone to take you to task over it (pick an opponent for Creative to book you in a match with). 6- Botch: You completely mishandle it. Lose -1 Audience and you get booked in a punitive match. ----- THE PROVOCATEUR • SEASON ONE -----	
				Sheet 6 Front	

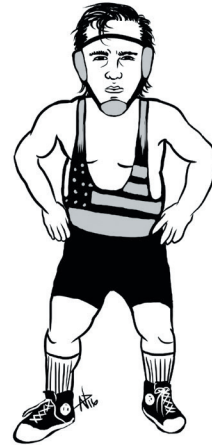
THE CLOWN



THE CLOWN



THE CLOWN



THE CLOWN



THE PROVOCATEUR



THE PROVOCATEUR



THE PROVOCATEUR



THE PROVOCATEUR



===== **YOU GOTTA
GO THROUGH ME** =====

When your ally is booked in a match, you may declare that their opponent must face you first, or that you must get added to the match in some manner.

Creative decides the details, but cannot deny you this demand.

===== THE GATEKEEPER • SEASON ONE =====

===== **"A REAL SHOOTER"** =====

Take +1 Work (max +3).

You **ROLL +WORK** instead of **+REAL** when you **WORK REAL STIFF**.

===== THE GATEKEEPER • SEASON ONE =====

===== **LOYAL WORKER** =====

When you go to the boss with a great idea, **ROLL +REAL**.

10+ They go for it and you get the credit, gain +2 Momentum.

7-9 They go for it but you don't get the credit, take +1 Heat with whoever does.

Either way, you get to set up the relevant segment or match.

6- Botch: you overstepped your bounds and get dressed down on camera. Choose whether you lose -1 Audience, or all Heat with your ally.

===== THE GATEKEEPER • SEASON ONE =====

===== **CARRY THESE KIDS** =====

You can spend your Momentum on anyone's roll made in the ring, in addition to your own.

===== THE GATEKEEPER • SEASON ONE =====

===== **STRONG RIGHT HAND** =====

When you and your ally are in the same segment, you can use their **+LOOK** and **+REAL** stats instead of your own for any Move you make.

If you Botch a roll while doing this, you both lose -1 Heat with each other.

===== THE GATEKEEPER • SEASON ONE =====

===== **GIVE 'EM WHAT THEY WANT** =====

You can only take this Move if you have Power +2 or greater.

Gain +1 Momentum the first time in an Episode you hit a **+POWER** roll with a 7+ (before spending Momentum).

===== THE GIANT • SEASON ONE =====

===== **"ONE OF THE
BIGGEST ATHLETES
IN THE WORLD TODAY"** =====

The first time you make a Move on-camera in an Episode and hit on a 10+ (before spending Momentum), gain +1 Audience.

You're a big draw!

===== THE GIANT • SEASON ONE =====

===== **DOMINANT PERSONALITY** =====

When you make a demand in no uncertain terms, **ROLL +REAL**.

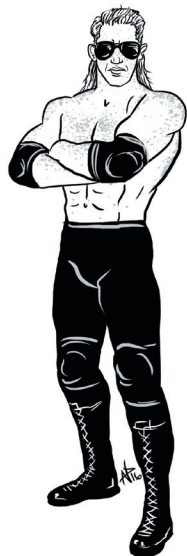
10+ You get it.

7-9 You get it on one condition, pick 1: you have to humiliate yourself first; you have to betray someone you care about; you have to put over someone you hate.

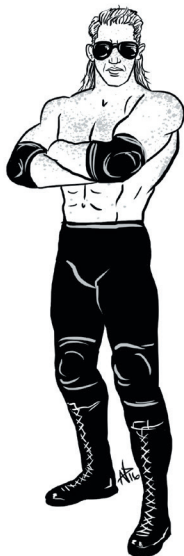
6- Botch: You don't get it and you get booked in a punitive match with someone you have 0 Heat with as punishment.

===== THE GIANT • SEASON ONE =====

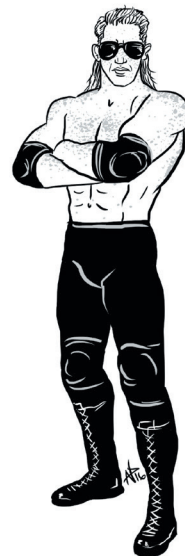
THE GATEKEEPER



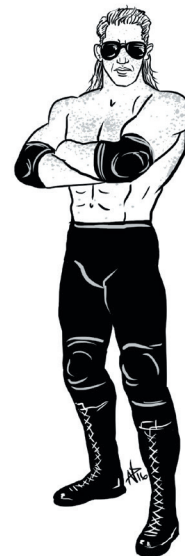
THE GATEKEEPER



THE GATEKEEPER



THE GATEKEEPER



THE GIANT



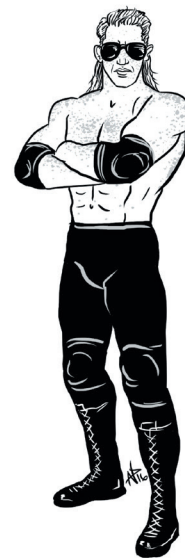
THE GIANT



THE GIANT



THE GATEKEEPER



===== FIGHTING SPIRIT =====

When taken to the limit you dig deep and find the passion and fire to press on. Once per match, when your opponent clearly has the upper hand and presses the attack, narrate how you ignore the pain and take control of the match.

This works as the **INTERRUPT MOVE**, but take 1 Momentum from your opponent instead of spending 1. If your opponent is an NPW, just gain 1 Momentum.

----- THE ACE • INT. INCIDENT -----

===== CARRY THE COMPANY =====

You are anointed by the powers that be to carry the title scene of your division. When a match that involves the title is announced, **ROLL +REAL**.

10+ Pick 2 from below:

7-9 Pick 1: book yourself into or out of the match (the title must remain on the line); you book the finish of the match; you book a rematch of your choice after the match; add an additional stipulation to that match.

6- Botch: management doubts your judgement this time and your opponent picks one from the list to their own advantage.

----- THE ACE • INT. INCIDENT -----

===== AMAZING ENTRANCE =====

The production team behind your entrance overshadows everyone else's. **ROLL +AUDIENCE** when you make your first full entrance in an Episode.

10+ Gain +1 Heat with your opponent plus the result below:

7-9 Gain the Momentum you start each Episode with (+2 if you have +4 Audience).

6- Botch: lose -1 Audience due to an embarrassing technical problem.

----- THE ACE • INT. INCIDENT -----

===== STRONG STYLE =====

When you work stiff without intent to injure, **ROLL +REAL** for the **WRESTLING MOVE**.

If you hit on a 10+ without spending Momentum, gain an extra +1 Momentum.

If you Botch, you injure them anyway.

----- THE ACE • INT. INCIDENT -----

===== LAS EXPECTATIVAS =====

You represent something extraordinarily meaningful to your fans. When you change Role (including taking an Advanced Role), **ROLL +REAL**.

10+ It makes perfect sense to them, gain +1 Audience next time you make a public appearance.

7-9 They see the logic, but it shakes them up. Your highest Heat opponent gains +1 Audience from your fans switching allegiance.

6- Botch: they refuse to accept it. You must stay in your current Role instead of switching, and lose -1 Audience.

- THE CULTURAL CHAMPION • INT. INCIDENT -

===== ESTRELLA =====

You're a multimedia star.

Whenever you would lose Audience, choose: lose the Audience and Creative books you to win your next match to get them back on your side; or lose all your Momentum instead of losing the Audience.

If you have no Momentum you must choose the first option.

- THE CULTURAL CHAMPION • INT. INCIDENT -

===== MERCADERIA =====

Your face is on *everything*.

Gain +1 Momentum each time you enter the ring during an Episode.

- THE CULTURAL CHAMPION • INT. INCIDENT -

===== EL RIVAL =====

If you're in the Top Spot (+4 Audience), your agent demands a match that ties in the antagonist from your latest movie (or TV show, or comic book) to your storyline in the promotion.

Work with Creative to come up with the nature of El Rival (including whether they are a separate performer or played by an existing member of the roster) and you must be booked against them as the main event of the next Episode.

You start with +2 Heat with El Rival.

- THE CULTURAL CHAMPION • INT. INCIDENT -

THE ACE



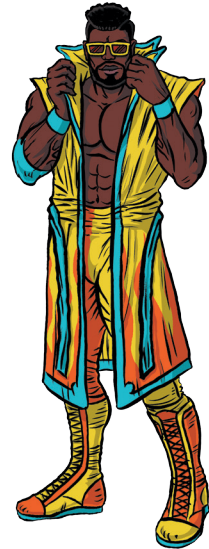
THE ACE



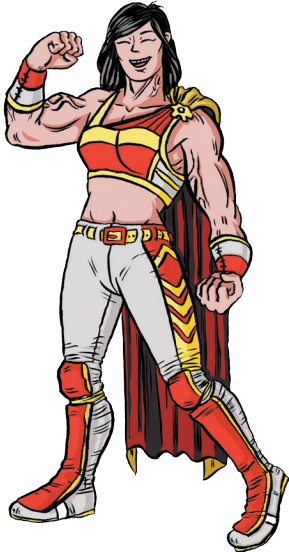
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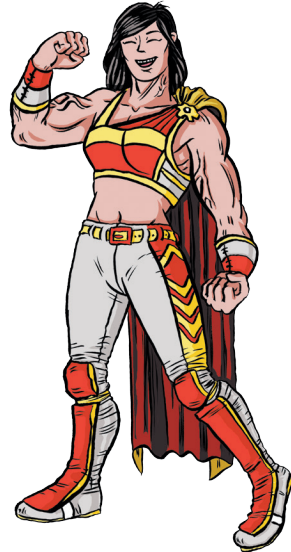
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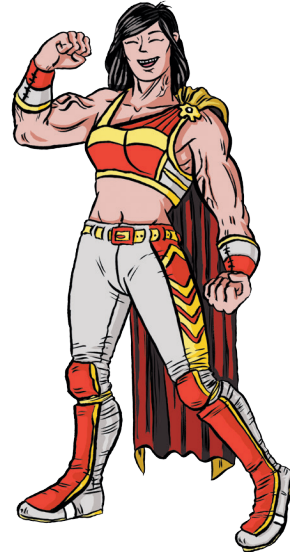
THE CULTURAL CHAMPION



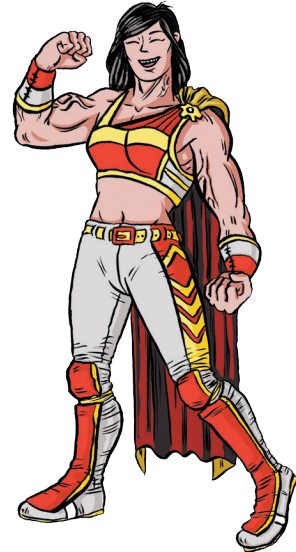
THE CULTURAL CHAMPION



THE CULTURAL CHAMPION



THE CULTURAL CHAMPION



CHALLENGE

Whenever you are able to book or add a stipulation to a match, you can make it a Catch-As-Catch-Can Match. This means that competitors only gain Momentum from the **WRESTLING MOVE** when they roll on **+WORK** or **+REAL**.

— THE SHOOT FIGHTER • INT. INCIDENT —

SHOOT FIGHTER

As long as you have a higher **+WORK** than your opponent, they have to spend 2 Momentum to use the **INTERRUPT MOVE** instead of 1.

You can choose to compare **+REAL** if you have **MARTIAL ARTS TRAINING** or **+POWER** if you have **You Know It's Fake, Right?** instead of **+WORK**, on a match-by-match basis.

— THE SHOOT FIGHTER • INT. INCIDENT —

STARE DOWN

You are known for your intensity. Whenever you stare someone down, **ROLL +HEAT** with them.

10+ Pick 2 from below:

7-9 Pick 1: book the rest of the segment; gain +1 Heat with them; they gain +1 Heat with you; gain +1 Momentum.

6- Botch: they no-sell it and take control of the situation.

— THE SHOOT FIGHTER • INT. INCIDENT —

YOU KNOW IT'S FAKE, RIGHT?

Take +1 Power (max +3).

Whenever you make a Move that involves physically dominating your opponent to get what you want, you can **ROLL +POWER** instead of the usual stat.

— THE SHOOT FIGHTER • INT. INCIDENT —

TRADICIONAL

You refuse to be seen without your mask. Whenever your mask is at risk of being removed, **ROLL +WORK** if it's your choice, or **ROLL +REAL** if it's someone else's.

Gain +1 Heat with your foe, and:

10+ Pick 2 from below:

7-9 Pick 1: you book the next step of the feud, you cover your face in time, you take theirs as part of the scuffle.

6- Botch: lose -1 Audience, as your mystique is lost.

— THE LUCHADOR • INT. INCIDENT —

EL HIJO DE...

You've inherited your mask from another popular Luchador. Describe the relationship.

You start and reset to Audience +2 (instead of +1).

— THE LUCHADOR • INT. INCIDENT —

CAPITÁN DEL PAREJAS

Tag team wrestling is *Lucha Libre*.

Spend 2 Momentum to add anyone you have Heat with to your side at the top of a match (making a solo match a tag team, a tag match a trio, etc). Creative chooses who comes out for the other team.

In addition, you can spend your Momentum on any of your teammates rolls.

— THE LUCHADOR • INT. INCIDENT —

STRETCHER

Your job is to break in fresh meat. Whenever you give someone an Injury, **ROLL +REAL**.

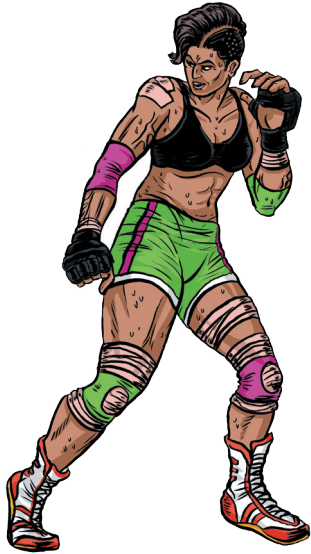
10+ Pick 2 from below:

7-9 Pick 1: You face no repercussions backstage, you gain their respect, you gain +1 Heat with each other.

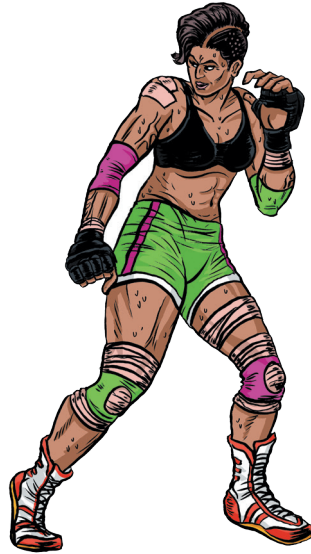
6- Botch: that was not the plan and you're in real trouble.

— THE SHOOT FIGHTER • INT. INCIDENT —

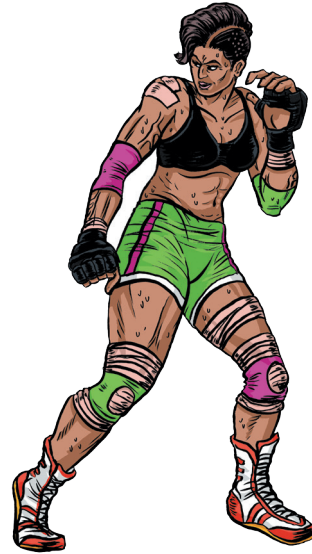
THE SHOOT FIGHTER



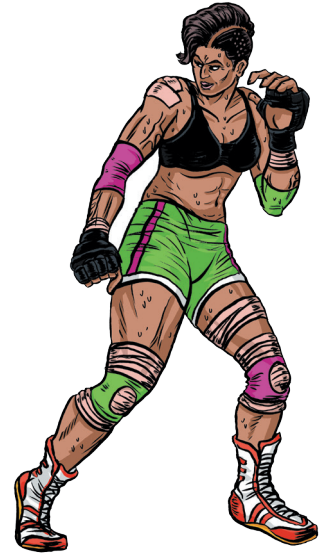
THE SHOOT FIGHTER



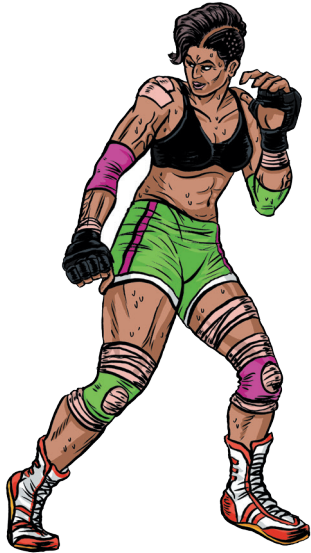
THE SHOOT FIGHTER



THE SHOOT FIGHTER



THE SHOOT FIGHTER



THE LUCHADOR



THE LUCHADOR



THE LUCHADOR



===== **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.

———— THE TIME BOMB • SEASON TWO ————

===== **THE PHENOM** =====

When you would take an injury, **ROLL +REAL**.

10+ You disregard this injury and take control of the match (if you're in one).

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.

6- Botch: take the injury as normal and the match (if you're in one) ends immediately in a no contest.

———— THE TIME BOMB • SEASON TWO ————

===== **A LEGEND IN THIS BUSINESS** =====

You do not lose Heat for not interacting with a wrestler in an Episode.

———— THE TIME BOMB • SEASON TWO ————

===== **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.

———— THE TIME BOMB • SEASON TWO ————

===== **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.

———— THE TIME BOMB • SEASON TWO ————

===== **HELP AT RINGSIDE** =====

You have a job at ringside to observe, help wrestlers hit their spots and physically aid them after hard matches. You may declare that you are ringside for any match. If someone is injured in the match, **ROLL +HEAT** with them.

10+ Your on-the-spot help is vital; they untick an Injury box and you gain +1 Heat with each other.

7-9 You did your job well, gain +1 Heat with them.

6- Botch: you messed it up. Choose whether you reset your Heat with them to 0, or they take another Injury.

If no-one is hurt in the match, add +1 to your Gain Experience bonus based on your observation of the match.

———— THE YOUNG ONE • INT. INCIDENT ————

===== **SHOW RESPECT** =====

You believe wholeheartedly that your career will be built on showing deference to your elders.

The first time in an Episode you lace up someones boots, volunteer for an unpleasant task or otherwise demonstrate your respect for a veteran, gain +1 Heat with them.

———— THE YOUNG ONE • INT. INCIDENT ————

===== **MECHANIC** =====

You can be counted on to deliver a passable match.

Spend 2 Momentum to book yourself into any non-title match (as an additional competitor, or to replace a wrestler who can't compete for some reason).

———— THE YOUNG ONE • INT. INCIDENT ————

THE TIME BOMB



THE TIME BOMB



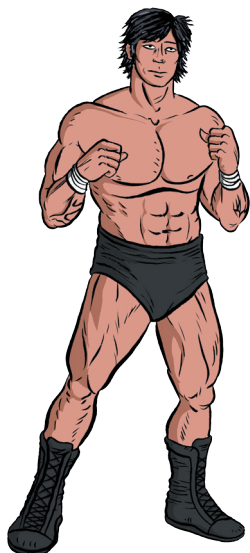
THE TIME BOMB



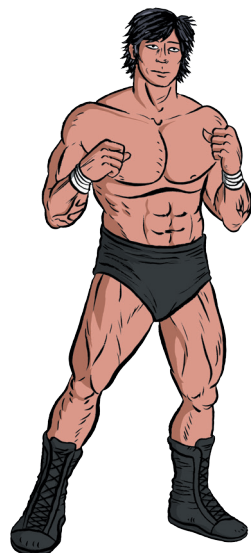
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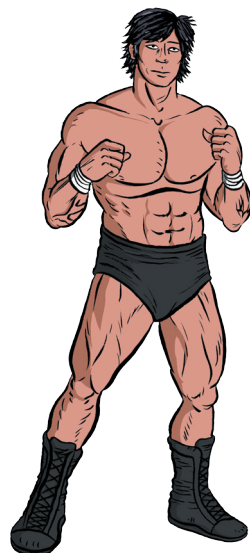
THE YOUNG ONE



THE YOUNG ONE



THE YOUNG ONE



THE TIME BOMB



===== **I REMEMBER
THIS ONE TIME...** =====

When you pitch an idea that you've seen or done before, just not for this company, **ROLL +REAL**.

- 10+** Pick 2 from below:
- 7-9** Pick 1: Gain +2 Momentum, they go for it, you get to book it yourself.
- 6-** Botch: they steal or ruin your idea (or both).

—— THE INDIE DARLING • INT. INCIDENT ——

===== **HUNGRY** =====

You want this so bad you can taste it. When you're booked to lose a match and you take action to prevent it, **ROLL +WORK**.

- 10+** You win the match instead, and pick 1 from below:
- 7-9** You win, but your opponent picks 1: you take an injury, lose -1 Heat with your opponent, get pulled out of this feud by Creative.
- 6-** Botch: you lose the match anyway, and lose -1 Audience for looking like a chump.

The results of this Move override Creative's booking.

—— THE INDIE DARLING • INT. INCIDENT ——

===== **REPUTATION** =====

When you appear on camera for the first time in an Episode, **ROLL +REAL**.

- 10+** They've all heard of you, gain Momentum equal to what you started the Episode with.
- 7-9** There's a vocal minority. You gain +1 Momentum when you mug to your fans in a segment until you Botch a roll or the end of the Episode, whichever comes first.
- 6-** Botch: they've heard of you...and think you suck. Lose -1 Audience.

—— THE INDIE DARLING • INT. INCIDENT ——

===== **10-YEAR VETERAN** =====

You've been wrestling longer than most of the "top talent" in this company.

You start and reset to Audience +2 instead of Audience +1.

—— THE INDIE DARLING • INT. INCIDENT ——

===== **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:

- 7+** Creative must book you in a match with that wrestler (or you add a stipulation, if a match is already booked).
- 6-** Botch: lose -1 Audience as the crowd doesn't buy that you're a real threat.

—— THE ICONOCLAST • SEASON TWO ——

===== **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:

- 10+** You pick 2 from below;
- 7-9** They pick 1: gain +1 Heat with each other, you both gain +2 Momentum, they win this match.
- 6-** Botch: lose -1 Heat with them.

—— THE ICONOCLAST • SEASON TWO ——

===== **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!

—— THE ICONOCLAST • SEASON TWO ——

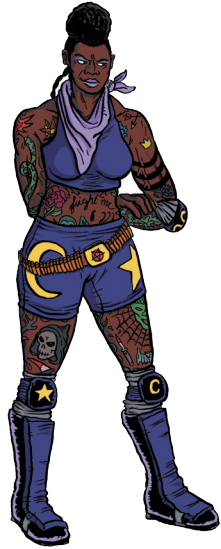
===== **PACK LEADER** =====

Your natural charisma attracts and inspires others to join your cause. When you take action to get someone on your side, **ROLL +LOOK**.

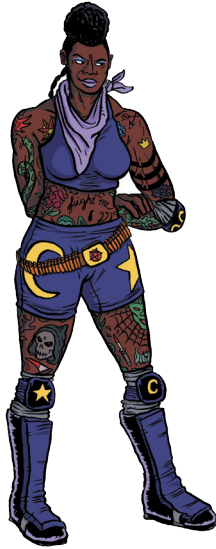
- 10+** Gain +1 Heat with them and pick 1 from below:
- 7-9** Pick 1: book the finish of a match they're in, they join you as an enforcer, they come to your aid in a critical moment (which could be right now!).
- 6-** Botch: they're not impressed, and they pick one: they beat you down, you lose -1 Heat with them, you face disciplinary action backstage.

—— THE ICONOCLAST • SEASON TWO ——

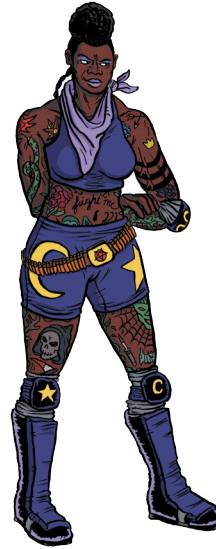
THE INDIE DARLING



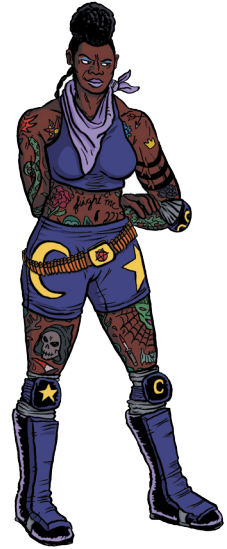
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THE INDIE DARLING



THE ICONOCLAST



THE ICONOCLAST



THE ICONOCLAST



THE ICONOCLAST



===== 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.

----- THE FOREIGNER • SEASON TWO -----

===== 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.

----- THE FOREIGNER • SEASON TWO -----

===== 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** instead of **+LOOK** when you **CUT A PROMO** during the segment.

----- THE FOREIGNER • SEASON TWO -----

===== 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.

----- THE FOREIGNER • SEASON TWO -----

===== YOU'RE FIIIIRED =====

When you fire someone on camera, **ROLL +REAL**.

10+ You choose whether you or they gain +1 Audience and you book their inevitable return.

7-9 Gain +1 Heat with each other and Creative books how they get back on camera.

6- Botch: everyone knows this has no teeth. They don't leave and you both lose -1 Audience.

----- THE BOSS • SEASON TWO -----

===== HOLD THE AUTHORITY =====

When you dress someone down, punish them or exercise your authority over them, **ROLL +LOOK**.

10+ Gain +1 Heat with each other and pick 1 from below:

7-9 Pick 1: add a stipulation to an upcoming match they're in; add them to an announced match; gain +2 Momentum.

6- Botch: it backfires and they pick 1 to advantage themselves from the 7-9 list above.

----- THE BOSS • SEASON TWO -----

===== 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.

----- THE BOSS • SEASON TWO -----

===== 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.

----- THE BOSS • SEASON TWO -----

THE FOREIGNER



THE FOREIGNER



THE FOREIGNER



THE FOREIGNER



THE BOSS



THE BOSS



THE BOSS



THE BOSS

