

# WORLD WIDE WRESTLING: THE ANTI-HERO

You are the badass that everyone loves. Whether you're sticking it to "the man" or telling it like it is, the audience identifies with your rejection of conformity.

## HAILING FROM

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

## ENTRANCE

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

## NAME & LOOK

## HEAT

### Run-In, Wrestling

Write down each other wrestlers name.

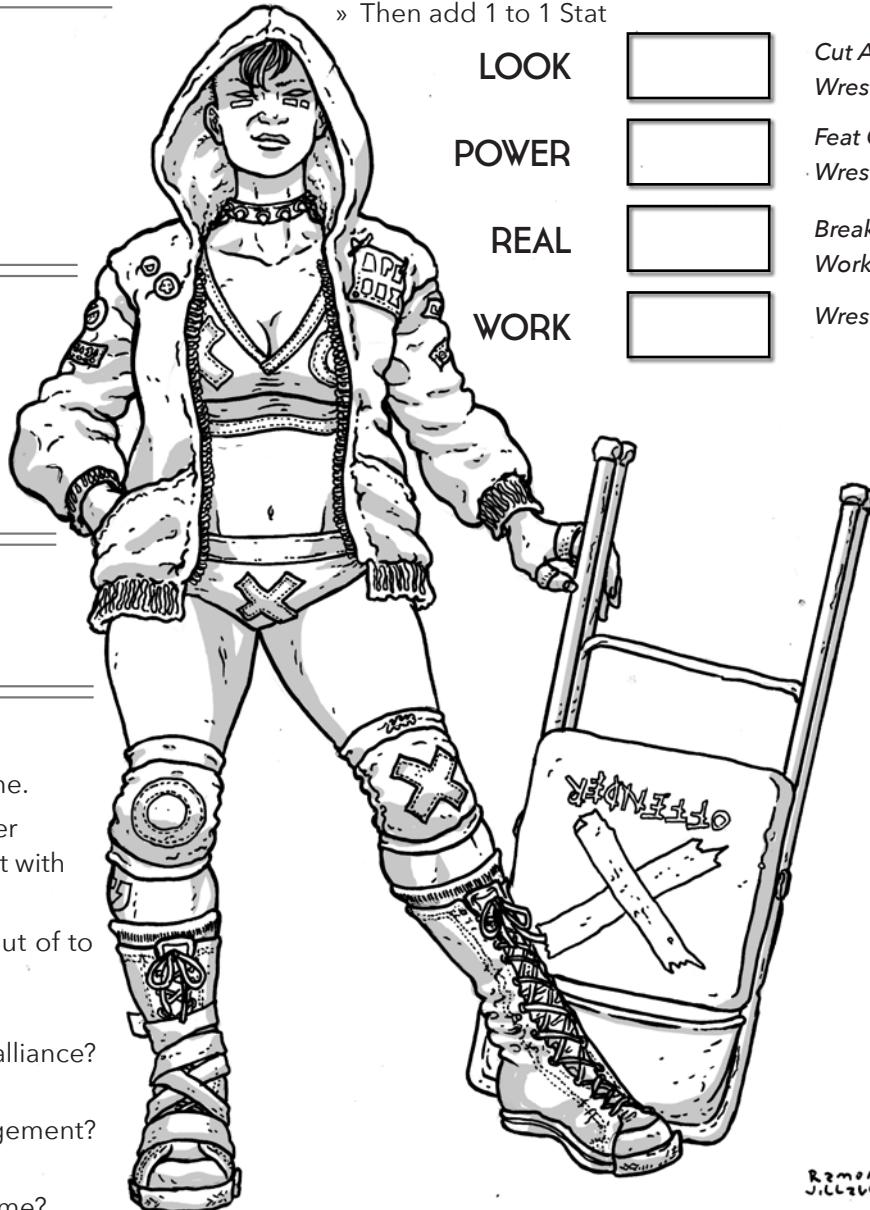
On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- » Who did I have to kick the shit out of to show how badass I am?
- »
- » With whom do I have a reluctant alliance?
- »
- » Who do I think is a slave to management?
- »
- » Who wishes they were as cool as me?
- »

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**.

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## STATS

Start With:

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

### LOOK

|       |
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| _____ |
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Cut A Promo  
Wrestling

### POWER

|       |
|-------|
| _____ |
|-------|

Feat Of Strength  
Wrestling

### REAL

|       |
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| _____ |
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Break Kayfabe  
Work Real Stiff

### WORK

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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: THE ANTI-HERO

## MOVES

### FINISHING MOVE:

When you're booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean. Choose whether you gain +1 Audience, or whether your opponent does. On a 7-9, they make you work for it. Choose: you win clean, and you both gain +1 Momentum, or win via countout, disqualification or interference, and gain +1 Heat with your opponent. On a botch, choose: you lose -1 Audience (but get the win) or you're screwed out of victory by an authority figure.

and pick 2

**RULES? WHAT RULES?:** When you break the rules in a match, **ROLL +Look**. On a 10+, you get away with it, book the finish of the match on the fly. On a 7-9, pick 1: you get away with it and gain +1 Momentum, or you don't and gain +1 Heat with your opponent. On a Botch you get DQed and lose the match (the results of this Move overrides Creative's booking).

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

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**MOUTH OF THE PEOPLE:** When you speak truth to power, **ROLL +AUDIENCE**. On a 10+, gain +1 Momentum and pick 2; on a 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. On a Botch, you get beat down by their cronies.

**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.

:

## INJURY

When you get injured, check an Injury box, and note who did it. While injured, you can interfere in any of their matches without Creative's approval or consent, and they gain +1 Momentum when you do so.

**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 Anti-Hero 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

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » You gain 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, with a new Gimmick (cannot pick Golden Boy, Jobber or Manager), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

# WORLD WIDE WRESTLING: THE GOLDEN BOY

You're the next big thing, whether the audience, and the other wrestlers, admit it or not. Someone backstage is putting all of their weight behind you. You just have to hold up your end in the ring.

## ===== HAILING FROM =====

- Los Angeles, California
- Muncie, Indiana
- Dallas, Texas
- Elsewhere:

## ===== ENTRANCE =====

- Classic & Impressive
- Showy & Ostentatious
- Mild & Unremarkable
- Something Else:

## ===== HEAT =====

### *Run-In, Wrestling*

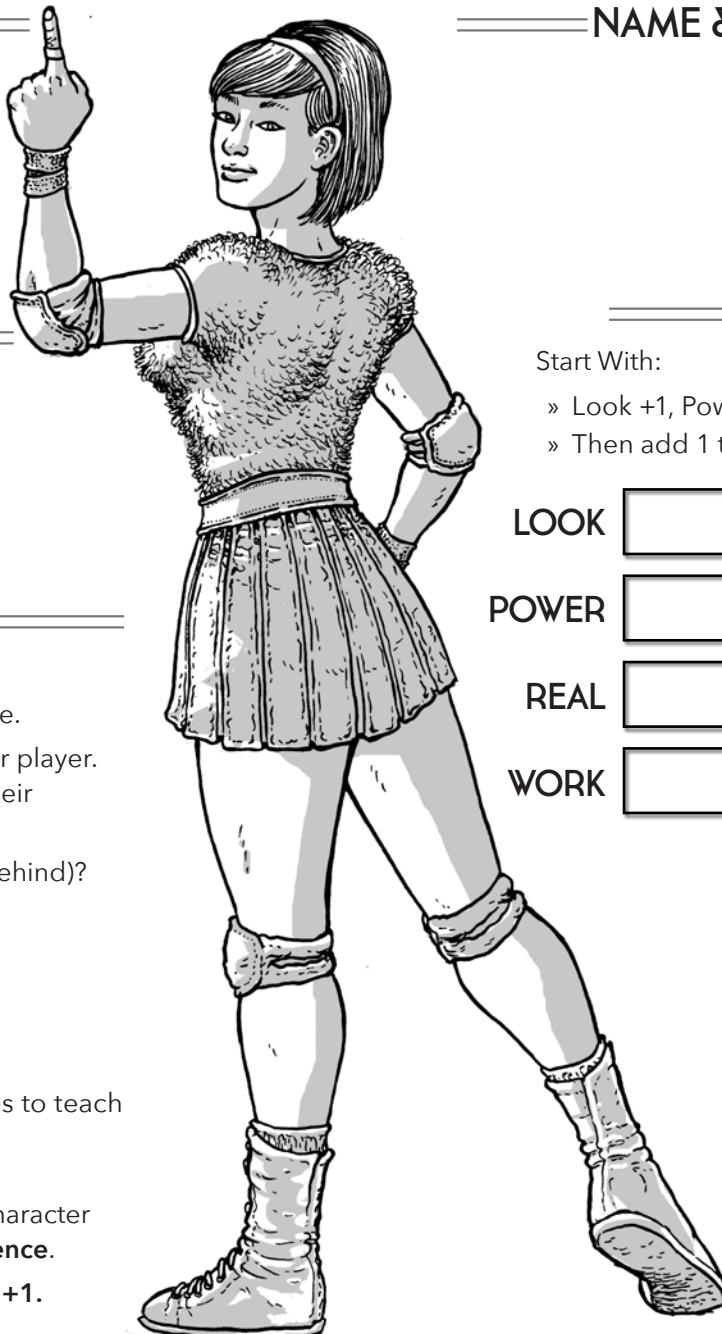
Write down each other wrestlers name.

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

- » Who did I debut with (and leave behind)?
- » Who's taken me under their wing?
- » Who's jealous of my rapid rise?
- » Who has taken it upon themselves to teach me a lesson in the ring?
- »

Whenever you work a match with a character you have +4 Heat with, **gain +1 Audience**.

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



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

## ===== STATS =====

Start With:

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

LOOK

*Cut A Promo  
Wrestling*

POWER

*Feat Of Strength  
Wrestling*

REAL

*Break Kayfabe  
Work Real Stiff*

WORK

*Wrestling*

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## ===== 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.
- » The Golden Boy cannot take an Advanced Role.

# WORLD WIDE WRESTLING: THE GOLDEN BOY

## MOVES

### FINISHING MOVE:

When you're booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean, gain +1 Audience. On a 7-9, they make you work for it. Choose: they obviously allow you to get the win and gain +1 Heat with them; they push you, you both gain +1 Momentum. On a Botch, choose: an authority figure interferes and calls the match in your favor on a technicality, losing you -1 Audience; or there was a last-minute change to the booking from backstage and your opponent wins the match.

and pick 2

- DYNASTY SCION:** Take +1 Look (Max +3)
- SPECIAL SNOWFLAKE:** When you go to an authority figure to save you from the consequences of your actions, **ROLL +REAL**. On a 10+, they cover for you and *you* pick 1; on a 7-9 they cover for you and *they* pick 1: they demand something new from you; they make you pay for it; they take something away from you; you make a new enemy. On a Botch, whoops, you thought wrong.

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- ALWAYS LEARNING:** When you work a match with someone you know is better than you, **ROLL +WORK**. On a 10+ pick 2, on a 7-9 pick 1: gain +1 Momentum; gain +1 Heat with them; gain their respect. On a Botch, you make a rookie mistake and lose -1 Audience.

- I AM THE FUTURE:** When you keep a promise or follow through on a threat you made on camera, **ROLL +Look**. On a 10+ pick 2, on a 7-9 pick 1: book yourself a match with any opponent; add a stipulation to a match; gain +2 Momentum. On a Botch, you get booked in a punitive match.

:

## INJURY

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

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 Golden Boy 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 gain 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, with a new Gimmick (cannot pick Veteran). You cannot take an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

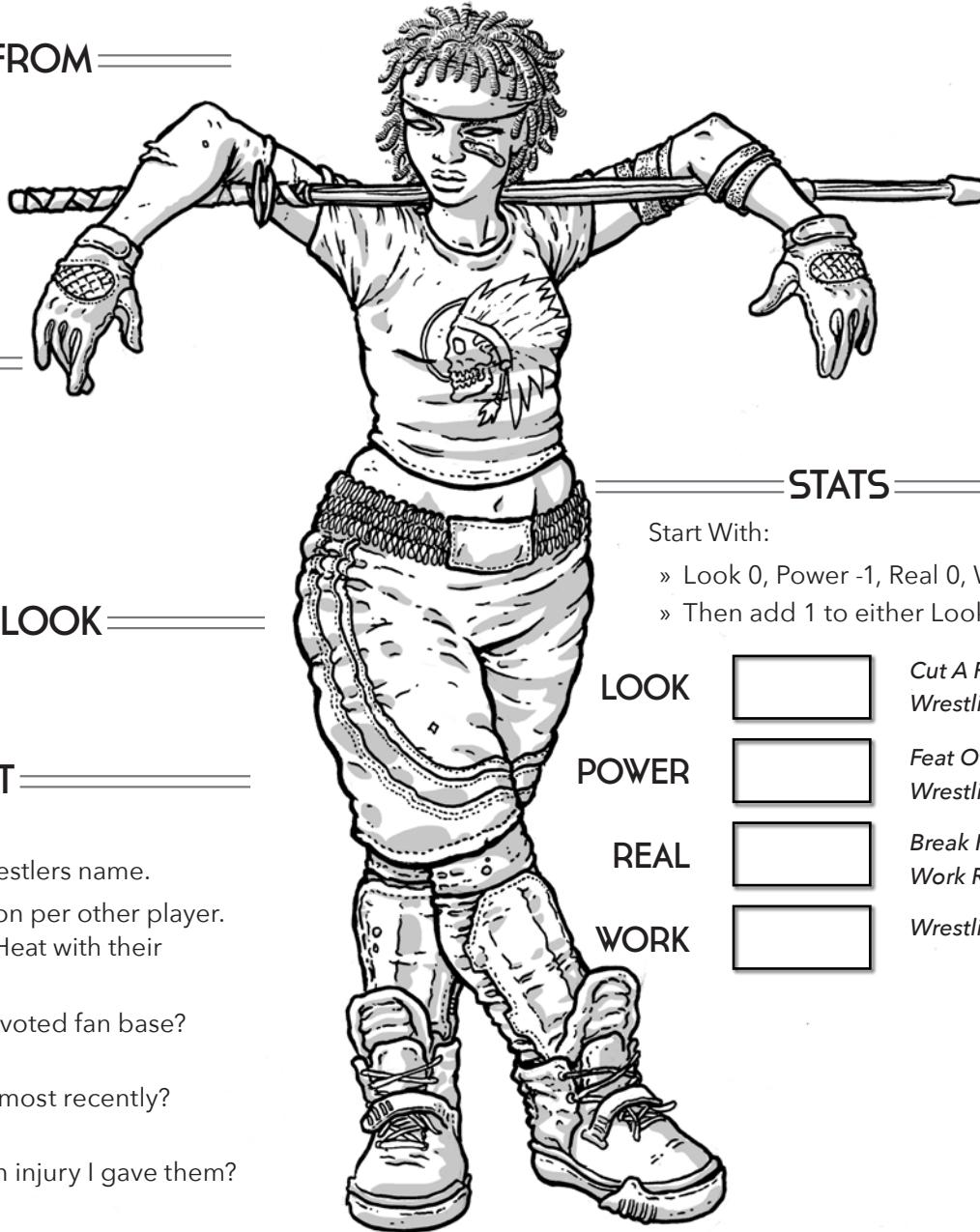
# WORLD WIDE WRESTLING: THE HARDCORE

Original concept & design by Ian Williams

You're not the best wrestler or the best looking, but you know how to get a pop through naked aggression and rampant bloodshed. Some in the business look down on you, but you're a legend in the making for a small subset of the audience. How long can that fact be ignored?

## —HAILING FROM—

- Peoria, Illinois
- Manchester, England
- Union City, New Jersey
- Elsewhere:



## —ENTRANCE—

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

## —NAME & LOOK—

## —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's jealous of my devoted fan base?
- »
- » Who beat me bloody...most recently?
- »
- » Who's returned from an injury I gave them?
- »
- » Who can take everything I can dish out?
- »

Whenever you work a match with a character you have +4 Heat with, **gain +1 Audience**.

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

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## —STATS—

Start With:

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

### LOOK

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|-------|
| _____ |
|-------|

*Cut A Promo  
Wrestling*

### POWER

|       |
|-------|
| _____ |
|-------|

*Feat Of Strength  
Wrestling*

### REAL

|       |
|-------|
| _____ |
|-------|

*Break Kayfabe  
Work Real Stiff*

### WORK

|       |
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*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: THE HARDCORE

## MOVES

### FINISHING MOVE:

When you're booked to win a match, roll 2d6. On a 10+, you hit your Finisher clean (or bloody). Choose whether you or your opponent gains +1 Audience. On a 7-9, they make you work for it. Choose: you win clean, and you both gain +1 Momentum, or sacrifice your body to make it happen - you gain +1 Heat with them and take an injury. On a botch, you still get the win, but pick one: you lose -1 Audience, or you injure your opponent.

**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.

and pick 1

- HIGH PAIN TOLERANCE:** Take +1 **REAL** (Max +3)
- WHAT A WEIRDO:** Take +1 **Look** (Max +3)
- MASTER OF HARDCORE:** Whenever you're booked in a Hardcore match, take +2 Momentum.
- "THAT IS INSANE":** When you demonstrate reckless disregard for your own health and safety, substitute **REAL** for any other stat.
- :

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

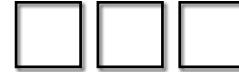
**ARE YOU NOT ENTERTAINED:** When you suffer injury, endure humiliation or go down in the face of overwhelming odds, **ROLL +REAL**. On a 10+ pick 2, on a 7-9 pick one: Gain +1 Audience, make Creative book you in a revenge match, gain +2 Momentum. On a botch, they are not entertained, lose -1 Audience.

:

## INJURY

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

**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 Hardcore 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*



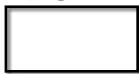
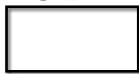
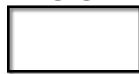
## STATS

**LOOK**

**POWER**

**REAL**

**WORK**



## ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » You gain 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, with a new Gimmick (cannot pick Golden Boy, Jobber or Technician), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.



# WORLD WIDE WRESTLING: THE HIGH FLYER

## MOVES

### FINISHING MOVE:

When you're booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean. You gain +1 Audience. On a 7-9, they make you work for it. Choose: they counter and you have to resort to a roll-up, gain +1 Heat with them; or you execute another high spot, and gain +2 Momentum. On a Botch, you still get the win, but pick one: it looks terrible and you lose -1 Audience; injure your opponent; injure yourself.

and pick 2

"LOOK AT THAT AMAZING ATHLETICISM!": Take +1 WORK (Max +3)

ENMÁSCARADO: When your mask is at stake in a match, use this Move instead of your Finishing Move. ROLL +HEAT with your opponent. On a 10+, you keep your mask, and gain +1 Audience as your legend grows. On a 7-9, you 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. On a 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. (This Move overrides Creative's booking)

FAN FAVORITE: You know they want to see you. When you make a big deal of being passed over ROLL +REAL. On a 10+, pick 2, on a 7-9 pick 1: Demand, and be granted, a match; gain +1 Heat with the one sidelining you; gain +1 Momentum. On a Botch, you were wrong, lose -1 Audience.

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

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## INJURY

### INJURY



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

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 High Flyer starts and resets to Audience +2.

**+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 gain 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, with a new Gimmick (cannot pick Golden Boy, Jobber or Monster), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.



# WORLD WIDE WRESTLING: THE JOBBER

## MOVES

**DO THE JOB:** You are always booked to lose your matches. When your opponent pins you for the win, roll 2d6: On a 10+, you make them look great. They gain +1 Audience. On a 7-9, you do OK. Gain +1 Momentum or +1 Heat with them, your choice. On a Botch, you don't sell it right. You both lose -1 Audience. If your opponent is another player's wrestler, you roll for this Move when they make their Finishing Move. If it's an NPW, you roll at the end of the match.

**CAREER WRESTLER:** If you end an Episode with Audience +3 or higher, you can change to any other Gimmick, per the changing Gimmick rules. If you end an Episode with Audience 0, you aren't fired - instead, your Audience is reset to +1.

and pick 1

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

**JOBBER TO THE STARS:** When competing against an NPW jobber, you don't count as a Jobber and you're booked to win! You can pick the Finishing Move from any other player's Gimmick to replace your DO THE JOB Move.

:

**MULTITALANTED:** When you demonstrate leadership or ability outside of the ring, ROLL +REAL. On a 10+ pick 2, on a 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. On a Botch, you make a fool of yourself.

**HAM-N-EGGER:** Take +1 REAL (max +3)

:

## INJURY

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

When you spend an Advance, you can choose to erase a check.

You can compete no matter how many checks you have, but when you have four checks you're fired. You're just too much of a liability to keep in the ring.



## ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » You gain 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).
- » Legit retire this character. Create a new one, or play an NPW.

## MOMENTUM

Add Momentum spent to any roll you make.

*Cheap Heat, Do The Job, Babyface/Heel*

## STATS

### LOOK



### POWER



### REAL



### WORK



# WORLD WIDE WRESTLING: THE MANAGER

You're the sizzle on the steak. You don't compete, but you have the charisma, the talk, the walk and the ideas to keep your client/companion in the spotlight - in and out of the ring.

Use this Gimmick for Valets, Enforcers and any other companion who represents another wrestler outside of the ring.

## ENTRANCE

- None
- Generic & Celebratory
- Uses Client's Entrance
- 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.

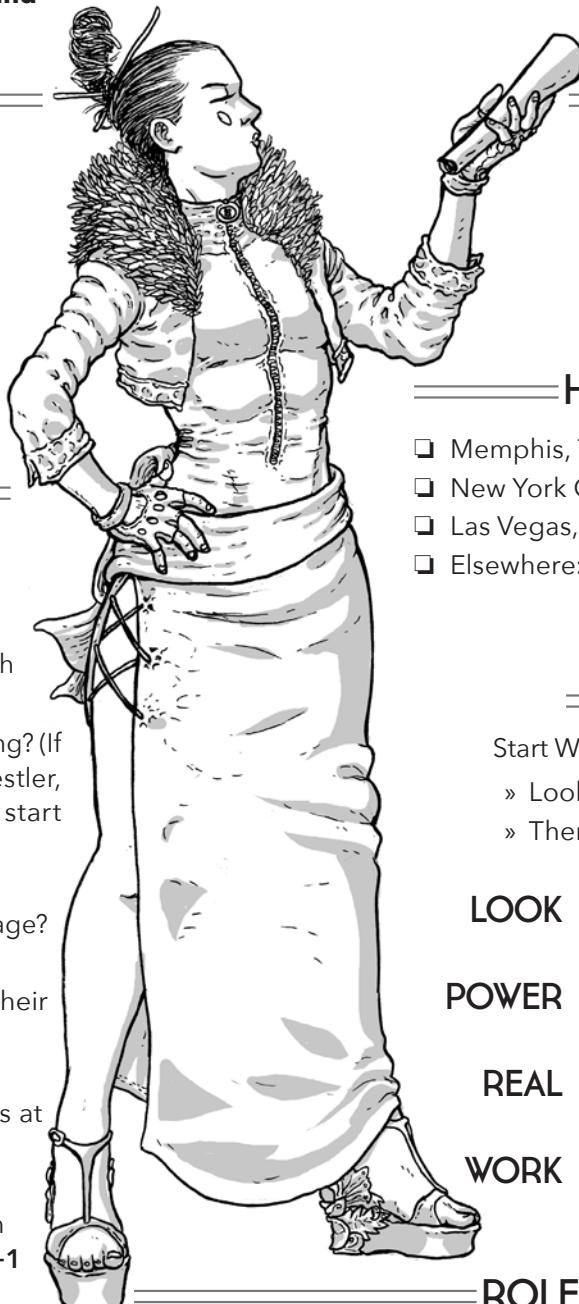
» Who do I manage/ accompany to the ring? (If you don't manage another player's wrestler, decide which NPW you manage and start with Heat +3)

- »
- » Who is trying to undermine me backstage?
- »
- » Who turned on me when I was their Manager?
- »
- » Who knows I have their best interests at heart?
- »

Whenever your Client works a match with a character you have +4 Heat with, **gain +1 Audience**.

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

|                      |                      |
|----------------------|----------------------|
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## NAME & LOOK

- Memphis, Tennessee
- New York City
- Las Vegas, Nevada
- Elsewhere:

## STATS

Start With:

- » Look +2, Power -1, Real 0, Work -2
- » Then add 1 to one 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: THE MANAGER

## MOVES

**MEAL TICKET:** When you interfere on your client's behalf to win them a match, roll 2d6. On a 10+, you pull it off and they get the win. Choose whether you gain +1 Audience, or your client does. On a 7-9 the ref notices your attempt, choose: your client uses your distraction to get the win, they gain +2 Momentum; or you interfere but their opponent still wins, you gain +1 Heat with your client. On a Botch, choose: your effort is hilariously obvious, losing you -1 Audience (though your client still wins the match); or the ref tosses you out of the match and DQs your client. The results of this Move overrides Creative's booking.

**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.)

and pick 1

- "ALWAYS HAS A PLAN":** Take +1 Look (Max +3)
- BRAIN FOR THE BUSINESS:** Take +1 REAL (Max +3)
- LOYAL:** When you take action in your client's best interests, ROLL +Look. On a 10+ pick 2, on a 7-9 pick one: 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. On a Botch, you're obviously faking it, lose -1 Heat with your client.

:

- BACKSTAGE POLITICS:** When you cut a deal backstage (on or off camera), ROLL +REAL. On a 10+, take +2 Momentum and set up any segment you want later in the show. On a 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. On a Botch, Creative picks two.

:

## INJURY

INJURY

When you get injured, check an Injury box. When you use your injury as an excuse to help out your client, they gain +1 Momentum.

When you spend an Advance, erase an Injury check. If all boxes are checked, you're too injured to appear on camera.

## AUDIENCE

*Work the Audience, Champions Advantage*

The Manager 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, Meal Ticket, Babyface/Heel*

## STATS

**LOOK**

**POWER**

**REAL**

**WORK**

## ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » Your client gains 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, with a new Gimmick (cannot pick Golden Boy, Jobber or Veteran), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.



# WORLD WIDE WRESTLING: THE MONSTER

## MOVES

### FINISHING MOVE:

When you're booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean, gain +1 Audience. On a 7-9, they make you work for it. Choose: they showcase your strength, and you both gain +1 Momentum, or they're unwilling to take your finisher and flee the ring, gain +1 Heat with them. On a Botch, you still get the win, but choose whether you lose -1 Audience or injure your opponent.

and pick 2

**SHOOT KILL:** When you really go after someone, in or out of the ring, ROLL +REAL. On a 10+, gain +1 Audience (whether they see it or hear about it later, they approve), and you pick one from the 7-9 list. On a 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. On a Botch, the match is stopped, if you're in one (and you lose by DQ), and you lose -1 Audience for going too far.

:

**INTIMIDATING:** When you are not in the ring, ROLL +POWER instead of +Look.

**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.

**"WILL YOU LOOK AT THAT SIZE!"**: Take +1 POWER (Max +3)

:

## INJURY

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

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

INJURY    \_\_\_\_\_

## AUDIENCE

### Work the Audience, Champions Advantage

The Monster 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 gain 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, with a new Gimmick (cannot pick Golden Boy, Jobber, High Flyer or Manager), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

# WORLD WIDE WRESTLING: THE TECHNICIAN

**Whether you were an amateur sensation or an indy workhorse, you have all the skills. Your wrestling ability stands out, but you're continually fighting the assumption you only have one dimension to you.**

## HAILING FROM

- St. Paul, Minnesota
- Calgary, Alberta Canada
- Manchester, England
- Elsewhere:



## ENTRANCE

- ❑ Generic & Easy
- ❑ Loud & Overblown
- ❑ Raw & Intense
- ❑ 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 was holding me back as my tag team partner?
- »
- » Who's trying to learn by watching me in the ring?
- »
- » Who's jealous of my skills?
- »
- » Who is trying to teach me to be more of an entertainer?
- »

Whenever you work a match with a character you have +4 Heat with, **gain +1**

## Audience.

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

## NAME & LOOK

## STATS

### Start With:

- » Look -2, Power 0, Real -1, Work +1
- » Then add 1 to one 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: THE TECHNICIAN

## MOVES

### FINISHING MOVE:

When you're booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean. You gain +1 Audience. On a 7-9, they make you work for it. Choose: they counter and you have to slap a real submission hold on them, gain +2 Momentum; they no-sell your finish and you have to hit them with it again, gain +1 Heat with them. On a Botch, pick one: it's sloppy, lose -1 Audience and win the match; or you go overboard and really crank in a hold, you injure your opponent, and end the match in a no contest.

and pick 2

"FORMER AMATEUR CHAMPION": TAKE +1 REAL (Max +3)

TECHNICAL EXPERT: TAKE +1 WORK (Max +3)

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.

:

EXCELLENCE OF EXECUTION: You ROLL +WORK for your Finishing Move.

SPORTSMANSHIP: When you shake hands with another wrestler, ROLL +REAL. On a 10+, pick two, on a 7-9, pick one: you both gain +1 Momentum; you gain +1 Heat with each other; you get to pick who attacks who (or if nobody does). On a Botch, they attack you before your hands touch (and they gain +2 Momentum).

:

## INJURY

When you get injured, check an Injury box. Whenever you lose a match due to your injury, lose all Momentum. Whenever you push through your injury to win a match, gain +2 Momentum.

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 Technician 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 gain a Championship Belt
- » You end a feud satisfactorily

### ADVANCES:

Spend An Advance To:

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

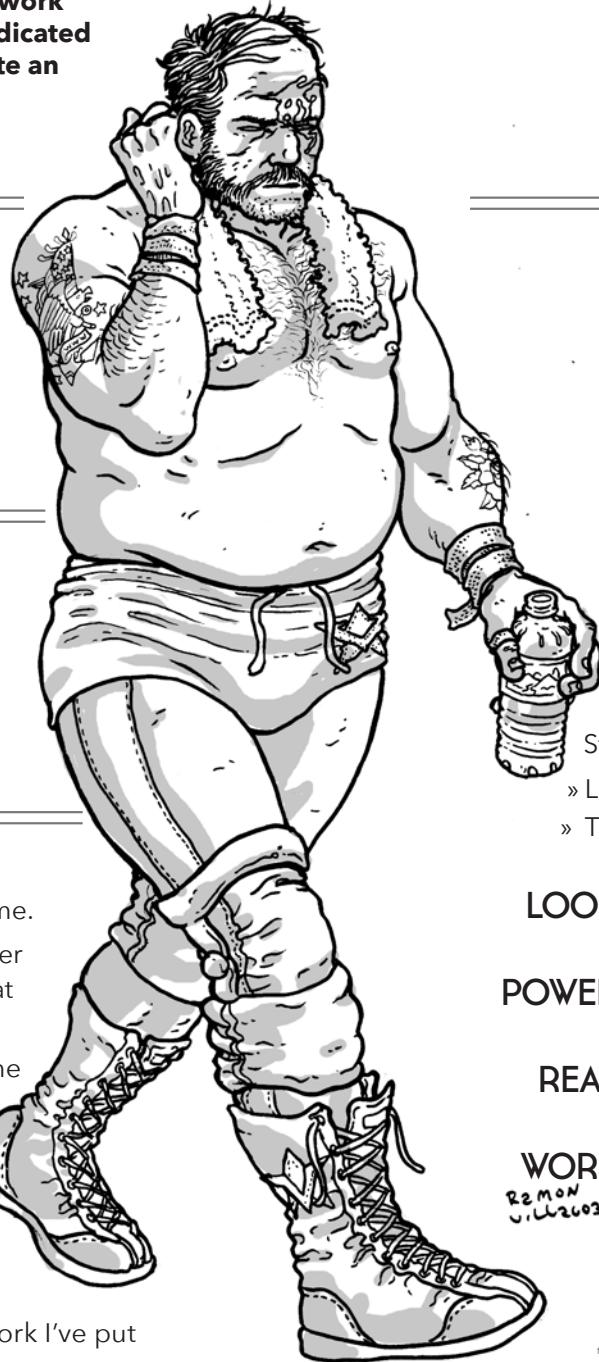
- » Add +1 to any stat (max +3)
- » Add +1 Audience
- » Pick another Move (from this Gimmick or any other)
- » Create a custom Move for your character
- » Gain a Manager, a Valet or an Enforcer (NPW)
- » Form a Dedicated Tag Team

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, with a new Gimmick (cannot pick Golden Boy, Jobber, or Monster), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

# WORLD WIDE WRESTLING: THE VETERAN

You are an established name. You work almost every night, you have a dedicated fan base, and you're ready to create an enduring legacy.



## ===== HAILING FROM =====

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

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

## ===== ENTRANCE =====

- Classic Orchestral
- Solemn & Dignified
- Iconic Symbolism
- 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 am I keeping out of the spotlight?
- » Who is my protégé?
- » Who is undercutting me?
- » Who has no respect for all the work I've put into this company?
- »

Whenever you work a match with a character you have +4 Heat with, **gain +1 Audience**.

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

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## ===== STATS =====

Start With:

- » Look 0, Power -1, Real -1, Work +1
- » Then add 1 to one stat

### LOOK

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|  |
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*Cut A Promo  
Wrestling*

### POWER

|  |
|--|
|  |
|--|

*Feat Of Strength  
Wrestling*

### REAL

|  |
|--|
|  |
|--|

*Break Kayfabe  
Work Real Stiff*

### WORK

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*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: THE VETERAN

## 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: you use your veteran skills to force a win, and gain +1 Heat with them; or you let them look strong in defeat, and they gain +1 Audience. On a Botch, you win by countout, disqualification or interference (Creative's choice), and you lose -1 Audience.

### VETERAN INSTINCTS: Gain +1 Momentum when you start a match.

and pick 1

**BURY 'EM:** When you go to management to stop another wrestler's push, **ROLL +REAL**. On a 10+ you book their next segment. On a 7-9 pick whether you book yourself to win next time you wrestle them; or add a stipulation to their next match. On a Botch, you accelerate their push instead.

**PUT OVER:** When you show vulnerability to an opponent in the ring in order to make them look good, **ROLL +WORK**. On a 10+, you both gain +1 Audience. On a 7-9, one of you gains +1 Audience and the other loses -1 Audience, your opponents choice. On a botch, you lose -1 Audience and your opponent resents you for your pandering.

**TOP OF THE CARD:** When you demand a match, it must be granted by Creative.

**RESPECT THE BUSINESS:** When you act to preserve wrestling tradition, **ROLL +REAL**. On a 10+ they back down and you gain +1 Heat with each other. On a 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. On a Botch, traditions change. Lose -1 Heat with them and all of your Momentum.

:

## INJURY

When you get injured, check an Injury box. When injured, you can pull out of any match you're booked in without repercussions, but you gain +1 Momentum if you don't.



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 Veteran starts and resets to Audience +2.

**+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.

## ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » You gain 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, with a new Gimmick (must pick Anti-Hero, Manager or Wasted), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

## MOMENTUM

Add Momentum spent to any roll you make.

*Cheap Heat, Meal Ticket, Babyface/Heel*

## STATS

**LOOK**

**POWER**

**REAL**

**WORK**

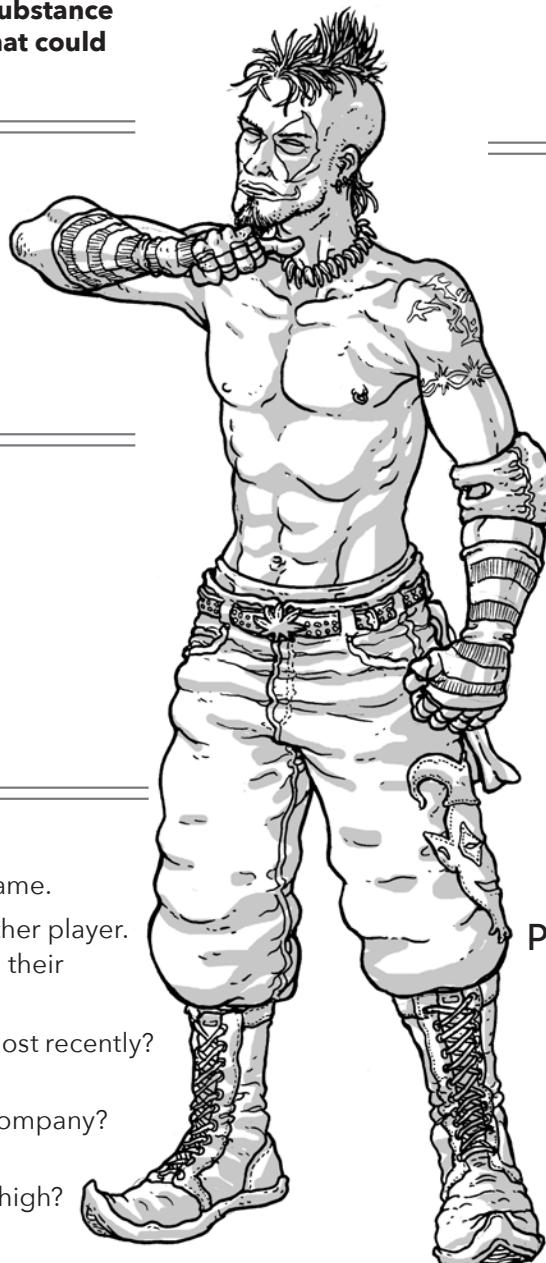
# WORLD WIDE WRESTLING: THE WASTED

Original concept & design by Alex Isabelle

You are well known for your impressive style and have a dedicated fan base, but you have some serious real-life substance abuse and addiction problems that could threaten your career.

## ===== HAILING FROM =====

- Orange, New Jersey
- Philadelphia, Pennsylvania
- Holly Springs, North Carolina
- Elsewhere:



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

## ===== ENTRANCE =====

- Screams & Tears
- Rock & Roll
- XTreme & Wild
- 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 kicked my ass backstage most recently?
- »
- » Who thinks I'm a curse for the company?
- »
- » Who did I last injure while I was high?
- »
- » Who is jealous of my fan base?
- »

Whenever you work a match with a character you have +4 Heat with, **gain +1 Audience**.

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

|       |       |       |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
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## ===== STATS =====

Start With:

- » Look +1, Power -1, Real -2, Work 0
- » Then add 1 to one 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: THE WASTED

## MOVES

**MONEYMAKER:** When you go for your Finisher, whether you're booked to win or not, roll 2d6: On a 10+, you hit it clean. You gain +1 Audience. On a 7-9, you gain +1 Audience, but something goes wrong. Pick 1: your opponent no-sells it, lose -1 Heat with them; you injure yourself; you injure them. On a Botch, you forgot the booking. You lose -1 Audience, and your opponent gets to call an audible and finish the match however they want (somebody had to do something...). You can go for your Finisher multiple times during a match, but if you Botch it ends the match.

**ADDICT:** Whenever you take something, gain +3 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).

and pick 1

**"YOU'RE A PROBLEM YOURSELF":** When you piss someone off with your bullshit, ROLL +REAL. On a 10+ they give you the rope to hang yourself with, set up any segment you want and gain +1 Momentum. On a 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. On a Botch, all three.

:

**STILEY:** That sick style? You got it. Take +1 Look (Max +3)

**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.

**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.

:

## INJURY

When you get injured, gain +1 Audience and check an Injury box. For every Injury box you have when you compete, your opponent gains +1 Momentum at the beginning of the match.

INJURY



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

## AUDIENCE

*Work the Audience, Champions Advantage*

The Wasted starts and resets to Audience +2.

**+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, Moneymaker, 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 gain 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, with a new Gimmick (cannot pick Golden Boy), and/or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.