

CHAPTER 2: CHARACTERS

When the Players are confident that they're ready to enter the world of professional wrestling, when they're ready to put their dice where their mouth is, when they think they're tough enough, one good question must be asked—how tough **are** they? To answer that question, one needs a blank Character sheet, dice, pencil, and some imagination.

Know your role: This is a role-playing game, and that's the bottom line! While the Game Referee organizes the matches and writes the stories, each of the Players have to do their own part, and get into their respective roles. But what role will **you** play? Indeed, **who** will you play?

Using an existing Character: The superstars that we watch on television, bust our burns and fight crowds to see and would just die to meet can become a little closer now, in this game. At the discretion of the Game Referee, you can select for your Character any existing NPC from the a Roster Book, thus taking over that Character's career from that point onward, beginning with a number of Contract Points equal to the Character's Reputation. In this choice, the Game Referee always has absolute authority as to whether or not it is allowed. For his stories and scenarios may have designs for that NPC, or he may simply feel you wouldn't be able to portray him correctly. For remember, when using an existing Character, you are making that choice because you like what that Character already is. Certainly you'll have fancies of your own, and they **should** be employed, but the existing Character must remain **himself**, with any changes being believable according to the established personality of the Character. The Game Referee can terminate a Player's use of any existing Character at any time he feels that the role is being abused.

Creating a new Character: More than likely, one will wish to create their own, original Character. In order to create a Character, one needs a Character Contract (record sheet), and then needs but follow the simple steps listed on the following chart. The outline of the steps below is in accordance with the order they are detailed throughout the rest of this Chapter.

CHARACTER GENERATION

Step	Character aspect
1	Get an attitude!
2	Determine contract type
3	Roll length of contract
4	Roll Ability Scores
5	Determine number of Trademark Points
6	Spend Trademark Points (if any)
7	Determine height
8	Determine weight
9	Apply Weight Modifier (if any)
10	Apply Ability Score adjustments
11	Choose home town
12	Choose theme music (if any)
13	Calculate Reputation
14	Describe Character's costume
15	Name the Character

Contract: The first thing a Player needs to do when making a Character is determine what type of contract he has. This constitutes two rolls on the following chart—one roll with the D100 to determine the contract type itself, and then a second roll to determine the time duration that the Player is bound to the that Character. At the end of that time, if the Character possesses ten times the Contract Points he was contracted with, he may attempt to improve his contract by rolling again, ignoring the roll if it is less than his original contract type. If he doesn't have so many Contract Points at the end of that time, he rolls again for a new time range.

CONTRACTS

Roll	Contract	Time
80-100	Career	4-40 months
20-79	Competitor	1-10 months
10-19	One night deal	1 game session
7-9	Alternate	1-5 months
1-6	Jobber	1 month

Jobber: The Character isn't really favored by the Federation for some reason, and as a result, he isn't allowed a full-time contract. Usually, such Characters are given such contracts because they just can't compete with the top stars, as is reflected by the -20 they suffer to rolling Ability

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Scores (not cumulative if a woman or midget Character), the -5 to rolling Trademark Points.

Alternate: The Character either isn't appealing enough or promising enough to go 'prime time', and as a result, can only wrestle when somebody else cannot fulfill their own contractual obligations. In game terms, the Character cannot do anything unless some other Player Character refuses an opportunity—then the alternate wrestler takes it. An alternate can also designate for himself any one PC or NPC whose contractual obligations, including all Monthly Turns but not Contract Points, he takes on if that Character is injured, until his return. If this is a Player Character, the designated Player must agree to this. Alternate Characters suffer a penalty of -2 to rolling their Trademark Points, and start their careers with only 5 Contract Points.

One night deal: The Character is either old, retired, on contract to another Federation, or simply not able to impress the promoter enough, and for whatever reason has been given a 'one night deal'. This may be a single match, but more preferably it will constitute this particular Character being around for a single night of playing the game. At the end of the game session, the Character will be given the chance to re-negotiate (i.e. re-roll) his contract if he has a total of 5 Contract Points. If he does not, he goes on his way, unable to play for a while—after 1-10 months, he will stand a 1 in 10 chance of being given another contract.

Competitor: The Character has signed a standard, competitor's contract, and he's on his own. Such Characters begin the game with 10 Contract Points.

Career: The Character is a highly prized free agent and he's been signed into a contract so incredible it will be the height of his career! The Character is given a little extra lenience by the Federation officials, as is evident by the +1 he gets to rolling his Trademark Points, and the greater fact that he can select his types of contests rather than having to roll for them like everybody else. And, if that weren't enough, the Character begins his promising career with 30 Contract Points!

Ability Scores: Each and every Character possesses five separate scores, called 'Ability Scores'. When a new Character is created, these are rolled at random, in the order they are presented. Each roll will determine two things. Firstly, it will determine the rank of one's Ability, whose description matches its effectiveness. For example, a 'good' brawler would be much more dangerous than a 'pathetic' brawler. Second, this roll determines the Ability's numerical value, which comes into play in a variety of ways. One's total Ability Points divided by 100 (rounded down) is the bonus to his roll for acquiring initial Trademark Points (these are explained on the following page).

ABILITY SCORES

Roll	Ability rank	Number
-	Ultimate	100
100	Superior	75
90-99	Sensational	50
70-89	Awesome	40
45-69	Outstanding	30
20-44	Excellent	20
5-19	Good	10
2-4	Average	5
1	Pathetic	1

Wrestling: This Ability measures the Character's scientific wrestling skill, his mastery of mat mechanics, ring savvy and overall talent.

Brawling: This Ability measures the Character's skill at fighting, be it slugfest, street fighting, martial arts, boxing, etc.

Agility: This Ability measures the Character's coordination, timing, dexterity, and 'hang time'.

Strength: This Ability measures the 'raw' power of the Character. Simply put, the higher this Score, the bigger and badder (and probably balder) the Character is.

Endurance: This Ability measures the Character's stamina, conditioning, intestinal fortitude, heart, and in all other respects his ability to resemble a Timex watch.

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Trademarks: Each of the competitors and other characters in wrestling wouldn't appear any different from mundane sports were it not for their colorful, comic book-like characteristics, indeed, their trademarks.

When creating a new Character, the Player must determine his Character's 'trademarks'. He will begin his career 1-10 'Trademark Points' to spend, rolled on the D10 (and possibly modified by his contract type). He may gain more such Points in time. Also for each Ability Score that he drops one rank, he will gain an additional Trademark Point (each Ability can only be lowered once).

Once a Player has determined his total number of Trademark Points, he may spend them on the following chart, to determine how the promoter's creative consulting has molded the wrestler's look and just what eccentricities he himself brings to the Federation. Those trademarks that are marked with an '*' cannot be taken more than once.

TRADEMARKS

Points	Trademark
5	Mystique*
5	Wealth
4	Charisma*
4	Guts*
4	Intimidation*
4	Live music*
4	Madness
3	Height
3	Luck*
3	Agent
3	Phenomenal entrance*
3	Steroids*
3	Weapon
3	Wrestling family
2	Ally
2	Combination of moves
2	Commentary skills*
2	Promos*
2	Savvy*
2	Skill
2	Special maneuver
1	Backstage politics*
1	Colorful costume*
1	Inside information*
1	Pyrotechnics*

Agent: Some manager, either one that is known or now new to the Federation, has picked up the Character's contract and accompanies him to ringside. Physically speaking, a manager has all 'pathetic' Ability Scores. However, a manager has a special Ability Score of his own, that of his ability to manage! This is rolled in the same fashion as any normal Ability Score, and is used whenever a Player spends Contract Points. For each stipulation, the Player may roll on the Combat Table, striving for the following, cumulative effects—if the result is Yellow, the cost of the stipulation is cut in half (rounded up). If the result is Orange, the stipulation costs nothing! If the result is Red, the victory pay is doubled!

Ally: The Character is accompanied to the ring by some stooge, who does his dirty work. Such allies are themselves of purely 'good' Ability Scores, and have no Trademarks of their own, unless the Player specifically drops one of his own Trademarks to give to his Character's ally.

Backstage politics: One can always get ahead by manipulating things backstage. If a Character does this sort of thing, it will give him a bonus of +1 whenever he rolls for a type of match, but he will suffer an increased chance of 1 for disqualification whenever such a situation arises, as referees make it their crusade to put the egomaniac in his place.

Charisma: Some people are extreme, others seem invincible, and then there are some who, great or small, skilled or clumsy, fancy or ridiculous, just have that natural charisma, their attitude, their costume, their overall persona appealing to the crowd for whatever reason. Such Characters gain a bonus of +10 to their rolls to 'showboat', as well as a bonus of +20 to their Reputation score.

Colorful costume: The Character has a very memorable costume, one so perfectly matched to his character, and thusly so easily recognizable, that it increases his Reputation by +10.

Combination of moves: The Character favors a specific combination of maneuvers. In the abstract nature of a role-playing game, all the maneuvers need not be specified however. Instead, the

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and keep it, the championship for matches with no rules! Some federations have extended this to having their hardcore matches so wild that falls count anywhere, and others that the title is on the line 24-7, meaning that so long as someone has a referee with them, they can attack, be it in the ring, in the hotel in the wee hours or whenever else, just so long as there is a camera to document it and so make it official.

The Monthly Round: All the actions, negotiations, backstabbing, cunning, planning and partying that takes place outside the arena is divided into what are called 'Monthly Turns'. Each chronological month, each Character gets 1-10 Turns to further his career. However, anything done during those Turns will not avail Reputation Points unless it is televised. To have televised matches, the Characters needs to be part of a federation (preferably all the Characters in the game belong to the same federation). One gets an additional number of Monthly Turns equal to their Reputation divided by 10 (rounded up).

Note that these Turns do not necessarily indicate proportionate use of time, but opportunity. How these Turns are spent is up to the Player of the Character, as by the following chart.

At the end of the month, any Turns that are not used are lost.

USING MONTHLY TURNS

Turns	Activity
1	Any sort of match
1	Have a scheduled interview
2	Be involved in a special situation
3	Training
1-10	Adventure (doing something creative...)

Matches: Normally, wrestlers, well... wrestle! They sign contracts for contests, and then go out and mindlessly brutalize their opponents! Whenever a Character spends a Turn to have a contest, the Player rolls on the following chart to determine what type of contest is given to him by the promoters. Most matches will be 'normal' matches—for most people, this is a simple one-on-one contest, while for tagteams it would be a tagteam match. Special or 'gimmick' matches are

anything unconventional, such as battle-royals, cage matches and the like, in that the contest must have some special stipulation applied. One **must** roll a 'championship' match (or choose it by rolling a '10') in order for any title to be contested.

CONTEST CONTRACTS

Roll	Type of contest
10	Player's choice
8-9	Championship match
6-7	Gimmick match (any kind of stipulations)
1-5	Normal match

Once a contest type is determined, the Player must see if he has enough Contract Points to get it. The cost for various stipulations are provided on the following chart, along with whatever amount one will receive if he is victorious. If he does not have enough Contract Points for an appointed match, or he does not want to compete in such a contest, he loses his Monthly Turn regardless.

MATCH STIPULATIONS

Cost	Victory	Stipulations
0	1	Normal match
5	5	Specific opponent
5	10	Any match at a Pay-Per-View
10	0	Hardcore match
20	5	Special referee
0	20	Battle-royal
10	0	Hardcore Championship
10	20	Tagteam Championship
10	25	Divas' Championship
30	45	Speciality Championship
30	50	Elimination tournament
40	25	Steel cage
50	80	World Championship
100	0	Career-ending match

Interviews: Instead of fighting with fists, the Character can fight with words and psychology. In an interview, whether the time is requested by the Character himself or he is invited by some announcer, the situation is the same—the Character gets a chance to go out in front of the cameras, strut his stuff, yell, bitch, pout, and otherwise intimidate everybody else, especially his upcoming opponents. For when one gives an interview, the

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Ladies and gentlemen, let's get ready to rumble!!! Ready for action? Ready for mayhem? Then lace up your boots, wrap your wrists and strut down to ringside. This is where the action is!

Combat Rounds: In professional wrestling, there are hundreds upon hundreds of maneuvers, as just as many dirty tricks as well! However, being this a role-playing game and not a video game, the action in the ring has been kept abstract—one doesn't need to have knowledge of holds or hammerlocks or even pro-wrestling in general in order to enjoy himself.

This simplicity is best displayed with the structure of combat, which is organized according to 'Combat Rounds'. In one Round, anything can happen—it's wrestling after all. Combat will go back and forth as, during a Round, the various combatants exchange Turns, along with sweat, spit and teeth!

Each Round, combatants have Turns in which to throw punches, grab steel chairs, taunt the crowd, climb under the ring, deliver piledrivers, yell at the commentators, swing baseball bats, abuse the referee, and so forth.

Ready then? All right, let's get into it . . .

Initiative: Everything, every bit of action, begins with an 'Initiative Roll'. Initiative determines who gets the 'upper hand', whose grappling, psychology or speed gives him the chance to try his tactics first.

Rolling Initiative: Whenever action resumes, each Player will roll a single dice. The Player with the highest roll gets to take a Turn, while his opponent(s) must wait for him to slip up, or finish, when Initiative will be called for again.

Tied Initiative: If the results of an Initiative Roll are tied, what happens then? The Game Referee rolls on the following chart! It's kind of like paper-rock-scissors; each Character will try some action, and then he will see if his idea was good, bad, faster or utter failure. If this roll is clearly implausible, such as both Characters resting when neither are hurt at all, then the next highest action listed is what is attempted by both.

TIED INITIATIVE

Roll	What somebody wants to do
7-10	Fight! Fight! Fight!
4-6	Posing and showboating
3	Resting
1-2	Running around

Since at least one guy wants to attack, both guys are assumed to collide, each suffering 1-10 Fatigue (rolled separately for each Character).

When tied Initiative becomes a pose-down, both make rolls, and neither can attempt to 'back attack' the other, even if they roll a White.

Sometimes both guys want to rest, and so, they both do—it's that simple.

Sometimes the Round ends up with people running around, and so the chase is on, the crowd roars, but nobody gains an advantage.

Group Initiative: Many times will the fight involve more than two guys. If ever this occurs, it becomes 'Group Initiative'. In Group Initiative, a Player rolls a single dice for all the Characters he controls (both PCs and NPCs alike). Tied results are re-rolled. The party with the highest result gets to go, though opponents may counter their attacks and follies in the normal manner—group battles take a lot longer than individual ones.

Attack Rolls: Normally, the Character with the advantage of the Initiative will decide to attack in some form or another. As explained earlier, the combat system is abstract, so all one needs to say is what Ability Score he's attacking with, and then roll, the dice determining how effective a maneuver or hold or dirty trick the Character executed.

Making the Attack Roll: When one attempts an attack of any kind, he makes an 'Attack Roll'. This is an open-ended roll on the Combat Table, the various colors thereon indicating various levels of success. To roll on the Combat Table, one first declares what form of attack he's attempting, which is as simple as naming which of his first four Ability Scores he's using (one cannot attack with their Endurance). Then he rolls the D100, using the column that matches his Ability. This roll is effected by a large collection of modifiers,

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each explained throughout this Chapter. Finally, whatever color the total roll ends up in determines the severity of the attack.

White results in failure. Whether the Character missed, tripped, or simply didn't have the guts to attempt doing a backflip attack, it's all the same, in that he didn't make an effective attack. Because of the failure, his intended target gets a free Turn to do what he wants. He may counter-attack, rest, showboat, or anything else. All such options are explained throughout this Chapter.

Yellow results in a successful but not very effective attack. Such a result indicates a simple, basic maneuver such as a clothesline, kick, body slam, head butt, etc. A Yellow attack constitutes a random 1-10 Fatigue on the target.

Orange results in a powerful attack, such as a piledriver, body press, flying scissors kick, etc. An Orange attack constitutes an automatic 10 Fatigue delivered to the target

Red results are Critical Results, causing the promoter's eyes to bug out for both the money he makes from the videotape and what he'll spend on hospital bills! Critical Results are explained later in this Chapter. A Red result may also indicate success for a Character's special move (as explained in Chapter 2). In any event, a Red result means serious trouble for the recipient.

For example, the 'McWrestler' is urged by his manager, the 'MacMahonager' to fight with his fists. This is reflected by a Brawling attack. Say the McWrestler has an Excellent Brawling Score. After all is totaled, his Attack Roll reads 55, a Yellow result, driving Dan 'the man' Peterson's head into the turnbuckle for 1-10 Fatigue, an effective 'corner pounder'!

Note that, no matter all the modifiers that apply to any Attack Roll, the natural result of '100' on the dice will **always** succeed, while the natural result of '1' will **always** fail.

Weight Modifiers: One's body weight is announced upon one's entrance because it has great significance in a fight.

Quite simply, 'the bigger they are the harder they fall'. For an attacking Character can opt to use his body weight to aid in his attack. To do this, his Weight Modifier penalizes the Attack Roll

by -10 for each point, but adds the same to the Fatigue if successful.

Similarly, one can use an opponent's own Weight Modifier against them. If an attacker wants to do any maneuver that involves lifting his opponent, that guy's Weight Modifier penalizes the Attack Roll in the same manner described above, with the same results.

In either case, using a Weight Modifier must be stated specifically before the Attack Roll is made, otherwise the offensive maneuver, whatever it was, is assumed to be a 'grounded' move.

Note that, both the Weight Modifier of an attacker and defender cannot both be used in the same attack—it's one or the other.

For example, Bob 'the slob' Borganza, with a Weight Modifier of 3, wants to jump on his opponent. This penalizes his dreadful Attack Roll by -30. But say he still rolls a Yellow result, and subsequently 5 Fatigue. Because his weight came crushing down, he did 35 Fatigue!

Note that, if ever a Character tries to use either his own Weight Modifier or that of his opponent, and the Attack Rolls fails, he will automatically be hit by that Weight Modifier, either by falling or being crushed, and must make a Stun Check against the Fatigue, with only his opponent's free Turn from his failed attack to look forward to...

Counters and reversals: If an Attack Roll fails, the intended target can attempt to attack back! However, because he did not win the Initiative, his choices of counter-attacks are limited, forced to work with whatever position his opponent has set up. Statistically speaking, this means that the Character can only counter-attack using the same Ability Score as the attempted attack on him. If he tries anything else, he will automatically fail. However, if as a counter to the counter attack, his opponent tries to use some other Ability Score than what just failed, by its awkward movement, he fails in like manner. One has to keep a cool head, and remember to counter-attack with the same Ability as just failed, no matter how or why it failed. Counter-attacks continue until somebody is successful, or chooses to attempt something other than an offensive move, after which, the battle returns to Initiative.

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Fatigue: All those high-flyin', complex and crushing maneuvers wear down an opponent's stamina so that he can't escape the final pinfall or hold. That's what it's really all about, wearing an opponent down, the damage done moving him closer and closer to that desired, finishing position. All the blood, sweat and tears are called 'Fatigue'.

Effects of Fatigue: All the abuse one suffers in and out of the ring is measured by 'Fatigue'. Whenever a Character is hit in any way, he may suffer Fatigue. Various attacks and weapons deliver different amounts of Fatigue, and they all add up, their cumulative effects wearing a wrestler down, and down, and down...

Whenever a fight begins, a Character has 0 Fatigue. However, as the battle rages on, he will almost certainly suffer a cumulative Fatigue score.

Whatever a Character's Fatigue totals at any given time is the total penalty to his Attack Rolls. Likewise, his target's Fatigue gives an equal bonus to his Attack Rolls.

For example, if The Great Shmoo, suffering from 23 Fatigue, were trying to grapple with Pug the Amazon Ape, who had 30 Fatigue, Shmoo would actually gain a bonus of +7 to his Attack Roll. But, if Pug was on the attack, Pug would suffer a -7 to his Attack Roll.

Stuns: Whenever someone is hit with any sort of blow, he may or may not suffer Fatigue. Whenever hit, he must immediately (this does not take a Turn) make a 'Stun Check', which is an Endurance roll on the Combat Table, penalized by the Fatigue suffered from that blow alone.

White results in the Character not only suffering the Fatigue, but being Stunned, thus granting his attacker a free Turn to do whatever he will.

Yellow results in the Character feeling the effects of the blow, thus adding the Fatigue to his total, but avoiding the effects of the Stun.

Orange results in the Character being so tough he didn't feel anything, thus avoiding the Fatigue entirely.

Red results in the Character thriving on the pain, avoiding the Stun, the Fatigue, and getting a free Turn!

Resting: The action in the wrestling ring is hot and heavy to say the least, pushing human (and some not so human) bodies to their extremes and beyond, and so even a tiny rest can mean a lot. If a Character takes a Turn to rest, he makes an unmodified roll on the Combat Table, using his Endurance Score.

White results in the Character resting too long, thus giving his opponent a free Turn!

Yellow results in the Character getting a little wind back in his body, reducing his Fatigue by 10.

Orange results in the Character reducing his Fatigue an amount equal to his Endurance Score.

Red results in the Character losing **all** of his Fatigue! He's ready to fight! The crowd goes wild!

Injuries: If ever a Character is blasted with an amount of Fatigue equal to or greater than his Endurance Score, he must, in addition to his normal Stun Check, make an Injury Check! This is a roll on the Combat Table, using one's Endurance Score, and modified only by any 'psyche-up' he may have. If the result is anything other than *White*, the Character is not injured. However, if the result is *White*, the Player must make a subsequent roll on the following chart to determine the location and severity of the injury. The penalty therefrom will be permanent with any Attack Rolls the Character makes until he remains out of action for the designated time. However, even after that, indeed for the rest of the Character's career, if someone makes a specific attack towards that old injury, remembering the Character's weakness, the old penalty will apply in full.

INJURY DURATION

Roll	Injury and duration	Penalty
10	Anywhere; 1-10 Monthly Turns	-5
9	Wrist; 1-10 Monthly Turns	-10
8	Knee; 1-10 Monthly Turns	-10
7	Knee; 1-10 Monthly Turns	-20
6	Back; 1-10 Monthly Turns	-20
5	Nose; 1-10 Monthly Turns	-30
4	Back; 1-10 Monthly Turns	-30
3	Head; 1-10 months	-40
2	Anywhere; 1-10 months	-50
1	Anywhere; Indefinitely	-1-100

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Critical Attacks: The action in wrestling is so fast, furious, brutal and intense that those ropes just don't seem to hold too well. For whenever somebody's Attack Roll pushes into the Red zone on the Combat Table or is the natural roll of '100', his opponent has suffered a 'Critical Hit'. Likewise, if an Attack Roll totals 0 or less or is a natural roll of '1', the attacker himself suffers a 'Critical Miss'.

Whenever a Critical attack occurs, the Player will subsequently roll on the following chart to determine what has happened. Unless the attack was made with a weapon or special move, no Fatigue will be suffered, unless the Critical calls for it.

If a roll on the chart below is implausible (such as using a special move if one doesn't have a special move), the Critical result will bump down to the next lowest result that is plausible.

If a Critical occurs in a battle-royal, any effect marked with an '*' is considered a successful attempt to knock someone outside, and he must roll a Red result on the Combat Table (using the same Ability that was used to attack him) in order to stay inside.

CRITICAL ATTACKS

Roll	Critical Hit	Critical Miss
100	Player's choice	Player's choice
90-99	Possible injury	Dead crowd
85-89	Blood	Dead crowd
70-84	Massive damage	Referee wiped out*
60-69	Super set-up	Referee wiped out*
57-59	Submission hold	Time expired*
53-56	Special pinfall*	Out of position
35-52	Knocked outside*	Out of position
26-34	Entanglement	Went flyin'
9-25	Fanfare	Went flyin'
1-8	Referee wiped out*	Oh no!*

Blood: The maneuver split the skin somewhere, and now everything is as nasty as can be! Statistically speaking, the bloody Character will be incapacitated for 1 Round, and will never be able to heal to less than 10 Fatigue for that match. Becoming bloody does make for a memorable battle however, granting the unfortunate soul +1 Reputation.

Dead crowd: Boooo! The attack was so absolutely weak, pathetic or outright boring that the crowd is startin' to snooze, a terrible blow to the Character's ego, so terrible in fact that he loses any 'psyche-up' (or 'psyche-down') that he may have.

Entanglement: Whoops! Somebody got all tangled up in the ropes, and now his opponent can beat the hell out of him! This Critical automatically constitutes a number of Fatigue equal to the brutal opponent's Brawling Score. This Fatigue cannot be resisted at all—no Stun Check, although an Injury Check may be called for...

Fanfare: The maneuver popped a few more flashbulbs than normal (and possibly a few eyes with it)! While the recipient suffers no damage, his pride will, as his opponent gets the roar of the crowd, struttin' around with a free chance to 'showboat', his 'psyche-up' roll gaining a bonus of +30.

Knocked outside: The attacker just mowed over his opponent and sent him hurdling to the floor! Whether he went flyin' over the ropes and through them, the poor guy is going to land hard! In addition to whatever damage his Weight Modifier would normally apply, he's going to suffer 20 Fatigue from the fall itself! Unlike a normal attempt to throw somebody out of the ring, this Critical Hit offers no chance to save one's self.

Massive damage: The attacker has delivered such a terrible blow that it does 10-100 Fatigue! If an opponent's Weight Modifier was used in the attack, it does **not** add to that Fatigue as it normally would, but instead **multiplies** it!

Oh no!: Dare you even read further? If this, the most crotch-tightening of Critical Misses occurs, the attacker has made such an error as to lose the match! And I mean it! There is nothing he can do! This Critical Miss guarantees one's opponent as clear-cut, can't-do-anything-about-it, decisive victory as the rules (or lack thereof) could possibly allow, all before the once-upon-a-time attacker can figure out what happened to him! Ha-ha-ha!

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while, a neck-and-neck chase so-to-speak as wrestlers run around the ring, beg for mercy (and are foolishly given it), etc.

Taunting: Whether one goads his opponent, insults his machismo or has his valet flaunt her ‘assets’, taunting tends to throw one’s opponent off his game plan. If one takes a Turn to attempt this, the NPC (this tactic can only be used against Non Player Characters) must roll a single dice. If the result is 4 or less, he goes into a blind rage. This gives the taunting trickster a free Turn, with +20 to any attack he makes, but if the attack fails, the enraged Character gets a bonus of +30 to his retaliation!

Taking a chance: Wrestlers are constantly doing things that raise the eyebrows of authorities or prompt the commentators to question their motives, but sometimes, a Character may take chances that even he doesn’t know he’s taking! If one wishes to, he may simply ‘take a chance’ with little or no intended outcome. This involves rolling a single dice with a +2 bonus versus his opponent, who rolls a single dice with no bonus. The one with the lower result must endure, for better or worse, one roll on the following chart.

VARIABLES

Roll	What occurs that Round
10	Cannot suffer this chart again this fight
9	Second wind; wipe away all Fatigue!
8	Crowd loves the show; +1 Contract Point
7	Dumb luck; free Turn with +5 to the roll
6	Chants of “Bo-ring!”; lose any psyche-up
5	Crazed fan attacks; pure ‘Average’ Scores
4	Ring-rope breaks; -20 to next Attack Roll
3	Bias referee; 1-2 chance of disqualification
2	Commentators mess up; -1 to Reputation
1	Roll twice on this chart*

* - This result is cumulative if rolled again.

Weapons: Weapons are as much a part of pro-wrestling as the ring itself (hey, the ring is a weapon to). If a Character is desperate or dirty enough, he may go for a weapon, and there’s always plenty of them around.

To use a weapon, a Character has two options—he may grab whatever is handy at the time, or seek a specific weapon. To simply ‘go for what is available’, he needs but make a Yellow Brawling Attack Roll, and if successful, roll again on the following chart to determine the weapon used, and thus the Fatigue it delivers. To go for a specific weapon requires the weapon to be stated before any roll is made, and then requires an Orange Brawling Attack Roll, doing the listed Fatigue of the weapon, as by the same chart.

If the Character has a trademark weapon, he may always opt to go for that instead, still requiring an Orange hit, but with +10 to the roll.

Those weapons marked with an ‘*’ indicate that their use somehow brings both combatants to the outside of the ring. For example, one isn’t going to haul the ringside floor **into** the ring!

WEAPONS

Roll	Weapon	Damage
80-100	Player’s choice	Uh-oh
79	Electricity	60
78	Glass (in large quantities)	50
70-77	Table*	50
69	Fire extinguisher	45
68	Monitor*	40
67	Wrench (ring assembly)	40
66	Brass knuckles	35
37-65	Steel chair	35
36	Water pitcher	35
35	Camera (video)	30
31-34	Garbage can	30
30	Step ladder	30
29	Chalk/powder (in the eyes)	25
27-28	Metal tray	20
26	The referee	20
25	Broom	15
14-24	The steel steps*	15
13	Flag/flagpole	15
12	The ringside bell	15
11	Belt (any belt)	10
10	Bucket	10
9	Tagteam rope (choke)	10
7-8	Timekeeper’s table*	10
6	Electric fan	5
4-5	Microphone cord	5
1-3	Ringside floor*	5

WRESTLING

Character contract

Player's name: _____

Wrestler's name: _____

ABILITY SCORES
Wrestling: _____
Brawling: _____
Agility: _____
Strength: _____
Endurance: _____

PROFILE
Reputation: _____ Base: _____
Height: _____ Weight: _____ ()
Hometown: _____
Theme music: _____

TRADEMARKS

CONTRACT
Contract type: _____
Started: _____ Duration: _____
Current Contract Points: _____

GRUDGES

RECORD BOOK
Victories: _____ Defeats: _____
Titles held: _____

RING ATTIRE

