

WWWRPG INTERNATIONAL INCIDENT: THE ACE

You are the top star of your division, consistently either holding the title or in contention for it. You're considered to carry the company both in and out of the ring. You also have the biggest target on your back.

HAILING FROM

- ☐ Tokyo, Japan
- ☐ Kagoshima Prefecture, Japan
- ☐ The Kingdom of Tonga
- ☐ Elsewhere:

NAME & LOOK

ENTRANCE

- ☐ Licensed Tie-In
- ☐ High Tempo & Exciting
- ☐ High-Concept & Production-Filled
- ☐ Something Else:

HEAT

Run-In, Wrestling

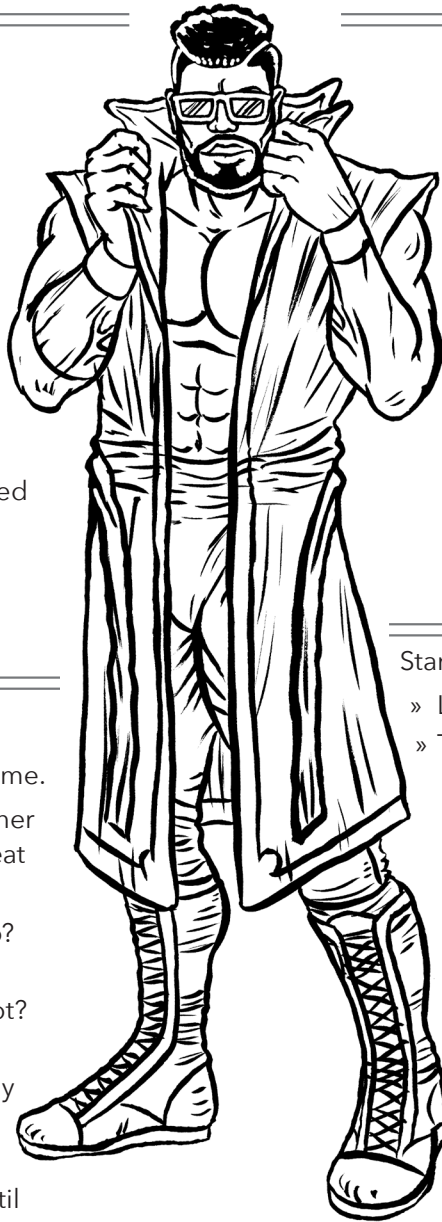
Write down each other wrestlers name.

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

- » Who trained with me in the dojo?
- »
- » Who thinks they deserve my spot?
- »
- » Who do I have amazing chemistry with in the ring?
- »
- » Who's just biding their time until my inevitable fall?
- »

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

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



STATS

Start With:

- » Look +1, Power -1, Real +1, Work -1
- » Then add +1 to a Stat and subtract -1 from a 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.

WWW RPG INTERNATIONAL INCIDENT: THE ACE

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, you need to hit your Finisher twice. Choose whether you gain +1 Heat with each other, or they gain +1 Audience. On a Botch, choose whether you rush through the botched move, get the win and lose -1 Audience, or you let them counter it into something that looks better, and take the loss (this overrides Creative's booking).

✘ **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.

and pick 1

❑ **CARRY THE COMPANY:** You are anointed to carry the title scene of your division. When a match that involves the title is announced, **ROLL +REAL**. On a 10+, pick 2, on a 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. On a Botch, management doubts your judgment this time and your opponent picks one from the list to their own advantage.

❑ :

❑ **AMAZING ENTRANCE:** The production behind your entrance overshadows everyone else's. Roll +Audience when you make your first full entrance in an Episode. On a 10+ gain +1 Heat with your opponent plus the 7-9 result: on a 7-9, gain the Momentum you start each Episode with (+2 if you have +4 Audience). On a Botch, lose -1 Audience due to an embarrassing technical problem.

❑ **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.

INJURY

When you get injured, check an Injury box. If anyone takes advantage of your injury in a match, they gain +2 Momentum but lose -1 Heat with you.

If you have any checks, if your title is on the line you can choose not to defend it without facing any repercussions.

INJURY

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

AUDIENCE

Work the Audience, Champions Advantage

The Ace starts and resets to Audience +2.

+4

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

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

+3

--

 Start the Episode with +2 Momentum.

+2

--

 Start the Episode with +1 Momentum.

+1

--

 Start the Episode with +1 Momentum.

0

--

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

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

STATS

LOOK

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POWER

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REAL

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WORK

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ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » You (re)gain your Championship title
- » You give up your Championship to a worthy challenger
- » You end a feud satisfactorily

ADVANCES:

Spend An Advance To:

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

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

And Once You've Picked 3 of Those:

- » Create a new wrestler to play (instead of, or with, this one).
- » Retire this character and pick an NPW to play for the next episode. Then return this character in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Veteran can advance to the Ace as well.

WWW RPG INTERNATIONAL INCIDENT: THE CULTURAL CHAMPION

You started in the ring, but are now legitimately more famous for your appearances in other media than your wrestling career. You're a little older and slower now, but you have real emotional and financial investment behind you. Is it possible to keep your broad appeal or have you hit market saturation?

HAILING FROM NAME & LOOK

- ☐ Mexico City, Mexico
- ☐ Venice Beach, California
- ☐ Parts Unknown
- ☐ Elsewhere:

ENTRANCE

- ☐ Custom Composition
- ☐ Pop Music Tie-In
- ☐ Pulse-Pounding & Frenetic
- ☐ Something Else:

HEAT

Run-In, Wrestling

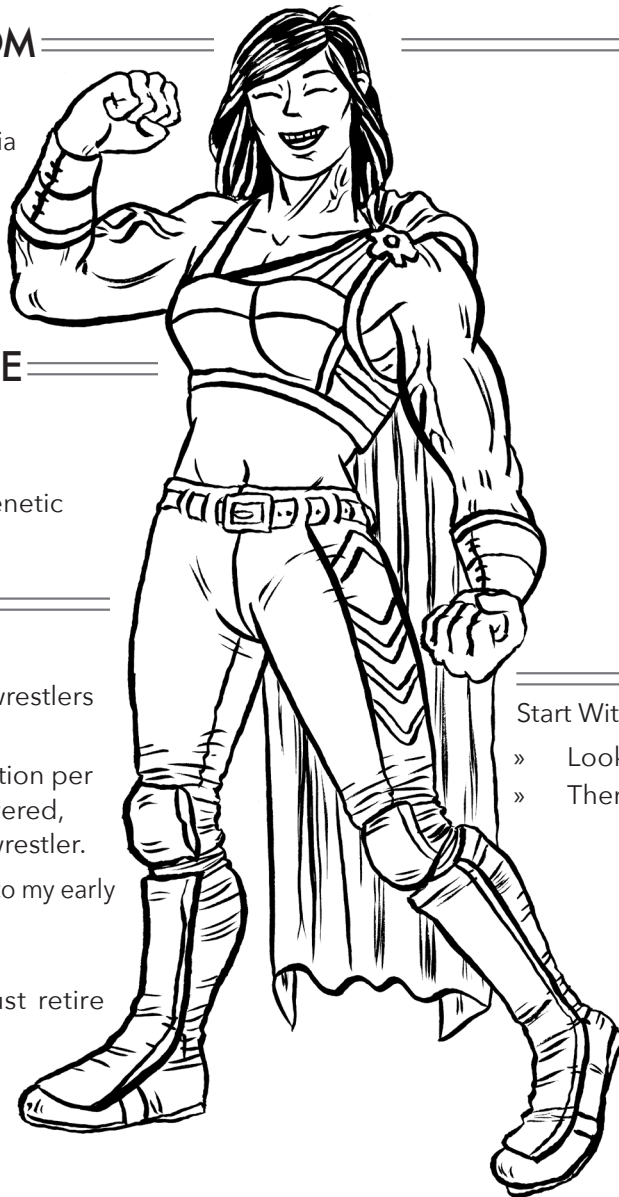
Write down each other wrestlers name.

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

- » Who was instrumental to my early success?
- »
- » Who wants me to just retire already?
- »
- » Who is honored to be on my team?
- »
- » Who wants to unmask me (literally or figuratively)?
- »

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

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



STATS

Start With:

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

LOOK

*Cut A Promo
Wrestling*

POWER

*Feat Of Strength
Wrestling*

REAL

*Break Kayfabe
Work Real Stiff*

WORK

Wrestling

ROLES

- » Pick your starting Role. **You can use the Move of the same name (see reverse).**

- ☐ Técnico - You obey the rules of honor and respect. You count as a Babyface for Heat purposes.
- ☐ Rudo - You're selfish, disobedient and disrespectful. You count as a Heel for Heat purposes.
- » 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.

WWW RPG INTERNATIONAL INCIDENT: THE CULTURAL CHAMPION

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, it's close enough, gain +1 Momentum. On a Botch, you still win, but they're disappointed at your lack of effort, lose -1 Audience.

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.

check your 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).

RUDO: When you do something to save yourself at the expense of another in the ring, or show disrespect for an authority figure or teammate, spend 2 Momentum and pick 1: gain +1 Heat with your opponent, cause a legit injury, win the match (regardless of booking).

and pick 1

MERCADERÍA: Your face is on *everything*. Gain +1 Momentum each time you enter the ring during an Episode.

LAS EXPECTATIVAS: You represent something extraordinarily meaningful to your fans. When you change Role, **ROLL +REAL**. On a 10+, it makes perfect sense to them, gain +1 Audience next time you make a public appearance. On a 7-9, they see the logic, but it shakes them up. Your highest Heat opponent gains +1 Audience from your fans switching allegiance. On a Botch, they refuse to accept it. You must stay in your current Role instead of switching, and lose -1 Audience.

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.

INJURY

When you get injured, check two Injury boxes. The referee stops the match for "excessive punishment" and DQs your opponent (this overrides Creative's booking).

If you wrestle while injured, your opponent can only take control of the match from you if they **BREAK KAYFABE**.

INJURY

☐	☐	☐	☐
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When you spend an Advance, you can erase a check. If you have 4 checks, you can no longer compete.

AUDIENCE

Work the Audience, Champions Advantage

The Cultural Champion 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 retire from competition.

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Técnico/Rudo

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 (choose Manager, Veteran or Wasted) or in an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Veteran can advance to the Cultural Champion as well.

WWW RPG INTERNATIONAL INCIDENT: THE INDIE DARLING

You've made a living on the road, wrestling for anyone who'll take you. You've got a cult following, a set of unique skills and a lot of experience. Finally, you have an opportunity to make your name at the next level. Will you take it?

HAILING FROM

- ☐ Seattle, Washington
- ☐ Grand Rapids, Michigan
- ☐ Dubuque, Iowa
- ☐ Elsewhere:

NAME & LOOK

ENTRANCE

- ☐ Reused From A Retired Wrestler
- ☐ Custom Song From a Local Band
- ☐ Fresh & Intriguing
- ☐ 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's excited that I'm finally on the roster?
- »
- » Who thinks I'm completely overrated?
- »
- » Who do I have backstory with from encounters in other companies?
- »
- » Who feels most threatened by what I bring to the roster?
- »

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

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

STATS

Start With:

» Look 0, Power -1, Real -1, Work 0

» Then subtract -1 from a Stat and add +2 to a 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.

WWW RPG INTERNATIONAL INCIDENT: THE INDIE DARLING

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 sandbag you. You still win, but choose: you gain +1 Heat with each other, or you punish them with an injury. On a Botch, choose whether you win the match but have Creative change your finisher after (you keep this Move, just change what it looks like), or let them counter it and lose the match (this overrides Creative's booking).

and pick 2

❑ **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. On a 10+ you win the match instead, and pick one from the 7-9 list. On a 7-9 you win, but your opponent picks: you take an injury, lose -1 Heat with your opponent, get pulled out of this feud by Creative. On a Botch, you lose the match anyway, and lose -1 Audience for looking like a chump. This Move overrides Creative's booking.

❑ **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.

❑ :

❑ **I REMEMBER THIS ONE TIME...:** When you pitch an idea that you've seen or done before, just not for this company, ROLL +REAL. On a 10+ pick two, on a 7-9 pick one: Gain +2 Momentum, they go for it, you get to book it yourself. On a Botch, they steal or ruin your idea (or both).

❑ **REPUTATION:** When you appear on camera for the first time in an Episode, ROLL +REAL. On a 10+, they've all heard of you, gain Momentum equal to what you started the Episode with. On a 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. On a Botch, they've heard of you...and think you suck. Lose -1 Audience.

INJURY

When you get injured, check an Injury box.

While you're injured, you can still wrestle but Creative will not book you to win.

If you win a match anyway, gain +1 Heat with your opponent.

INJURY

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

AUDIENCE

Work the Audience, Champions Advantage

The Indie Darling starts and resets to Audience +1 (or +2)

+4

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

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

+3

--

 Start the Episode with +2 Momentum.

+2

--

 Start the Episode with +1 Momentum.

+1

--

 Start the Episode with +1 Momentum.

0

--

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

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

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STATS

LOOK

POWER

REAL

WORK

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ADVANCEMENT

Gain An Advance When:

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

ADVANCES:

Spend An Advance To:

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

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

And Once You've Picked 3 of Those:

- » Create a new wrestler to play (instead of, or with, this one).
- » Retire this character and pick an NPW to play for the next episode. Then return this character in any other Gimmick or an Advanced Role. Erase all Injury checks.
- » Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Technician can advance to the Indie Darling as well.

WWW RPG INTERNATIONAL INCIDENT: THE LUCHADOR

You are an iconic *Lucha Libre* competitor. Whether you were born into the business or you took up the mask out of love for the sport, you represent the unique culture of Mexican professional wrestling. What will you do with your skills and your heritage?

HAILING FROM

- ☐ Mexico City, Mexico
- ☐ Gómez Palacio, Durango, Mexico
- ☐ Boyle Heights, CA
- ☐ Elsewhere:

ENTRANCE

- ☐ American Nü Metal
- ☐ Popular Hit
- ☐ Pulse-Pounding & Frenetic
- ☐ Something Else:

HEAT

Run-In, Wrestling

Write down each other wrestlers name.

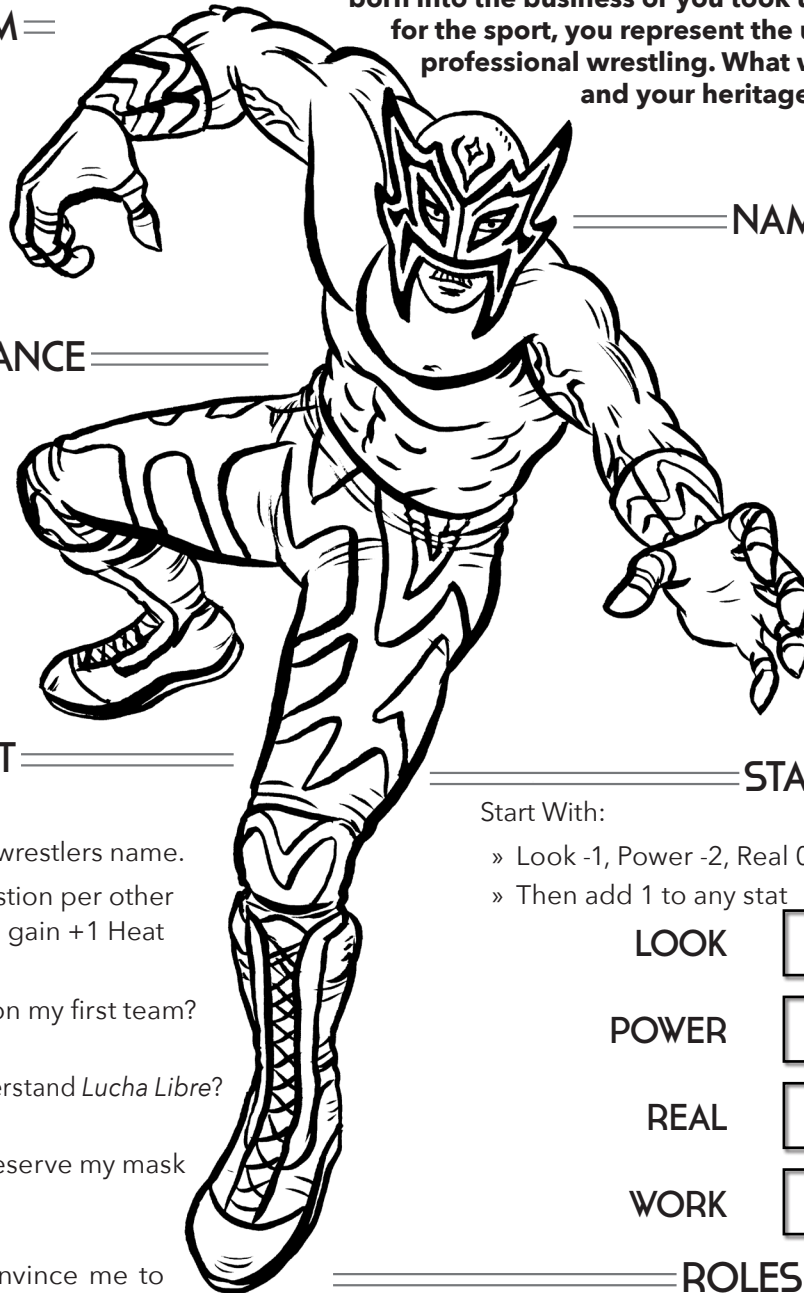
On your turn, ask 1 question per other player. When answered, gain +1 Heat with their wrestler.

- » Who allied with me on my first team?
- »
- » Who just doesn't understand *Lucha Libre*?
- »
- » Who thinks I don't deserve my mask (or overall look)?
- »
- » Who is trying to convince me to change my style, my mask, or both?
- »

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**.

_____		_____	
_____		_____	
_____		_____	
_____		_____	



NAME & LOOK

Start With:

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

LOOK

Cut A Promo Wrestling

POWER

Feat Of Strength Wrestling

REAL

Break Kayfabe Work Real Stiff

WORK

Wrestling

ROLES

» Pick your starting Role. **You can use the Move of the same name (see reverse).**

- ☐ Técnico - You obey the rules of honor and respect. You count as a Babyface for Heat purposes.
- ☐ Rudo - You're selfish, disobedient and disrespectful. You count as a Heel for Heat purposes.
- » 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.

WWW RPG INTERNATIONAL INCIDENT: THE LUCHADOR

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, the timing is off but you make it work; you win but your opponent chooses which of you loses 2 Momentum, and the other gains +1. On a Botch, you still win but it's ugly. Your opponent chooses whether the botch is your fault (and you lose -1 Audience) or their fault (and they take an Injury).

❑ **EXÓTICO:** You have a provocative act that challenges gender norms, making you stand out. Take +1 Look (max +3).

❑ **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 on a 10+ pick 2, on a 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. On a Botch, lose -1 Audience, as your mystique is lost.

❑ **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).

❑ **RUDO:** When you do something to save yourself at the expense of another in the ring, or show disrespect for an authority figure or teammate, spend 2 Momentum and pick 1: gain +1 Heat with your opponent, cause a legit injury, win the match (regardless of booking).

and pick 2

❑ **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.

❑ **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).

INJURY

When you get injured, check two Injury boxes.

When you **ROLL +WORK** while injured, you cannot spend Momentum on the result.

When you win a match while injured, gain +2 Momentum.

INJURY

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When you spend an Advance, you can erase a check. If you have 4 checks, you can no longer compete.

AUDIENCE

Work the Audience, Champions Advantage

The Luchadore starts and resets to Audience +1 (or +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, Técnico/Rudo

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STATS

LOOK

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POWER

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REAL

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WORK

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check your role

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

Advancement Note: Any Gimmick that can advance to the High Flyer can advance to the Luchador as well.

WWWRPG INTERNATIONAL INCIDENT: THE SHOOT FIGHTER

NAME & LOOK

Whether you have a legitimate fighting background or you're just a natural-born hardass, you know how to hurt people for real. How long will what you want from this company align with what it wants from you?

ENTRANCE

- ☐ Heavy & Threatening
- ☐ Explosive & Impulsive
- ☐ Simple & Direct
- ☐ Something Else:

HEAT

Run-In, Wrestling

Write down each other wrestlers name.

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

- » Who has earned my respect with their fighting skills?
- »
- » Who wants to add more entertainment to my repertoire?
- »
- » Who have I beat in a shoot fight?
- »
- » Who will I never admit beat 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.**

HAILING FROM

- ☐ Kuwana, Japan
- ☐ Wigan, United Kingdom
- ☐ Rio de Janeiro, Brazil
- ☐ Elsewhere:

STATS

Start With:

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

LOOK

Cut A Promo Wrestling

POWER

Feat Of Strength Wrestling

REAL

Break Kayfabe Work Real Stiff

WORK

Wrestling

ROLES

- » Pick your starting Role. **You can use the Move of the same name.** Gain +1 Heat with everyone who's the opposite Role.
- ☐ Babyface - You're a good guy.
- ☐ 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.

WWWRPG INTERNATIONAL INCIDENT: THE SHOOT FIGHTER

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, it doesn't look real enough. Choose whether you injure your opponent to clinch the win, or let it ride—you lose any Momentum you have left, but keep the win. On a Botch, it's too real! You get DQed (this overrides Creatives booking), lose -1 Audience and injure your opponent.

✘ **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.

and pick 1

❑ **STARE DOWN:** You are known for your intensity. Whenever you stare someone down, ROLL +HEAT with them. On a 10+ pick two, on a 7-9 pick one: book the rest of the segment; gain +1 Heat with them; they gain +1 Heat with you; gain +1 Momentum. On a Botch, they no-sell it and take control of the situation.

❑ **STRETCHER:** Your job is to break in fresh meat. Whenever you give someone an injury, ROLL +REAL. On a 10+ pick 2, on a 7-9 pick 1: You face no repercussions backstage, you gain their respect, you gain +1 Heat with each other. On a Botch, that was *not* the plan and you're in real trouble.

❑ :

❑ **CHALLENGE:** Whenever you are able to book or add a stipulation to a match, you can make it a **CATCH-AS-CATCH-CAN MATCH**. Competitors can ROLL +REAL for the Wrestling Move, and only gain Momentum when they roll on +HEAT, +REAL or +WORK.

❑ **MARTIAL ARTS TRAINING:** You use your real skills, when you want to. Take +1 REAL (max +3).

❑ **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.

INJURY

When you get injured, check an Injury Box. When injured, your opponent counts as having +1 to their stat you're comparing for the purposes of your **SHOOT FIGHTER** Move (+WORK, +REAL or +POWER).

INJURY

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When you spend an Advance, you can erase a check. If you have 4 checks, you can no longer compete.

AUDIENCE

Work the Audience, Champions Advantage

The Shoot Fighter starts and resets to Audience +1

+4

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

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

+3

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 Start the Episode with +2 Momentum.

+2

--

 Start the Episode with +1 Momentum.

+1

--

 Start the Episode with +1 Momentum.

0

--

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

MOMENTUM

Add Momentum spent to any roll you make.

Cheap Heat, Finishing Move, Babyface/Heel

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STATS

LOOK

POWER

REAL

WORK

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ADVANCEMENT

Gain An Advance When:

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

ADVANCES:

Spend An Advance To:

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

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

And Once You've Picked 3 of Those:

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

Advancement Note: Any Gimmick that can advance to the Hardcore or Monster can advance to the Shoot Fighter as well.

WWW RPG INTERNATIONAL INCIDENT: THE YOUNG ONE

You are a new trainee. You've toiled in the dojo and gone through strenuous physical conditioning. Finally, it's time to see how well you do in front of a live audience. Do you have what it takes to become the best?

HAILING FROM

- ☐ Auckland, New Zealand
- ☐ Kurihara, Japan
- ☐ The Dojo
- ☐ Elsewhere:

NAME & LOOK

Young Ones generally perform in basic gear, such as black trunks and black boots, with limited outstanding features.

ENTRANCE

- ☐ Generic Rock
- ☐ Generic Electronic
- ☐ Generic Pop
- ☐ Nothing

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 trains me in the dojo?
- »
- » Who is too famous to associate with me?
- »
- » Who sees my potential for stardom?
- »
- » Who wants to make me quit?
- »

At the end of a match with someone you have +4 Heat with, **gain an Advance and reset Heat to +1**. (This is different from the usual Heat rule)

STATS

Start With:

- » Look -1, Power -1, Real -1, Work -1
- » Then add +1 to two Stats, or +2 to one Stat

LOOK

Cut A Promo Wrestling

POWER

Feat Of Strength Wrestling

REAL

Break Kayfabe Work Real Stiff

WORK

Wrestling

ROLES

- » You do not pick a starting Role. Rather, whenever you start a match, you count as the opposite Role of your opponent (or pick one of the basic roles, if they have a Legendary Role).

- ☐ Babyface - You're a good guy.
- ☐ Heel - You're a bad guy.

- » When you check your Role for a match, take +1 Heat with your opponent at that time. You do NOT use the Role Move of the same name (though you should still act to fulfill your Role in a match) as you're still learning. Instead...

- » **YOUR WHOLE CAREER AHEAD OF YOU:**

You're here to get good enough to make a real impact, not to sell tickets. You do not gain Advances from Audience (though you still have an Audience rating). Instead, **gain an Advance when you work a match with any opponent you have +4 Heat with**, and reset to +1 Heat immediately following.

WWW RPG INTERNATIONAL INCIDENT: THE YOUNG ONE

MOVES

✖ GAIN EXPERIENCE:

At the finish of the match, regardless of result, roll 2d6. On a 10+, you learned something valuable, Describe what you learned, and gain +1 Heat with your opponent. On a 7-9, it's not quite clicking yet. Next time you **GAIN EXPERIENCE**, add +1 (this bonus stacks, if you continue rolling 7-9). On a Botch, you learn the wrong lesson. Lose -1 Heat with your opponent.

☐

and pick 2

❑ **NEW CHAPTER:** You've wrestled elsewhere, but this is a bottom-up reinvention for you. Take +1 **WORK** (max +3).

❑ **HELP AT RINGSIDE:** Your job at ringside is 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. On a 10+, your on-the-spot help is vital; they untick an Injury box and you gain +1 Heat with each other. On a 7-9, you did your job well, gain +1 Heat with them. On a 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.

❑ **FAMILY NAME:** You are the newest member of your family to enter the wrestling business, and expectations are high. Take +1 **Look** (max +3).

❑ **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.

❑ **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 has already been pulled out of the match).

INJURY

When you get injured, check an Injury box. Add +1 to your **GAIN EXPERIENCE** bonus.

If your opponent uses your injury against you in a match, they win the match immediately, regardless of booking.

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 Young One starts at Audience 0 and does not reset. Your Audience does not count towards Promotion advancement.

+4

☐

You've gained a cult following and take a new Gimmick as described under Advancement.

+3

☐

Start the Episode with +2 Momentum.

+2

☐

Start the Episode with +1 Momentum.

+1

☐

Start the Episode with +1 Momentum.

0

☐

Start the Episode with +1 Momentum.

MOMENTUM

Add Momentum spent to any roll you make.

☐

Cheap Heat, Gain Experience, Babyface/Heel

STATS

LOOK

☐

POWER

☐

REAL

☐

WORK

☐

ADVANCEMENT

Gain An Advance When:

- » You have a match with an opponent with whom you have +4 Heat.

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
- » Take a Move from any other Gimmick

And Once You've Picked 3 of Those:

or

Once You've Reached +4 Audience:

- » You've learned enough to take on a fully-formed wrestling person! Pick any other Gimmick, and pick your starting Role (Babyface or Heel). You start the next Episode with that Gimmick. You do not have to take an Episode off before returning in the new Gimmick.

Advancement Note: No other Gimmick can advance to the Young One.