

WORLD WIDE WRESTLING SEASON ONE: THE ATHLETE

You are blessed with natural physical gifts, but you still have a lot to learn about how the business works. The audience finds it easy to connect with you, but other wrestlers don't appreciate how you make it look so...easy.

HAILING FROM

- ☐ Boston, Massachusetts
- ☐ Amarillo, Texas
- ☐ Hamburg, Germany
- ☐ Elsewhere:

ENTRANCE

- ☐ Preppy & Collegiate
- ☐ Hard & Gritty
- ☐ Overblown & Nationalistic
- ☐ 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 have I approached about improving my ring work?
- »
- » Who was a fan of mine before I started wrestling?
- »
- » Who refuses to acknowledge that I have a place on this roster?
- »
- » Who appreciates the athleticism that I bring to 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 +1, Real +1, Work -2
- » Then add 1 to any stat and subtract 1 from any stat (minimum -2)

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 SEASON ONE: THE ATHLETE

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, you need their help. They choose: they make it obvious you need them, gain +1 Heat with each other; they carry you through it, you both gain +1 Momentum. On a Botch, you still get the win even though you messed up your move, pick 1: lose -1 Audience or injure your opponent.

and pick 2

❑ **HAS THE LOOK:** Gain an additional +1 Momentum when you **WORK THE AUDIENCE**, even if you Botch.

❑ **FAN BASE:** Describe the fans who have followed your career into wrestling. Whenever you hit a Move in the ring on a 10+ (before spending Momentum), they break into your chant and you gain an additional +1 Momentum.

❑ **STUDENT OF THE GAME:** Whenever you lose a match to someone with a higher +**WORK** than you, you can choose to lose all your Heat with them. If you do, take +1 **WORK**.

❑ :

❑ **"NATURALLY GIFTED":** Take +1 **POWER** or +1 **REAL** (max +3).

❑ **PREVIOUS ACCOLADES:** When you leverage the accomplishments in your career before you joined this company, **ROLL +REAL**. On a 10+ you get to set up any segment you want or book yourself in a match; on a 7-9 you can ask for any segment or match you want, and if it's not granted you gain +1 Heat with an authority figure. On a Botch, it's irrelevant to the powers that be and you're booked in a match with an opponent you have no Heat with.

❑ :

INJURY

When you get injured, check an Injury box. While injured, you can choose to end any match in a no contest, but if you don't you gain +1 Momentum at the end of the match (if the match ends in a no contest for another reason, you still gain the Momentum.)

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 Athlete 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

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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 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 or Manager), and/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 Technician can advance to the Athlete as well.

WORLD WIDE WRESTLING SEASON ONE: THE CLOWN

You are the quintessential entertainer. You bring comedy to the ring and grease the wheels backstage. You may not have many championships, but you move a lot of merch and you always get a pop from the crowd. Is that enough for you?

HAILING FROM

- ☐ Kalamazoo, Michigan
- ☐ Pineville, West Virginia
- ☐ Edinburgh, Scotland
- ☐ Elsewhere:

NAME & LOOK

ENTRANCE

- ☐ Silly & Comical
- ☐ Generic & Forgettable
- ☐ Overly Melodramatic
- ☐ Something Else:

HEAT

Run-In, Wrestling

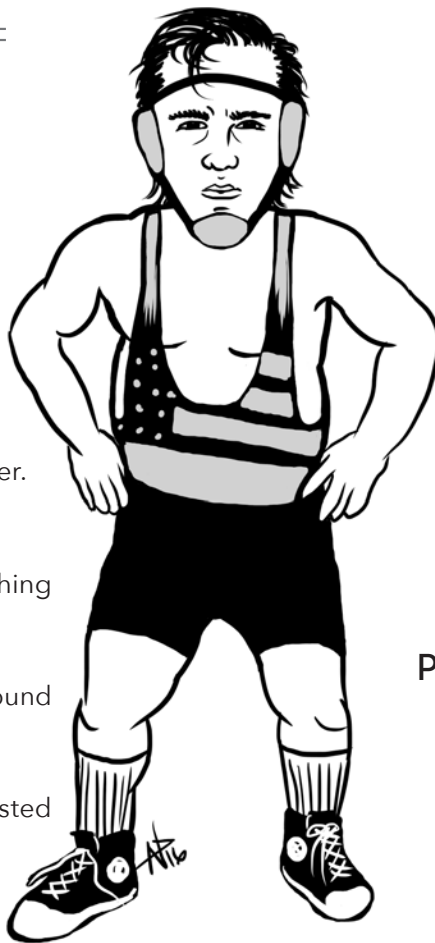
Write down each other wrestlers name.

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

- » Who's asking me for tips to add something fresh to their act?
- »
- » Who was my tag team partner before I found my true niche?
- »
- » Who thinks my in-ring talent is being wasted in this role?
- »
- » Who thinks I'm a waste of a roster slot?
- »

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**.



STATS

Start With:

- » Look +1, Power -2, 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 SEASON ONE: THE CLOWN

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 obviously stall for you to hit it. Choose: they're making you look bad, gain +1 Heat with them; ham it up along with them, you both gain +1 Momentum. On a Botch, you still get the win, but pick one: it's so nonsensical that you lose -1 Audience; or your opponent refuses to sell it, lose -1 Heat with each other.

and pick 2

❑ **SURPRISINGLY TALENTED:** When you ROLL +WORK for the WRESTLING Move and hit it with a 10+, gain +1 Heat with your opponent.

❑ **COMIC RELIEF:** When you insert yourself into a tense situation, on or off-camera, ROLL +REAL. On a 10+ it's perfectly timed, pick 2; on a 7-9, pick 1: take +2 Momentum, add or remove a stipulation to a match, gain a concession you've wanted, gain +1 Heat with someone. On a Botch, it was the absolute worst thing you could have done in that moment.

❑ :

❑ **FUNNY IS MONEY:** Take +1 Look (max +3). You can still WORK THE AUDIENCE even if you've Botched it in this Episode.

❑ **CELEBRITY PROMO:** When you carry a guest celebrity through a segment, ROLL +LOOK. On a 10+ it goes great, gain +2 Momentum and you choose who Creative books the celebrity into a match with. On a 7-9, gain +1 Momentum and choose whether you're booked against them in a match, or with them as their tag team partner. On a Botch, you destroy your promotions relationship with that guest.

❑ :

INJURY

When you get injured, check an Injury box. While injured, if you roll on anything but +LOOK when you're in the ring, choose whether you tick another injury box, or the ref calls an audible and ends the match in a no contest.

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 Clown 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

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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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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.

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

WORLD WIDE WRESTLING SEASON ONE: THE GATEKEEPER

You're the strong right arm, the enforcer, the one they have to get through to get to the top competitor. You put on great matches, but are you content with your second place on the card?

HAILING FROM

- ☐ Duluth, Minnesota
- ☐ Kansas City, Kansas
- ☐ Olympia, Washington
- ☐ Elsewhere:

ENTRANCE

- ☐ Simple & Classic
- ☐ Americana & Twangy
- ☐ Generic & Loud
- ☐ Something Else:

HEAT

Run-In, Wrestling

Write down each other wrestlers name.

On your turn, ask 1 question per other player.

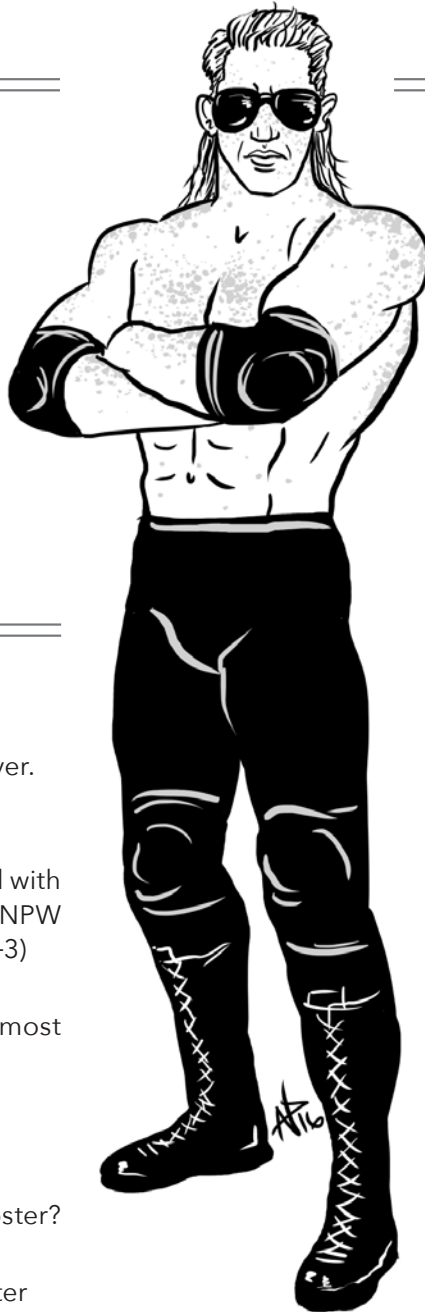
When answered, gain +1 Heat with their wrestler.

- » Who am I allied with? (If you aren't allied with another player's wrestler, decide which NPW you are allied with and start with Heat +3)
- »
- » Who have I had to put in their place most recently?
- »
- » Who is my best buddy backstage?
- »
- » Who wants the position I have on the roster?
- »

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

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 SEASON ONE: THE GATEKEEPER

MOVES

❑ FINISHING MOVE:

When you're booked to win a match, roll 2d6: On a 10+, you hit your Finisher clean. You and your opponent each gain +1 Audience. On a 7-9, they make you work for it. Choose: you have to put them in a real stiff hold, gain +1 Heat with them; or you let them get some licks in first, and you each gain +1 Momentum. On a Botch, you still get the win, but pick one: it's sloppy and you lose -1 Audience; or they're not prepared for your shoot hold and you injure your opponent.

❑ **YOU GOTTA GO THROUGH ME:** When your ally is booked in a match, you may declare that their opponent must face you first, or that you must get added to the match in some manner. Creative decides the details, but cannot deny you this demand.

and pick 1

❑ **"A REAL SHOOTER":** Take +1 **WORK** (max +3). You ROLL +**WORK** instead of +**REAL** when you **WORK REAL STIFF**.

❑ **STRONG RIGHT HAND:** When you and your ally are in the same segment, you can use their +**LOOK** and +**REAL** stats instead of your own for any Move you make. If you Botch a roll while doing this, you both lose -1 Heat with each other.

❑ **CARRY THESE KIDS:** You can spend your Momentum on anyone's roll made in the ring, in addition to your own.

❑ :

❑ **LOYAL WORKER:** When you go to the boss with a great idea, ROLL +**REAL**. On a 10+ they go for it and you get the credit, gain +2 Momentum. On a 7-9 they go for it but you don't get the credit, take +1 Heat with whoever does. Either way, you get to set up the relevant segment or match. On a botch, you overstepped your bounds and get dressed down on camera. Choose whether you lose -1 Audience, or all Heat with your ally.

❑ :

INJURY

When you get injured, check an Injury box. While injured, you gain +1 Momentum at the beginning of every match, and lose all Momentum at the end of each match.

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 Gatekeeper 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

--

 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 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 Jobber or Golden Boy), and/or in an Advanced Role. Erase all Injury checks. You no longer need to run with your Ally unless you wish to do so.
- » Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any Gimmick that can advance to the Monster can advance to the Gatekeeper as well.

WORLD WIDE WRESTLING SEASON ONE: THE GIANT

You're one of the largest athletes on the planet. You can draw full houses and lots of attention, but it's a continual struggle to hold yourself back and make others look good. How long can you be a team player?

HAILING FROM

- ☐ Parts Unknown
- ☐ The Caucasus
- ☐ "The Land of Giants"
- ☐ Elsewhere:

ENTRANCE

- ☐ Hard & Brutal
- ☐ Silly & Circuslike
- ☐ Ethnically Specific
- ☐ 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 trusted to put on good matches with me?
- »
- » Who have I hurt unintentionally?
- »
- » Who tries the hardest to avoid working with me?
- »
- » Who have I hurt on purpose?
- »

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 +2, Real -1, Work -2

» Then add 1 to one stat and subtract 1 from 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 **Creative wants you to**, you make a turn and switch Roles. Gain +1 Heat with your next opponent, or +2 Momentum.

» 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 SEASON ONE: THE GIANT

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 one: you have to trap them, gain +1 Heat with them; they showcase your strength, you both gain +1 Momentum. On a Botch, you still win the match, and choose: you're too clumsy and lumbering to look good, you lose -1 Audience; or you forget your own strength and injure your opponent.

❑ **NOWHERE ELSE TO GO:** You don't have many career options, so you do what you're told. Change Role (Heel to Babyface or vice versa) whenever Creative demands it. Ignore the normal Heat modifier for this change. Instead, choose whether you gain +1 Heat with your next opponent, or +2 Momentum. When you take an Advanced Role, you can tell Creative to go screw, and pick another move from your current Gimmick to replace this one. This Move applies to you regardless of Gimmick until you replace it.

and pick 1

❑ **GIVE 'EM WHAT THEY WANT:** Gain +1 Momentum the first time in an Episode you hit a +**POWER** roll with a 7+ (before spending Momentum). You can only take this Move if you have Power +2 or greater.

❑ **"ONE OF THE BIGGEST ATHLETES IN THE WORLD TODAY":** The first time you make a Move on-camera in an Episode and hit on a 10+ (before spending Momentum), gain +1 Audience. You're a big draw!

❑ **DOMINANT PERSONALITY:** When you make a demand in no uncertain terms, **ROLL +REAL**. On a 10+, you get it. On a 7-9, you get it on one condition, pick 1: you have to humiliate yourself first; you have to betray someone you care about; you have to put over someone you hate. On a Botch, you don't get it and you get booked in a punitive match with someone you have 0 Heat with as punishment.

❑ :

INJURY

When you get injured, check an Injury box. Creative won't book you in a non-squash match while you're injured. If you do compete against Creative's wishes, gain +1 Heat with your opponent.

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 Giant 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

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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 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, High Flyer or Technician), and/or in an Advanced Role. (You keep your **NOWHERE ELSE TO GO** Move regardless of Gimmick, until you take an Advanced Role).
- » Legit retire this character. Create a new one, or play an NPW.

Advancement Note: Any character who has Power +2 or greater can advance to the Giant.

WORLD WIDE WRESTLING SEASON ONE: THE PROVOCATEUR

You're the *sui generis*, the strange one, the weirdo. Whether you've been saddled with this role or you've sought it out, you're great at pushing boundaries. But will you go too far?

HAILING FROM

- ☐ Sin City
- ☐ Milan, Italy
- ☐ Tinseltown
- ☐ Elsewhere:

NAME & LOOK

ENTRANCE

- ☐ Cinematic & Dramatic
- ☐ Dark & Emotional
- ☐ Off-Kilter & 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 helped me get to where I am now?
- »
- » Who thinks I'm all smoke and no fire?
- »
- » Who is trying to steal my approach?
- »
- » Who's my fan, even though we're peers?
- »

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**.

STATS

Start With:

- » Look +1, Power -2, Real 0, 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.

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WORLD WIDE WRESTLING SEASON ONE: THE PROVOCATEUR

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 get the win through guile instead, gain +1 Heat with them; or they help you play up your unique approach, and you each gain +1 Momentum. On a Botch, it looks terrible, choose: you still win but lose -1 Audience; or your opponent saves the match by winning it themselves, and they gain +1 Audience.

and pick 2

❏ **SHOWSTOPPER:** Once per Episode, you can appear in any segment (in ring or out) and turn it into something about you. When you make your appearance, declare your agenda for the segment, and continue on from there. If a player's wrestler tries to buck your plan, they **BREAK KAYFABE**. Take +1 Momentum when you make your appearance.

❏ **MIND GAMES:** When you engage in bizarre, outlandish or mysterious behavior to psych someone out, **ROLL +LOOK**. On a 10+ pick 2, on a 7-9 pick 1: you gain control (of the situation, or of the match); gain +1 Heat with them; they gain +1 Heat with you; take +1 Momentum. On a Botch, it reads as silly, you lose all Momentum.

❏ **"STRANGELY CAPTIVATING":** When you're the sole focus of a segment, **ROLL +LOOK** instead of **+REAL**.

❏ **PLAY TO THE CROWD:** When you use your gimmick to highlight, address or confront a real issue real people have in their lives, **ROLL +REAL**. On a 10+ you nail it, gain +1 Audience. On a 7-9, choose whether it's a hit backstage (gain +2 Momentum) or whether it calls out someone to take you to task over it (pick an opponent for Creative to book you in a match with). On a Botch, you completely mishandle it. Lose -1 Audience and you get booked in a punitive match.

❏ :

INJURY

When you get injured, check an Injury box. While injured, you can refuse to compete when you're booked in a match, and gain +1 Heat with your prospective 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 Provocateur 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

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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

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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 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 Jobber or Golden Boy), and/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 Provocateur as well.