



IWC

INTERNATIONAL WRESTLING CHAMPIONSHIP

INTERNATIONAL WRESTLING CHAMPIONSHIP

"QUEST FOR THE BELT"

Version 1.2

- A wrestling role-playing game for 2+ players
- Create and customise your wrestler
- Roll to determine your match type and opponent
- Choose your moves, roll to determine the outcome
- Narrate the action in a play by play commentary style
- Climb your way through the divisions
- Win the International Wrestling Championship (IWC) belt
- A set of dice (d20, d12, d10, d8, d6, d4) are required to play the game (or use an online dice roller)

<https://nameless-designer.itch.io/international-wrestling-championship>



The Nameless Designer

★ Create a Wrestler ★

- 1 Choose your **wrestling style** and note down your starting **attribute** scores on your character sheet
Technician, masters of the mat who use grappling and submission moves (Power 0, Technical 1d6, Agility 1d4)
Powerhouse, wrestlers who use their size, strength, power and ferocity (Power 1d8, Technical 0, Agility 0)
Brawler, hard hitting wrestlers who using strikes and blows as a form of attack (Power 1d6, Technical 1d4, Agility 0)
High-Flyer, fast, agile wrestlers who use high risk acrobatic and aerial manoeuvres (Power 0, Technical 1d4, Agility 1d6)
Hybrid, a jack of all trades who employs a mix of different styles (Power 1d4, Technical 1d4, Agility 1d4)
- 2 **Attributes (Power, Technical and Agility)** are represented by a dice level rising from 0 to 1d4, 1d6, 1d8, 1d10 & 1d12 max. The higher the score the better the wrestlers proficiency.
- 3 **Experience level (A)** starts as 0 (rookie) and may be increased by spending reputation points (**E**). When you achieve a new level, increase one attribute by one dice level.
- 4 **Division level (B)** starts as 0 (undercard) and you can be promoted up a division when you achieve the requisite number of wins in a row (win streak) according to division level table. Once you achieve main event status your next fight will be for the IWC belt. If you win the IWC belt you win the game, if you lose the win streak resets.
- 5 Add some **background information** to your character sheet to flesh out your wrestler, examples include; physical description, personality, entrance theme, catch phrase and favourite moves.

★ Core Mechanics ★

- 1 Choose an **action (F)** or **special action (G)**, both players roll some dice to see who succeeds with the action
1d20 + Attribute (Power, Technical or Agility)
- 2 The player with the highest result gains a **success** and the outcome associated with the action. On a draw the action fails.
- 3 A **critical** occurs if one player rolls a natural (unmodified) 20 or the result is 10 or more points higher than their opponents. This results in an outcome in addition to the success outcome.
- 4 A **botch** occurs if one player rolls a natural (unmodified) 1. The opponent is also awarded a bonus action to be used immediately in addition to the success or critical result.
- 5 Situational modifiers may occur. For **advantage** roll 2d20 and take the highest result, for **disadvantage** roll 2d20 and take the lowest result. Only 1 advantage or disadvantage can apply at a time and these also cancel each other out.

★ Backstage & Entrance ★

- 1 Each player wrestles 1 match each before a new turn begins. Players can play as many turns as they wish per session.
- 2 Roll on the **match type** table (**C**) to determine your match type and match length, these have different win conditions.
- 3 Roll on the **roster** table (**D**) to determine your opponent. Another player will play as your opponent in your match.
- 4 Another player should roll once on the **benefits** table (**E**) to see what benefit your opponent starts with. This should not be revealed to the player before the match.
- 5 Spend any earned reputation points by consulting the **benefits** table (**E**) to earn some assistance during future matches. Only one of each benefit can be owned at a time and once this is used it is spent but can be re-purchased.
- 6 **Cut a promo** by introducing your wrestler, describing their entrance and talk some trash to your opponent!

★ The Wrestling Match ★

- 1 **Momentum (mom)** represents your energy and impetus during the match (and ranges from 0-10). You start with a number of points equal to your level. Each player will perform successful **moves** to gain momentum. When one player reaches 10 momentum, all players may start to use **special moves** (i.e. match finishers & pins).
- 2 **Pop** represents the reaction of the crowd. All players contribute towards a pop score, the higher the pop score the more reputation points you will earn after the match.
- 3 All players roll a d20 + agility to start with the highest score going first. Each player then acts in turn unless stated otherwise. Only in-ring players may act in tag-team matches.
- 4 On their turn a player chooses an **action** to use against their opponent. Players roll to determine the outcome which is described in a play by play commentary style. **Players must use a different action from their last turn to prevent crowd boredom and predictability of moves.**
- 5 Players may use a **special action** after one player has achieved 10 momentum. Special actions are more powerful moves and cost 1 momentum to perform.
- 6 If a player has acquired **benefits**, these may be used from the start of the match. Benefits are used as part of your action.
- 7 The match will end when one player achieves the match **win condition** (usually a pin/submission) or is timed out after the match length (total number of actions used) has expired.
- 8 Calculate how many **reputation** points are earned using the **reputation awards** table (**H**), this is based on the result and **pop** score. Only wrestlers controlled by players earn reputation. Wrestlers also recover lost attribute points after the match.

A Experience Level		B Division Level	
Level/Title	Reputation Cost	Level/Title	Win Streak Req'd
0 - Rookie	0	0 - Undercard	0
1 - Professional	10	1 - House Show	1
2 - Mid Carder	20	2 - TV Show	2
3 - Main Eventer	30	3 - Pay per view (PPV)	3
4 - Superstar	40	4 - Main Event	4
5 - Legend	50	5 - Championship Fight	N/A

C Match Type (Roll 1d20)		
d20	Match Type	Win Condition/Match Length
01-10	Singles, 1 vs 1	Pinfall or submission, 25 actions
11-15	Tag team, 2 vs 2	Pinfall or submission, 25 actions
16	Handicap, 1 vs 2	Pinfall or submission, 25 actions
17	Submission, 1 vs 1	Submission only, 25 actions
18	Ladder or Cage Match	Climb ladder or cage, 25 actions
19	Iron man	Most pinfalls or submissions, 50 actions
20	Survivor, 4 vs 4	Pinfall or submission, last man, 100 actions

D Wrestlers Roster (Roll 1d20 + Division Level)					
d20	Name/Description	LVL	POW	TEC	AGI
1	Another player (randomly chosen)	N/A	N/A	N/A	N/A
2	The Jobber , brawler, veteran, scruffy	0	d6	d4	0
3	The Punk , high flyer, edgy, dare-devil	1	0	d4	d8
4	The Rich One , brawler, flashy, laughs loudly	1	d6	d6	0
5	The Royal , technical, upper-class, sneering	1	0	d8	d4
6	The Handsome One , hybrid, ravishing, chiseled	2	d6	d6	d4
7	The Flyer , high flyer, bare footed, tribal warrior	2	d4	d4	d8
8	The Raucous One , brawler, fiery, pit fighter	2	d8	d4	d4
9	The Machine , powerhouse, tall, burned, powerful	2	d10	d4	0
10	The Supreme One , technician, arrogant	2	d4	d6	d6
11	The Streetwise One , hybrid, downtown, dancer	3	d6	d6	d6
12	The Colossal One , powerhouse, gigantic, feared	3	d12	d4	0
13	The Killer , hybrid, intense, chiseled	3	d6	d6	d6
14	Lucha Libre , high flyer, masked, skilled worker	3	d4	d6	d8
15	The Olympian , technician, hero, loves milk	3	d6	d8	d4
16	The King/Queen , high-flyer, intense, oooh yeah!	4	d6	d8	d8
17	The Executioner , brawler, political, many friends	4	d10	d8	d4
18	The Jerk , technician, cocky, ayatollah of rock n rolla	4	d6	d8	d8
19	The Show Person , hybrid, big game player	4	d6	d8	d8
20	The Legend , technician, crafty, wooooo!	4	d6	d10	d6
21	The Popular One , brawler, fast mouth, fast fists	5	d8	d8	d6
22	The Icon , powerhouse, golden era, runs wild	5	d12	d6	d4
23	The Dead Person , powerhouse, legend, scary	5	d10	d6	d6
24	The Bad Ass , brawler, anti-hero, beer drinker	5	d8	d10	d4
25	The Technician , technician, clinical execution	5	d6	d12	d4

E Benefits		
d20	Name/Description	Cost
1	Referee's friend , roll for one pin/submission move at advantage	1
2	Assistance , random wrestler interrupts opponents action	1
3	Shoot interview , gain +2 pop at start of match	1
4	Cheap heat , insult the crowd, -1 pop, gain +1 momentum	1
5	Start a feud , roll a nemesis (D) to feud with, fight them next match	1
6	Interference , interfere in a players match, interrupt their action	1
7	Challenge , change your opponent to another player	1
8	Call a spot , pre-plan a move, perform this at an advantage	1
9	Foreign Object , strike action, treat success as critical, -2 pop	1
10	Blading , cut yourself, draw blood and get some colour, +2 pop	1
11	Chain Wrestling , extra training, perform 3 grapple attempts in a row	2
12	Rematch clause , repeat the previous fight next turn	2
13	Manager , opponent distracted twice, actions at disadvantage	2
14	Backstage politics , change the match to one of your preference	2
15	End a feud , fight nemesis, x2 reputation for a win, 0 if defeated	3
16	Second Wind , extra gym training, gain 3 momentum when yours falls to 0	3
17	Juiced up , gain 1 power dice level (max d12) for the match, -2 pop	3
18	Superhuman comeback , gain 3 advantage rolls in a row	4
19	Call a beat down , opponent suffers disadvantage for next 5 rolls	4
20	Screwjob , all pin/submission attempts to win at advantage	5
N/A	Pay your dues , spend reputation points to increase your level	(A)

F Actions		
Name/Attribute	Success	Critical
Strike (Pow)	+1 mom	+1 mom, +1 pop, opponent loses 1 attribute level
Throw (Pow)	+1 mom	+1 mom, +1 pop, opponent disadvantage next action
Grapple (Tec)	+1 mom	+1 mom, +1 pop, you may act again
Hold (Tec)	+1 mom	+1 mom, +1 pop, opponent loses 1 momentum
Aerial (Agi)	+1 mom	+1 mom, +1 pop, advantage on next action
Tag (Agi)	Tag/Stop tag	+1 mom, +1 pop, partner has advantage on next action

G Special Actions (used after momentum reaches 10, 1 mom cost)		
Name/Attribute	Success	Critical
Strike finisher (Pow)	Oppo. loses 2 mom & 1 attribute, +1 pop	+1 mom, +1 pop
Grapple finisher (Tec)	Oppo. loses 2 mom, you act again, +1 pop	+1 mom, +1 pop
Aerial finisher (Agi)	Oppo. loses 2 mom, adv next action, +1 pop	+1 mom, +1 pop
Kick Out (free action)	Automatic kick out from pin, +1 pop	No roll
Counter (free action)	Automatic interrupt, cancels action, +1 pop	No roll
Pin (Pow)	Pin opponent for the win, +1 pop	+1 mom, +1 pop
Submission (Tec)	Submission move for win, +1 pop	+1 mom, +1 pop
Climb (Agi)	Climb ladder or cage to win, +1 pop	+1 mom, +1 pop

H Reputation Awards			
Match Outcome	Reputation Pts	Match Outcome	Reputation Pts
Win match	+3	Draw Match	-2
Lose Match	+0	Match Quality	Pop/5 (round down)

Name: _____

Wrestling Style: _____

Experience Level/Title: _____

Division Level/Title: _____

Reputation Points	Power Score	Technical Score	Agility Score

Background Info (appearance, catchphrases, moves): _____

Career History (W/D/L): _____

Benefits:

<input type="checkbox"/> Referee's Friend (1)	<input type="checkbox"/> Chain wrestling (2)
<input type="checkbox"/> Assistance (1)	<input type="checkbox"/> Rematch clause (2)
<input type="checkbox"/> Shoot interview (1)	<input type="checkbox"/> Manager (2)
<input type="checkbox"/> Cheap heat (1)	<input type="checkbox"/> Backstage politics (2)
<input type="checkbox"/> Start a feud (1)	<input type="checkbox"/> End a feud (2)
<input type="checkbox"/> Interference (1)	<input type="checkbox"/> Second wind (3)
<input type="checkbox"/> Challenge (1)	<input type="checkbox"/> Juiced up (3)
<input type="checkbox"/> Call a spot (1)	<input type="checkbox"/> Superhuman comeback (4)
<input type="checkbox"/> Foreign object (1)	<input type="checkbox"/> Call a beat down (4)
<input type="checkbox"/> Blading (1)	<input type="checkbox"/> Screwjob (5)



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GAMEPLAY EXAMPLE

★ The Match ★

“The Great American Icon”

Vs.

“Lord Partridge, the Beast of Norfolk”

Attributes

Level 5 Powerhouse

Pow d12

Tec d6

Agi d4

Benefits

Superhuman Comeback

Momentum = 5

Attributes

Level 2 Brawler

Pow d6

Tec d4

Agi d4

Benefits

Shoot Interview

Assistance

Momentum = 2

1 v 1 contest, win by pinfall or submission

Time out after 25 moves

BACKSTAGE & ENTRANCE

Welcome to the Maddermarket Theatre in Norwich (“Nor-witch”), England for this match between the Great American Icon versus the hometown hero and the second best wrestler in North Norfolk, Lord Partridge. Let’s take a look at our competitors.

(The Icon) “Well let me tell you something brother. My opponent is some limey called the Beast of Norfolk? Well, I fear no man, no beast, no evil. So watcha gonna do when these 28 inch pythons run wild on you!”

(Lord Partridge) (Looking suitably irritated) “Listen sunshine, I’ve got a foot like a traction engine and you’re in for a damn good thrashing tonight, Aha!”

THE WRESTLING MATCH

With the promos over it’s time to roll to see who goes first with 1d20 + agility attribute. (The Icon rolls 14+4=18, Lord Partridge rolls a 11+4=15). The Icon goes first.

Move 1 (The Icon) moves in with a strike (a power move). Both players roll 1d20 + power attribute (The Icon 12+1=13, Lord Partridge 18+5=23). A critical for Lord Partridge resulting in +2 momentum (4), +1 pop (1) and The Icon loses 1 attribute level which Lord Partridge elects to focus on reducing his opponents power attribute from d12 to d10.

The Icon moves in with a running strike but Lord Partridge ducks and rolls out of the way as The Icon slams into the turn-buckle and receives a 10 punch combo in the corner! “Smell my cheese, you mother” retorts Lord Partridge.

Move 2 (Lord Partridge) uses his shoot interview benefit to trash talk to The Icon which gets the local crowd hot (+2 pop) and then goes top rope for a flying clothesline to The Icon. Both players roll 1d20 + agility attribute (Lord Partridge 10+1=11, The Icon 20+2=22). A critical results for The Icon who gains +2 momentum (7), +2 pop (3) and advantage on his next action.

Lord Partridge calls across to his opponent. “If you think you’re going to come over here, in my neck of the woods, besmirch my reputation, then you are going to get a ruddy good hiding” as he climbs the turnbuckle but The Icon recovers from the early onslaught and climbs the turnbuckle quickly suplexing his opponent from the top rope.. “I don’t think so, brother!” retorts the Icon as he flexes his muscles to the cheering crowd.

Move 3 (The Icon) elects to grapple his opponent. Both players roll 1d20 +technical. (The Icon rolls advantage i.e. 2d20 highest result 14+6 = 20, Lord Partridge 11+4=15). A success for The Icon resulting in +1 momentum (8).

The Icon and Lord Partridge lock up but The Icon manages to twist around and drop Lord Partridge with a hangman’s neck-breaker as the match shifts in The Icons favour.

Move 4 (Lord Partridge) tries to grapple The Icon. Both players roll 1d20 +technical. (Lord Partridge rolls 14+3 = 17, The Icon 8+1=9). A success for Lord Partridge resulting in +1 momentum (5).

Lord Partridge whips his opponent into the corner and then runs towards him, jumps on The Icon grabbing the back of his neck and then launches his opponent over his head in a monkey flip.

Move 5 (The Icon) goes in for a strike move. Both players roll 1d20 + power (The Icon 9-10=19, Lord Partridge 11+3=14). A success for The Icon who gains +1 momentum (9).

The Icon leaps to his feet and charges the oncoming Lord Partridge with a spear! Momentum is in favour of The Icon. The Icon is running wild in the Maddermarket Theatre tonight as the crowd are split between both combatants.

Move 6 (Lord Partridge) elects to make another aerial manoeuvre. Both players roll 1d20 + agility (Lord Partridge 10+6=16, The Icon 18+4=22). A success for The Icon who gains +1 momentum (10). As one player has reached 10 momentum, special moves are now in play.

Lord Partridge goes high risk onto the top rope and leaps onto The Icon, who dodges out of the way.. “There’s nobody home” calls the commentator as Lord Partridge face plants onto the ground as this match enters it’s critical phase.

Move 7 (The Icon) immediately goes for a strike finisher (-1 momentum) and both players roll a 1d20 +power (The Icon 16+9=25, Lord Partridge 7+2=9). A critical for The Icon! Lord Partridge suffers -2 momentum (3) and 1 attribute (opponent selects power d6 falls to d4) and The Icon gains +1 momentum (stays at 10) and +3 pop (6).

After battling back and forth, The Icon pushes Lord Partridge to the ground and follows up with a huge elbow slam which stuns Lord Partridge as the crowd go wild! “Say your prayers, brother” shouts The Icon to his stunned opponent as he continues to flex his muscles to the chants of “Icon, Icon, Icon” from the crowd.

Move 8 (Lord Partridge) retaliates after that last exchange with an aerial finisher (-1 momentum). Both players roll a 1d20 + agility (Lord Partridge 16+2=18, The Icon 7+1=8). A critical for Lord Partridge! The Icon suffers -2 momentum (8) and Lord Partridge gains +1 momentum (stays at 3), +3 pop (9) and has advantage on his next action.

Lord Partridge recovers from the last face off and gains the upper hand climbing the top rope and lands a huuuugggee diving elbow on the Icon. The crowd are going nuts! “Kiss my elbow” retorts Lord Partridge.

Move 9 (The Icon) moves in close for a grapple finisher (-1 momentum) and both players roll 1d20 +technical (The Icon 9+9=18, Lord Partridge 11+3=14). A success for The Icon who can act immediately again and gains +2 pop (11). Lord Partridge is suffers -2 momentum (1).

The Icon picks up Lord Partridge and scoop slams him to the ground. Lord Partridge is looking dazed.

Move 10 (The Icon) goes for a strike finisher (-1 momentum). Both players roll 1d20 +power (The Icon 3+6=9, Lord Partridge 13+6=19), a critical for Lord Partridge who gains 1 momentum (2) and 1 pop (12) whilst The Icon loses 2 momentum (4) and 1 attribute dice level (opponent chooses power attribute d10 to d8). The match may be turning in the Beast of Norfolk’s favour.

The Icon moves in for a 5 punch combo but it's blocked by Lord Partridge who irish-whips the The Icon into the turnbuckle and follows up with a smooth clothes-line.

Move 11 (Lord Partridge) elects to try and pin his opponent (-1 momentum). Both players roll 1d20 +power (Lord Partridge who has advantage gets a 5+3=8, The Icon gets 17+1=18) a critical for The Icon who gains +1 momentum (5) and +2 pop (14).

Lord Partridge stands above his opponent and declares "I am Lord Partridge, I am Lord Partridge, I am the winner of this wrestling competition of that there is no doubt. Knowing me Lord Partridge, pinning you The Icon, Aha!" as he lays down on his opponent for the pin only to be thrown three feet in the air as opponent leaps to his feet shaking his fists in an adrenaline fuelled rage and gesticulating at this opponent.

Move 12 (The Icon) goes for a pin himself. Both players roll 1d20 +power (The Icon 7+1=8, Lord Partridge 2+2=4). The Icon goes for the pin for the win and gains +1 pop (15)... one... two...

Lord Partridge uses his last momentum point (-1) to use a kick out as a free action.

The Icon covers his opponent as the referee starts the count, one.. two.. but Lord Partridge kicks out at the very last second.

Move 13 (Lord Partridge) goes for an aerial move. Both players roll 1d20 +agility (Lord Partridge 8+5=13, The Icon 6+4=10). A success for Lord Partridge who gains +1 momentum (1).

Lord Partridge goes top rope again and connects with a frog splash on this opponent. "Back of the net!" he grins.

Move 14 (The Icon) goes for another pin (-1 momentum). Both players make 1d20 +power rolls (The Icon 13+6=19, Lord Partridge 18+4=22). A success for Lord Partridge but The Icon uses a momentum point (-1 momentum, now 3) to kick out.

The Icon covers his opponent but he's still dazed from his opponents last move who rolls him over for the pin... but The Icon uses his depleting energy reserves to kick out.

Move 15 (Lord Partridge) elects to grapple. Both players roll 1d20 +technical (Lord Partridge 9+3=12, The Icon 5+4=5). A success for Lord Partridge who gains +1 momentum (2).

Lord Partridge faces off against his opponent and gains the upper hand lifting him up and dropping his opponent on his knee with an atomic drop.

Move 16 (The Icon) tries to close out the match with a strike finisher (-1 momentum). Both players roll a 1d20 +power (The Icon 17+1=18, Lord Partridge 13+2=15) a success for The Icon who gains +2 pop (18) and his opponent loses 2 momentum (0) and loses an attribute power level (d4 to 0).

The Icon irish-whips his opponent onto the ropes and hits him with a big boot to the face. The 300 full audience are running wild in support of the Icon. "We're in the end game now" screams the commentator.

Move 17 (Lord Partridge) uses an aerial move. Both players roll 1d20 +agility (Lord Partridge 6+3=9, The Icon 14+3=17) a success for The Icon who gains 1 momentum (3).

Another high risk move from Lord Partridge who leaps from the top rope but is caught and power slammed by the The Icon, who raises his hand to his ear to the applause of the crowd.

Move 18 (The Icon) goes for another pin. Both players roll 1d20 +power (Lord Partridge is reduced to 0 now, The Icon 13+6=19, Lord Partridge=18). As The Icon goes for the win, Lord Partridges calls out to the backstage area and uses his "assistance benefit" which interrupts The Icon cancelling the move.

The Icon moves in for the pin against a beaten Lord Partridge but wait a second, there's a man in a fast food restaurant uniform running to the ring who distracts the referee and slips an object to Lord Partridge. Lord Partridge grabs the item and waves it defensively in front of The Icon. Lord Partridge pipes up "The temperature inside this apple pie is over 1000 degrees. If I squeeze it a jet molten bramley apple will squirt out. Could go your way; could go mine. Either way, one of us is going down!" The action has interrupted the pin attempt as the referee regains control of the match and removes the apple pie from the ring.

Move 19 (Lord Partridge) elects to grapple. Both players roll a 1d20 +technical (Lord Partridge 16+3=19, The Icon 7+4=11). A success for Lord Partridge who gains 1 momentum (1).

Lord Partridge grabs his opponent around the waist and leverages him into a gut-wrench suplex. Textbook manoeuvre from the Beast of Norfolk.

Move 20 (The Icon) goes all out for win with another strike finisher (-1 momentum). Both players roll a 1d20 +power (The Icon 14+6=20, Lord Partridge rolls a 1, a critical and a botch!). Lord Partridge loses 2 momentum (stays at 0) and his agility is reduced by one dice level (d6 to d4). The Icon gains 1 momentum (3) and 3 pop (21) and gets a free action.

Another irish-whip from The Icon into the turn-buckle followed by a strong clothes-line as Lord Partridge is looking totally out on his feet.

Move 21 (The Icon) goes for a pin (-1 momentum). Both players roll 1d20 + power (The Icon 7+4=11, Lord Partridge 6). With no momentum points left to kick out, the pin attempt is a success resulting in a win for The Icon and +1 pop (22).

The Icon follows up his last move by covering his opponent as the referee counts one.. two.. three.. it's a win for The Icon! The 300 strong crowd go wild as The Icon starts flexing his muscles in the ring with a number of body building poses to the cheers of the crowd.

Lord Partridge slowly rolls out of the ring, head in hands , despondent with the words "And on that bomb-shell, it's knowing me Lord Partridge, knowing you, the audience, good night."

POST MATCH

Reputation points are calculated as follows (assuming both wrestlers were controlled by players).

The Icon, match win +3, pop (22/5 rounded down) +4 = +7

Lord Partridge, match loss +0, pop (22/5 rounded down) +4 = +4

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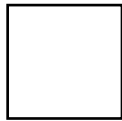
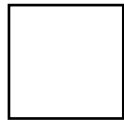
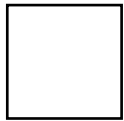


Name: _____

Wrestling Style: _____

Experience Level/Title: _____

Division Level/Title: _____



Reputation
Points

Power
Score

Technical
Score

Agility
Score

Background Info (appearance, catchphrases, moves):

Career History (W/D/L):

Benefits:

- | | |
|---|--|
| <input type="checkbox"/> Referee's Friend (1) | <input type="checkbox"/> Chain wrestling (2) |
| <input type="checkbox"/> Assistance (1) | <input type="checkbox"/> Rematch clause (2) |
| <input type="checkbox"/> Shoot interview (1) | <input type="checkbox"/> Manager (2) |
| <input type="checkbox"/> Cheap heat (1) | <input type="checkbox"/> Backstage politics (2) |
| <input type="checkbox"/> Start a feud (1) | <input type="checkbox"/> End a feud (2) |
| <input type="checkbox"/> Interference (1) | <input type="checkbox"/> Second wind (3) |
| <input type="checkbox"/> Challenge (1) | <input type="checkbox"/> Juiced up (3) |
| <input type="checkbox"/> Call a spot (1) | <input type="checkbox"/> Superhuman comeback (4) |
| <input type="checkbox"/> Foreign object (1) | <input type="checkbox"/> Call a beat down (4) |
| <input type="checkbox"/> Blading (1) | <input type="checkbox"/> Screwjob (5) |

Name: _____

Wrestling Style: _____

Experience Level/Title: _____

Division Level/Title: _____



Reputation
Points

Power
Score

Technical
Score

Agility
Score

Background Info (appearance, catchphrases, moves):

Career History (W/D/L):

Benefits:

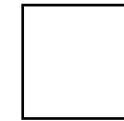
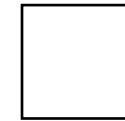
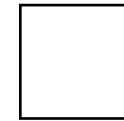
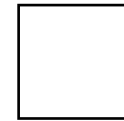
- | | |
|---|--|
| <input type="checkbox"/> Referee's Friend (1) | <input type="checkbox"/> Chain wrestling (2) |
| <input type="checkbox"/> Assistance (1) | <input type="checkbox"/> Rematch clause (2) |
| <input type="checkbox"/> Shoot interview (1) | <input type="checkbox"/> Manager (2) |
| <input type="checkbox"/> Cheap heat (1) | <input type="checkbox"/> Backstage politics (2) |
| <input type="checkbox"/> Start a feud (1) | <input type="checkbox"/> End a feud (2) |
| <input type="checkbox"/> Interference (1) | <input type="checkbox"/> Second wind (3) |
| <input type="checkbox"/> Challenge (1) | <input type="checkbox"/> Juiced up (3) |
| <input type="checkbox"/> Call a spot (1) | <input type="checkbox"/> Superhuman comeback (4) |
| <input type="checkbox"/> Foreign object (1) | <input type="checkbox"/> Call a beat down (4) |
| <input type="checkbox"/> Blading (1) | <input type="checkbox"/> Screwjob (5) |

Name: _____

Wrestling Style: _____

Experience Level/Title: _____

Division Level/Title: _____



Reputation
Points

Power
Score

Technical
Score

Agility
Score

Background Info (appearance, catchphrases, moves):

Career History (W/D/L):

Benefits:

- | | |
|---|--|
| <input type="checkbox"/> Referee's Friend (1) | <input type="checkbox"/> Chain wrestling (2) |
| <input type="checkbox"/> Assistance (1) | <input type="checkbox"/> Rematch clause (2) |
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