



An Empty Seat

Someone you hoped would attend your debut didn't show.

- Confront them (roll HEART), hide it (-1 to your next Crowd gain), or reach out after the show.

RINGBOUND: THE COMPLETE GAME



The Phone Call

Family calls mid-training with a problem only you can solve.

- Go home (lose a training round, clear a Doubt) or stay (roll HEART 7+ or mark Doubt).

RINGBOUND: THE COMPLETE GAME



Bills on the Table

Rent is due and the booking pays little.

- Take a side job (skip a training round) or bet on yourself (start the match at -1 Stamina, +1 Crowd).

RINGBOUND: THE COMPLETE GAME



Proud, Quietly

A family member who opposed you is spotted in the crowd.

- +1 to your next HEART roll. If you lose, they wait by the curtain anyway.

RINGBOUND: THE COMPLETE GAME



The Old Photo

You find a childhood photo of you holding a toy belt.

- Once this session, reroll one failed roll — the kid in the photo deserves it.

RINGBOUND: THE COMPLETE GAME



Draw the Line

Someone you love asks you to quit after an injury scare.

- Promise to be careful (mark Doubt until you win) or refuse honestly (HEART 7+: they respect it).

RINGBOUND: THE COMPLETE GAME



The Empty Chair at Dinner

Sunday dinner happens without you - you're at a show three towns over.

- Call at intermission (HEART 7+: they understand; 6-: mark Doubt) or let it go (-1 to your next HEART roll with family).

RINGBOUND: THE COMPLETE GAME



Dad's Old Boots

Your father hands you his old work boots: "For luck."

- Wear them (+1 to your next HEART roll) or keep them safe (once this session, reroll a failed HEART roll).

RINGBOUND: THE COMPLETE GAME



The Medical Bill

The clinic bill from your last injury arrives.

- Pay now (lose your banked Training Edge) or let it ride (mark Doubt until you pay).

RINGBOUND: THE COMPLETE GAME

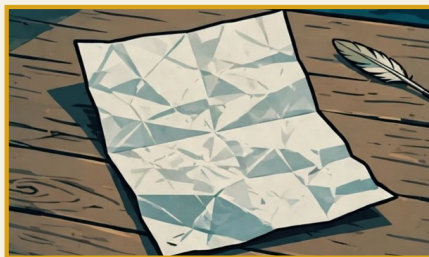


Home for the Holidays

The big holiday show is the same night as family dinner.

- Work the show (+1 Spotlight if you win) or go home (clear all Doubt).

RINGBOUND: THE COMPLETE GAME



The Letter

A handwritten letter from home: "We're proud of you."

- Read it before your match (+1 to your next HEART roll) or save it (if you lose, read it then and clear one Doubt).

RINGBOUND: THE COMPLETE GAME



Training on Empty

Money's tight; you're skipping meals to afford gym time.

- Train hungry (-1 to your next training roll) or take a day-job shift (skip a training round, no penalty).

RINGBOUND: THE COMPLETE GAME



The Apartment

Your neighbor pounds the wall when you practice bumps.

- Train elsewhere (-1 to your next training roll) or make peace (HEART 7+: +1 Crowd at your next hometown show).

RINGBOUND: THE COMPLETE GAME



The Day Job

Your boss says wrestling is affecting your work.

- Cut hours (mark Doubt until payday) or quit (-1 to training rolls until you're booked twice).

RINGBOUND: THE COMPLETE GAME



The Reunion

Extended family gathers; everyone asks about a "real job."

- Cut a promo (HEART 10+: +1 Crowd next show) or smile and endure (mark Doubt).

RINGBOUND: THE COMPLETE GAME



Growing Apart

Your oldest friend stops calling.

- Reach out (HEART 7+: gain an ally for life) or let go (once this session, +1 to one roll made alone).

RINGBOUND: THE COMPLETE GAME

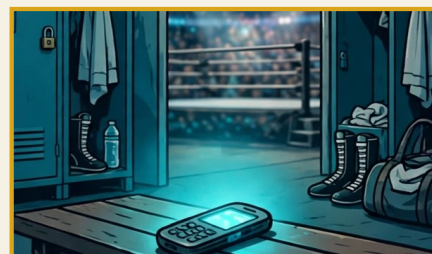


The Promise

Someone you love makes you promise: "If you get hurt bad, you quit."

- Swear it (2 Injuries at once means retire or break it publicly) or refuse gently (HEART 7+: accepted; 6-: mark Doubt).

RINGBOUND: THE COMPLETE GAME



The Emergency

A family emergency pulls you home mid-feud.

- Go (miss your next match, -1 to your next booking roll) or send money (HEART 7+: understood; 6-: mark Doubt).

RINGBOUND: THE COMPLETE GAME



Five Minutes to Impress

A promoter offers a last-minute tryout.

- Take it now (-1, unprepared) or ask for another date (HEART 7+ or the offer fades).

RINGBOUND: THE COMPLETE GAME



The Veteran's Offer

A veteran will train you — if you set up the ring before every show.

- Accept (mentor: one free training reroll per session) or decline.

RINGBOUND: THE COMPLETE GAME



Ring Crew Days

Work crew for a month: no matches, but you learn the business.

- +1 to your next tryout roll, and you meet a future ally.

RINGBOUND: THE COMPLETE GAME



A Name on a Poster

Your ring name is misspelled on the show poster.

- Laugh it off (+1 Crowd next show) or demand a fix (HEART 10+: respect; 7–9: fixed, but you're "difficult").

RINGBOUND: THE COMPLETE GAME



The Rival's Shadow

A fellow rookie keeps getting your spots.

- Confront them (a rivalry begins), outwork them (+1 next training), or befriend them (gain an ally).

RINGBOUND: THE COMPLETE GAME



Social Media Heat

A training clip goes viral — for the wrong move.

- Lean in (+1 Crowd next match, -1 tryout impression) or post a correction (the promoter notes your professionalism).

RINGBOUND: THE COMPLETE GAME



The Dark Match

You're booked unadvertised before the show.

- Steal it (HEART 10+: +1 Crowd, +1 to your next booking roll) or play it safe.

RINGBOUND: THE COMPLETE GAME

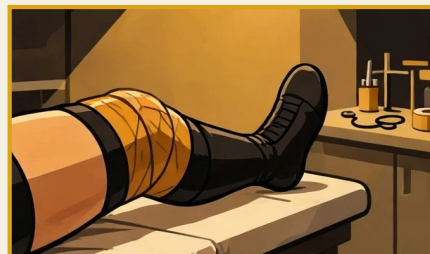


The Agent's Card

A slick agent offers representation - for 20% of everything.

- Sign (+1 to booking rolls; your next title shot goes to his other client) or pass (he signs your rival).

RINGBOUND: THE COMPLETE GAME



Injury Timeout

The doctor says sit out a month.

- Rest (clear all Injuries, miss two shows) or work hurt (-1 to all rolls until you rest; +1 Crowd).

RINGBOUND: THE COMPLETE GAME



The Heel Turn

The promoter wants you villain - the money's in boos.

- Turn (Crowd gains halved, +1 POWER, +2 Spotlight) or stay true (you're booked to lose next match).

RINGBOUND: THE COMPLETE GAME



Tag Partner Wanted

A tag tournament needs you to find a partner.

- Team with your rival (win it and the rivalry becomes respect) or a rookie (-1 to tag rolls, +1 Spotlight as mentor).

RINGBOUND: THE COMPLETE GAME



The Title Shot

An injury opens a surprise title shot - tonight.

- Take it (-1 to the match; win and you're champion) or ask for next week (HEART 7+: it waits; 6-: it's gone).

RINGBOUND: THE COMPLETE GAME



The Contract

Your first real contract has a non-compete clause.

- Sign as-is (+1 to booking rolls; can't work elsewhere for a year) or have it reviewed (HEART 7+: clause struck; 6-: -1 to booking rolls).

RINGBOUND: THE COMPLETE GAME



The Tour

Three weeks on the road, small towns, long drives.

- Go (+2 Spotlight; mark Doubt from homesickness) or stay home (no change).

RINGBOUND: THE COMPLETE GAME

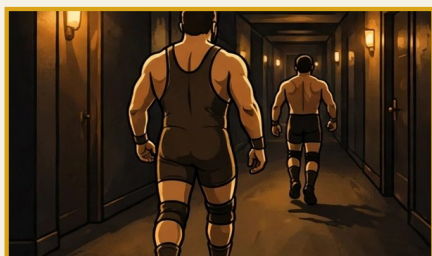


The Interview

A podcast asks about a backstage rumor involving you.

- Answer honestly (HEART 10+: +1 Crowd) or no-comment (-1 to your next HEART roll).

RINGBOUND: THE COMPLETE GAME



The Betrayal

Your ally costs you a match, turning on you.

- Demand revenge (+1 vs them, -1 Crowd until settled) or forgive publicly (HEART 10+: +2 Crowd).

RINGBOUND: THE COMPLETE GAME

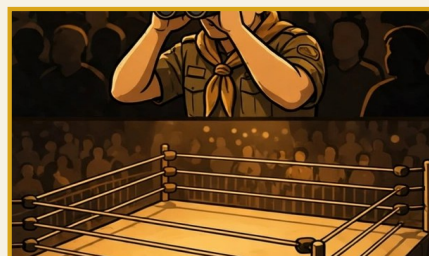


The Comeback

You're returning from injury to a changed locker room.

- Cut a return promo (HEART 10+: +2 Crowd) or just show up (+1 to your first match back).

RINGBOUND: THE COMPLETE GAME



The Big League Scout

A national-promotion scout is in the crowd tonight.

- Play to them (HEART 7+: tryout offer; 6-: -1 Crowd) or wrestle your match (win with Crowd 5+: they approach you).

RINGBOUND: THE COMPLETE GAME



They're On Their Feet!

The crowd senses a comeback.

- Attempt a risky signature now (+1 to the roll; a miss costs +1 Stamina) or stay the course.

RINGBOUND: THE COMPLETE GAME



The Botched Spot

You and your opponent miscommunicate mid-match.

- Cover with HEART (7+: +1 Crowd) or push through (-1 Momentum).

RINGBOUND: THE COMPLETE GAME



Busted Open

You're bleeding. It's minor — and the crowd erupts.

- +1 Crowd, but every missed exchange costs 1 extra Stamina.

RINGBOUND: THE COMPLETE GAME



The Ref's Blind Side

Your opponent cheats where the ref can't see.

- Expose it (AGILITY 7+: +1 Crowd, foe -1 Momentum) or cheat back (win the exchange, -1 Crowd).

RINGBOUND: THE COMPLETE GAME



Second Wind

Once per match, when your Stamina is 3 or less:

- Regain 2 Stamina. Describe what the kid in the front row yelling your name does to you.

RINGBOUND: THE COMPLETE GAME



The Crowd Turns

They start cheering your opponent.

- Steal them back (HEART 10+: +2 Crowd) or embrace the boos (+1 POWER, Crowd gains halved).

RINGBOUND: THE COMPLETE GAME



The Hot Tag

Your partner's in trouble; the crowd screams for you.

- Take the hot tag (+2 Momentum, -1 Stamina) or wait (partner loses 1 extra Stamina).

RINGBOUND: THE COMPLETE GAME



The Near Fall

You kick out at two and the building shakes.

- Feed off it (+1 Crowd) or stay down selling (opponent +1 Momentum).

RINGBOUND: THE COMPLETE GAME



The Low Blow

Your opponent goes low where the ref can't see.

- Retaliate (win this exchange, -1 Crowd) or stay clean (lose this exchange, +1 Crowd).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

46/54



The Table Spot

A table waits at ringside and the crowd wants it.

- Go through it (hit: +2 Crowd, 3 damage; miss: lose 3 Stamina) or keep it simple.

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

47/54



The Run-In

Someone storms the ring mid-match.

- It's your ally (foe -2 Momentum) or your rival's friend (-1 to your rolls until you clear them).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

48/54



The Double Count-Out

You're both down at eight.

- Beat the count (HEART 7+: +1 Momentum) or stay down (a draw).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

49/54



The Rope Break

You're caught in a hold, foot near the ropes.

- Grab them (hold breaks, foe -1 Momentum) or endure it (+1 Crowd).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

50/54



The Dusty Finish

A controversial ending - the ref missed the real finish.

- Accept it (+1 Crowd) or restart (HEART 10+: real finish now; 6-: both lose 2 Stamina).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

51/54



The Standing Ovation

Mid-match, the crowd rises as one.

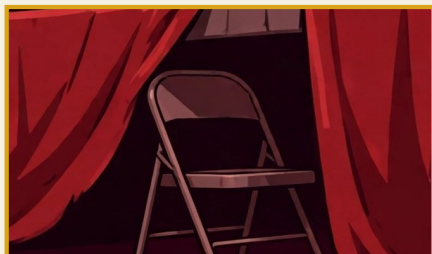
- Soak it in (+2 Crowd, lose next initiative) or stay focused (+1 Momentum).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

52/54



The Foreign Object

Your opponent has a weapon in their tights.

- Expose it (AGILITY 7+: DQ win, -1 Crowd) or use it yourself (+2 damage, -2 Crowd).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

53/54



The Last-Minute Kickout

Their finisher hits - this should be over.

- Kick out (HEART 10+: survive at 1 Stamina, +2 Crowd) or stay down (+1 Spotlight for the classic).

RINGBOUND: THE COMPLETE GAME



WHEN THE BELL RINGS

54/54



The Passing of the Torch

A veteran is putting you over tonight.

- Honor it (win or lose, +2 Spotlight) or put THEM over (HEART 12+: +3 Crowd; less: -1 Momentum).

RINGBOUND: THE COMPLETE GAME

RINGBOUND

OUTSIDE THE ROPES

THE COMPLETE GAME

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THE NEXT BIG BREAK

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TOKENS

Cut out and use as counters for Momentum, Stamina, Crowd, and Spotlight.

+1 — MOMENTUM



-1 — MOMENTUM



STAMINA



CROWD



SPOTLIGHT



HOW TO USE THIS PACK

1. Cut out the 18 cards along the corner marks. Sleeve them, or glue each front to its matching back.
2. For duplex printing: print pages 1–2, flip the stack on the LONG edge, print pages 3–4 on the reverse.
3. Shuffle each deck separately. Draw when the adventure or the guide tells you to — or roll d6 on the deck tables instead.
4. Tokens: use instead of pencil marks for Momentum, Stamina, Crowd, and Spotlight.