RINGBOUND: THE COMPLETE GAME

MOVES, STYLES & MATCH TYPES

Every edge. Every hold. Every way to win.

An original game created by Marcus Draper

STYLE MASTERCLASS

Your style edge is +1 in its lane. Master the lane and the +1 becomes a game plan:

POWERHOUSE. Control the center. Lift, slam, overpower — your edge applies to almost every POWER exchange. Weakness: speed. A High Flyer who won't stand still is your nightmare.

HIGH FLYER. Strike from angles nobody expects. Your edge fires on every aerial — but a 6- costs +1 Stamina. Never fly without a plan to land.

TECHNICAL. Win the hold game. Escapes and counters are your edge — drag brawlers into submissions where their power means nothing.

STRIKER. Every strike is +1. Hands, feet, knees, elbows — keep the pressure on and never let a technician grab you.

BRAWLER. Get hurt on purpose. At half Stamina or less you're +1 to everything — the comeback is your whole identity.

SHOWMAN. Win before the bell. Promos, entrances, crowd work — your +1 HEART edge means you start every match with the people.

Every style has a lane. Stay in it.

SIGNATURE WORKSHOP

Your signature is your exclamation point — once per match at Momentum +2. Pick one that fits your style, or roll d6 twice on the tables below (first roll: row, second: pick).

Power & impact signatures

Spinebuster • Lariat • Belly-to-belly suplex • Samoan drop • Powerslam • Spinning sidewalk slam • Torture rack • Military press drop

Speed & air signatures

Frog splash • Springboard crossbody • Hurricanrana • Diving elbow • Shooting star press • Corkscrew moonsault • 450 splash • Phoenix splash

Strikes & submissions

Superkick • Enzuigiri • Discus elbow • Ankle lock • Sharpshooter • Crossface • Kimura • Dragon sleeper

Name it like the announcer screams it.

FINISHER WORKSHOP

Your finisher ends matches at Momentum +4. It should feel inevitable — the crowd knows it's over when it hits.

Match-enders

The Last Bell (piledriver) • Ringbound Driver (burning hammer) • Starfall Press (top-rope splash) • Eighteen Wheels (powerbomb) • Truck Stop (spear) • Diamond Cutter (cutter) • Skyline Splash • The Coronation (bridging suplex) • Valhalla (kimura) • The Boone Doctrine (chokeslam)

Building your own

Name + one-line description + the attribute it rolls. The best finishers tell your story: a powerhouse's finisher lifts, a flyer's finisher soars, a technician's finisher traps. If the crowd can chant its name, you've got one.

Two wrestlers. One story. Your move.

MATCH TYPE COMPENDIUM

Every way to settle it, with the complete rules:

SINGLES. The classic. Exchanges, signature at +2, finisher at +4. Everything else is a variation.

TAG TEAM. One legal wrestler per side. Hot tag at -2 Momentum (+2 Momentum, -1 Stamina). One double-team per match (+1, but a 6- costs both 1 Stamina).

TRIPLE THREAT / FATAL FOUR-WAY. Everyone for themselves. Attacker picks a target. First finisher victory wins.

BATTLE ROYAL. Stamina 6 each. Win an exchange to attempt elimination: 2d6+POWER vs target's 2d6+AGILITY. Last one standing wins.

HANDICAP. Lone wrestler starts at Crowd 3 and recovers 1 Stamina on every 10+. The team shares one Momentum track.

STEEL CAGE. No count-outs, no DQs. Win by pin, submission, or escape (three 7+ AGILITY rolls on your exchanges).

LADDER. Climb instead of attacking: three 7+ results wins the prize. Opponents can pull you down with a 10+.

NO DISQUALIFICATION. Anything goes. Weapons +1 damage. Crowd starts at 3.

2-OUT-OF-3 FALLS. First to two finishes. Recover 2 Stamina between falls; Momentum resets.

IRON MAN (15). Fifteen exchanges, most falls wins. Stamina damage halved.

LOSER LEAVES. Loser gone three shows. Both wrestlers +1 to all rolls — fear is fuel.

TITLE MATCH. Champion's advantage: draws, count-outs, and DQs mean the champion retains. To take the belt, win clean.