

RINGSIDE REFERENCE

Keep this ringside. No page-flipping mid-match.



THE CORE ROLL – 2d6 + ATTRIBUTE

12+	STANDOUT. You succeed — and gain something extra.
10–11	CLEAN SUCCESS. It goes the way you planned.
7–9	SUCCESS WITH A COST. A complication or a hard choice.
6 or less	SETBACK. Things get worse — but the story goes on.

THE EXCHANGE – ATTACKER ROLLS 2d6 + POWER OR AGILITY

10+	HIT. Foe loses 2 Stamina. You gain +1 Momentum.
7–9	HIT, BUT CHOOSE: foe loses only 1 Stamina, or you trade and lose 1 too.
6 or less	REVERSED. You lose 1 Stamina. Foe gains +1 Momentum and attacks next.

SIGNATURE & FINISHER

SIGNATURE — once per match, Momentum +2 or better. 10+: 3 damage, +1 Crowd. 7–9: 2 damage, you lose 1 Stamina. 6 or less: reversed.

FINISHER — Momentum +4 or better. 10+: YOU WIN (pin or submission). 7–9: ugly win (lose 2 Stamina, -1 Crowd) or kickout (Momentum to +1, fight on). 6 or less: reversed badly (Momentum to -2, lose 2 Stamina).

CROWD — starts at 2 (0–6). Any 12+, or kicking out of a signature/finisher: +1 Crowd (max 6). At 4+: +1 to signature & finisher rolls.

TAG TEAMS – QUICK RULES

One legal wrestler per side; tag by touch. **HOT TAG** (once/match at -2 Momentum or worse): +2 Momentum, -1 Stamina. One **DOUBLE-TEAM** per match: +1, but a 6- costs both 1 Stamina. Illegal partner may break up one pin/submission per match.

STIPULATIONS – QUICK LIST

CAGE: no count-out/DQ; win by pin, sub, or 3 escapes (7+ AGILITY). **LADDER**: climb (3x 7+) instead of attacking; foes pull you down on 10+. **NO DQ**: weapons +1 damage, Crowd starts 3. **2-OF-3 FALLS**: recover 2 Stamina between falls. **IRON MAN (15)**: most falls wins, damage halved. **LOSER LEAVES**: loser gone 3 shows; both +1 to all rolls.

TITLE MATCH: champion's advantage — draws, count-outs, and DQs mean the champion retains. Take the belt only with a clean win.

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*The career at a glance. Track it all here.***SPOTLIGHT – EARN & SPEND**

EARN 1: debut win • any 12+ standout • Crowd 5+ finish • kept promise at cost • rival's respect • clean loss to a bigger name. EARN 2: championship win. SPEND 3: +1 attribute (max +3) • second style edge • erase an Injury.

INJURIES & RIVALRIES

INJURY (Stamina hits 0): MINOR = -1 to one attribute, clears after 1 show rested. MAJOR = -1 attribute AND -1 training, clears after 3 shows or 3 Spotlight. Working hurt: keep the penalty; new injuries are major; +1 Crowd to start.

RIVALRY HEAT 0–5: 1–2 = +1 first exchange vs them. 3–4 = +1 Spotlight each per match. 5 = blowoff: start at Crowd 4; afterward, respect or ruin.

SOLO OPPONENT – ROLL d6 EACH TIME THEY ATTACK

1–2 AGGRESSIVE. +1 to their roll — but a miss costs them 1 extra Stamina.

3–4 TECHNICAL. No modifier. They work a hold and the crowd.

5–6 SHOWBOAT. +1 Crowd if they hit; -1 Momentum if they miss.

Opponent: Stamina 8. Their Momentum mirrors yours. Signature at their +2, finisher at +4.

TRAINING & TRYOUT

TRAINING (3 rounds): 10+ = Training Edge or Ready (3 Ready = +1 tryout). 7–9 = progress with a cost. 6 or less = DOUBT (-1 tryout each; clear with mentor or honest home scene).

TRYOUT (2d6 + best): 10+ = booked mid-card. 7–9 = underdog opener. 6 or less = ring crew, train again.

TRACKERS**STAMINA**

start 10 — at 0 you lose, mark an Injury

MOMENTUM
 -5 -4 -3 -2 -1 0 1 2 3 4 5

circle current • signature at +2 • finisher at +4

CROWD

start 2 — at 4+ the crowd is yours

SPOTLIGHT

spend 3: +1 attribute (max +3), 2nd edge, or erase Injury

READY

DOUBT

TRAINING EDGE