



RINGBOUND: THE COMPLETE GAME

SOLO CAREER GUIDE

One wrestler. Two dice. The whole territory is yours.

An original game created by Marcus Draper

PLAYING ALONE

Solo Ringbound is you against the territory. You play your wrestler; the dice and the card decks play everyone else. The secret is the oracle: whenever a yes/no question comes up, roll d6 — 1–2 no, 3–4 yes, but..., 5–6 yes. Let the answer surprise you, then commit to it.

The oracle. Ask the dice. “Does the promoter like my debut?” Roll. 4: yes, but — he liked it, but the veteran in the back didn’t.

The behavior table. Opponents roll d6 each exchange: 1–2 aggressive (+1 to hit, 6- costs them 1 extra Stamina), 3–4 technical, 5–6 showboat (+1 Crowd on a hit, -1 Momentum on a miss).

The decks. Draw honestly and let the cards hurt. A solo game where you protect your wrestler is a boring game.



Ask. Roll. Commit.

THE SOLO SEASON

Twelve shows. Before each, roll on the event table:

- 1 — Quiet week.** Training only. Run one extra training round.
- 2 — House show.** A simple match, low stakes. Good for building Crowd.
- 3 — Rivalry heats up.** Your rival (or a new one) makes a move. +1 Heat.
- 4 — Card draw.** Draw from Outside the Ropes or The Next Big Break — life intervenes.
- 5 — Title picture.** You’re in the championship conversation. Win this show and you get a shot.
- 6 — Big show.** Stipulation or title match. Everything matters.

After each show, run full aftermath: Spotlight, injuries, rivalry heat. Write it in your career journal — solo games live or die on the record.

GENERATING OPPONENTS

Use the roster book, or roll one up: d6 for style (1 Powerhouse, 2 High Flyer, 3 Technical, 4 Striker, 5 Brawler, 6 Showman), then assign their best attribute +2. Give them Stamina 8, a signature, a finisher, and one sentence of personality. That's a wrestler. The dice do the rest.

Name every opponent. A wrestler called "Opponent 3" can never break your heart. A wrestler called Eddie Kowalski, who shook your hand after he beat you, can.

SOLO ADVANCEMENT

Spotlight works exactly as in the rulebook — but be strict with yourself. The temptation in solo play is to award yourself Spotlight for showing up. Earn it: the 12+ has to be real, the promise has to cost you, the rival's respect has to be played out, not assumed.

Keep a rival. One steady rival across the season gives your solo game a spine. Let the Heat rise.

Lose sometimes. A solo wrestler who never loses has no story. The dice will humble you — let them.

Retire with honor. After five seasons, consider the retirement storyline. Your next wrestler inherits 3 Spotlight of starting attributes — the legend continues.