



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



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: FIRST BELL



The Botched Spot

You and your opponent miscommunicate mid-match.

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

RINGBOUND: FIRST BELL



Busted Open

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

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

RINGBOUND: FIRST BELL



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: FIRST BELL

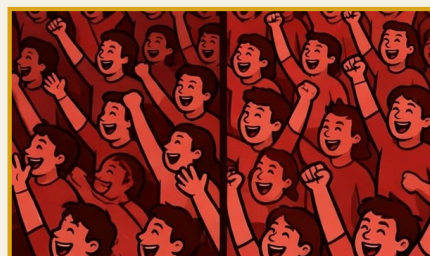


Second Wind

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: FIRST BELL



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: FIRST BELL

RINGBOUND

OUTSIDE THE ROPES

FIRST BELL

RINGBOUND

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RINGBOUND

THE NEXT BIG BREAK

FIRST BELL

RINGBOUND

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.