PRINT & FOLD

1. Print this file DOUBLE-SIDED, flipping on the SHORT edge. (Or print page 1, flip the sheet yourself, print page 2.)

2. Lay the sheet with the light panels facing UP.

3. Fold the LEFT third underneath, behind the middle panel.

4. Flip the sheet over. Fold the RIGHT third over the front. The RINGBOUND cover faces out. You're ready.

YOUR FIRST BELL KIT

This rulebook is 1 of 5. The full starter kit:

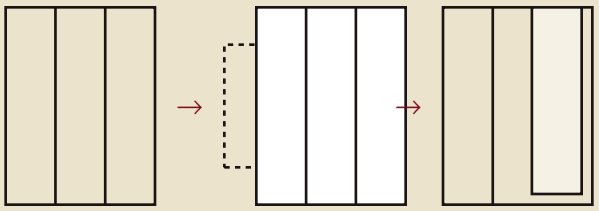
- My Wrestler — character sheet.
- The First Booking — starter adventure: childhood to debut.
- Ringside Reference & Trackers — one-page cheat sheet.
- Print-and-Cut Pack — 18 story cards, backs, and tokens.

"You grew up watching your heroes. What kind of wrestler will you become?"

HOW IT FOLDS

RINGBOUND is an original game created by Marcus Draper.

Coming next: RINGBOUND — The Complete Game. Careers, rivalries, tag teams, championships, and legacy.



1 FLAT 2 LEFT UNDER 3 RIGHT OVER

AFTER THE BELL

Your debut is the beginning, not the end. Earn SPOTLIGHT:

• Winning your debut • any 12+ standout • finishing with Crowd 5+ • keeping a promise when it cost you • earning a rival's respect.

Spend 3 Spotlight: +1 to an attribute (max +3), a second style edge, or erase an old Injury.

SOLO OR GUIDED

GUIDED: one player is the guide — they play the promoter, the family, and the opponents. Everyone else wrestles.

SOLO: you are the wrestler and the world. Roll on the tables, draw the cards, and let the dice surprise you. The First Booking adventure walks you through it.

YOUR FIRST SESSION

1. Create your wrestler (Panel 2). 2. Run the training montage (Panel 3). 3. Play The First Booking, the starter adventure. 4. Wrestle your debut — then carry your wrestler into the Complete Game.

A MOMENT OF PLAY

"The gym smells like rubber and iron. Your cousin — the one who said you'd quit — just walked in with a camcorder. The coach points at the ring. What do you do?"

That question is the whole game. Answer it, roll when it matters, and find out what kind of wrestler you become.

A WRESTLING LIFE ROLEPLAYING GAME

RINGBOUND

FIRST BELL

TRI-FOLD STARTER

"Every legend starts outside the ropes."

Create your wrestler. Survive training. Wrestle your debut.

You need: two six-sided dice, a pencil, and this sheet.

Men's and women's divisions • solo or guided play

FIRST BELL • PANEL 1

THE CORE ROLL

When the outcome is uncertain, roll 2d6 and add the attribute that fits. One roll runs the whole game — training, family talks, promos, and matches.

THE RESULT TABLE

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-	SETBACK. Things get worse — but the story goes on.

YOUR THREE ATTRIBUTES — ASSIGN +2, +1, +0

POWER — slamming, striking force, breaking holds.

AGILITY — ance, aerial moves, slipping away.

HEART — charisma, crowd connection, fighting hurt.

WHEN TO ROLL

Roll when it matters: a risky move, a hard conversation, a moment that could win the crowd. Don't roll for every punch — the match rules handle the fight.

FIRST BELL • PANEL 2

CREATE YOUR WRESTLER

Real name, ring name, pronouns, age, hometown. Then: family (d6), athletics (d6), style (pick one edge), attributes (+2/+1/+0), and your signature move and finisher.

FAMILY BACKGROUND — D6

1. ALL IN. Your family loves wrestling. Somebody tapes every match.
2. AGAINST IT. They call it a dangerous fantasy. Every step costs a hard conversation.
3. HOLDING IT TOGETHER. A guardian works long hours. Your dream competes with real bills.
4. WRESTLING BLOOD. A relative wrestled before you. Big shoes. Bigger expectations.
5. ON YOUR OWN. Family is distant or gone. Chosen people raised you.
6. CAUTIOUS BUT PROUD. They worry — and show up anyway.

ATHLETIC FOUNDATION — D6

1. FOOTBALL. You hit like a truck.
2. GYMNASTICS. The air is your second home.
3. AMATEUR WRESTLING. You understand leverage.
4. MARTIAL ARTS. Hands and feet are weapons.
5. NO SPORTS — ALL GRIT. You outwork everyone.
6. THEATER OR DANCE. You were born for the entrance.

WRESTLING STYLE — PICK ONE EDGE

POWERHOUSE +1 POWER lifting/slamming • HIGH FLYER +1 AGILITY aerial (miss costs +1 Stamina) • TECHNICAL +1 escaping/countering holds • STRIKER +1 strike rolls • BRAWLER +1 to all rolls at half Stamina or less • SHOWMAN +1 HEART for promos, entrances, and the crowd.

FIRST BELL • PANEL 3

TRAIN. TRY OUT. WRESTLE.

TRAINING MONTAGE — 3 ROUNDS

Each round: name a focus (Power, Agility, Heart, Style), describe the work in one sentence, roll 2d6 + that attribute.

10+	Training Edge or Ready box. Three Ready = +1 to your tryout.
7–9	Progress with a cost: injury scare, missed family event, debt.
6-	Mark DOUBT (-1 tryout each). Clear with a mentor or honest scene at home.

THE TRYOUT — ROLL 2D6 + YOUR BEST ATTRIBUTE

10+	BOOKED! Your debut is a real mid-card match. Winnable.
7–9	Booked as the underdog in the opener. Nobody knows your name. Yet.
6-	Not yet. Work ring crew, train one more round, try out again.

THE MATCH — TRACK WITH PENCIL, COINS, OR DICE

STAMINA — starts at 10. At 0 you lose — and mark an INJURY (-1 to one attribute until you rest).

MOMENTUM \u2014 runs -5 to +5, starts at 0. Positive favors you.

CROWD \u2014 runs 0 to 6, starts at 2. At 4+ the crowd is yours: +1 to signature & finisher rolls.

EXCHANGE: attacker describes offense, rolls 2d6 + POWER or AGILITY. 10+: foe loses 2 Stamina, you gain +1 Momentum. 7-9: foe loses 1, or you trade and lose 1 too. 6-: reversed — you lose 1 Stamina, foe gains +1 Momentum.

SIGNATURE (once per match, Momentum +2 or better): 10+: 3 damage, +1 Crowd. 7-9: 2 damage, you lose 1 Stamina. 6-: 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-: reversed badly (Momentum to -2, lose 2 Stamina).

Any 12+, or a kickout of a signature/finisher: +1 Crowd (max 6). The crowd pays for drama — describe the moment.