

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. Roll + attribute. 10+: 3 damage, +1 Crowd. 7–9: 2 damage, you lose 1 Stamina. 6 or less: reversed.

FINISHER — Momentum +4 or better. Roll + attribute. 10+: YOU WIN (pin or submission). 7–9: ugly win (lose 2 Stamina, -1 Crowd) or kickout (Momentum resets 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. Describe the moment — the crowd pays for drama.

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 (their +1 = your -1). Signature at their +2, finisher at their +4 — same rules as yours.

TRAINING & TRYOUT

TRAINING (3 rounds): name a focus, describe the work, roll 2d6 + attribute. 10+: Training Edge or Ready box (3 Ready = +1 tryout). 7–9: progress with a cost. 6 or less: mark DOUBT (-1 tryout each; clear with a mentor or an honest scene at home).

TRYOUT (2d6 + best attribute): 10+: booked mid-card, winnable. 7–9: booked as the underdog opener. 6 or less: work ring crew, train once more, try 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

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