

RINGBOUND: FIRST BELL

THE FIRST BOOKING

“Every legend starts outside the ropes.”

A starter adventure for one wrestler.
From the kid on the living-room rug to the curtain
at your first real show — in about two hours.



HOW TO RUN THIS

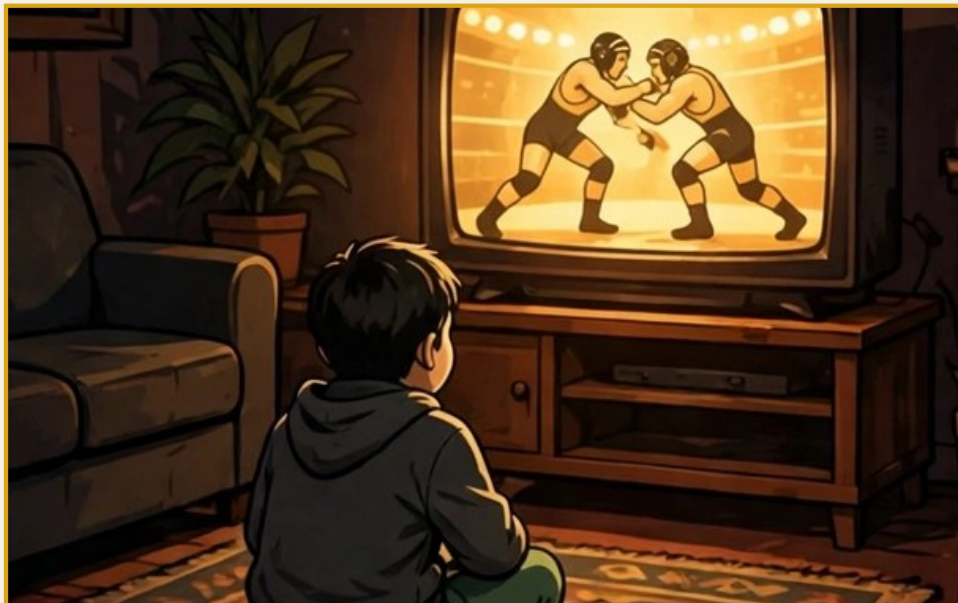
GUIDED: one player is the guide. They read the boxed text aloud, play every other character, and run the opponents.

SOLO: you are the wrestler and the world. Read everything, roll on the tables, draw the cards, and surprise yourself.

You need: the tri-fold rulebook, a wrestler sheet, 2d6, a pencil.

ACT I – THE DREAM

You're nine years old, cross-legged on the living-room rug, too close to the television. On the screen, under a single hard spotlight, two wrestlers are giving everything they have. The crowd is on its feet. And you — you already know. One day, that's going to be you.



Your hero

Every wrestler starts as a fan. Who was on that television? Roll d6 or choose. This is the wrestler your character grew up imitating in the backyard — say their name out loud when you pick.

- 1 **“Iron” Mike Calloway** — powerhouse. Belts, biceps, and a bodyslam that shook the arena.
- 2 **La Sombra Veloz** — high flyer. A masked marvel who treated the top rope like a front porch.
- 3 **The Professor** — technical. Turned every limb into a lesson. Never raised his voice.
- 4 **“Golden” Grace Harper** — showman and women’s champion. The entrance alone was worth the ticket.
- 5 **Big Bad Betty Boone** — brawler and women’s champion. Fought like the rent was due.
- 6 **The Silent Striker** — striker. No promos. No mercy. Just kicks.

The backyard main event

Before anything else, play one scene: you and a friend (or a sibling, or a very patient dog) reenacting last night’s main event on couch cushions. Describe your finisher. Roll 2d6 + HEART — on a 7+, the crowd (your friend) goes wild; on a 6 or less, you land on the dog. Either way: this is the happiest memory your wrestler owns. Write one sentence about it on your sheet.

Dinner-table truth

Years pass. You're eighteen now, and the dream didn't fade — it got heavier. Tonight, over dinner, you're going to say it out loud: “I want to be a pro wrestler.”

Roll or choose your family background on Panel 2 of the rulebook, then play the scene. The guide plays your family; solo, answer for them honestly — then draw one OUTSIDE THE ROPES card (or roll d6 on the table on the last page) and let it complicate the conversation. Mark one Relationship on your sheet from this scene.

End the act with a single image: you, alone, practicing promos into a bedroom mirror. What do you say? Say it out loud.



ACT II — THE WORK

Delgado's Gym sits above a tire shop on Harbor Street. The stairs smell like rubber and iron. At the top: a single ring, a wall of faded show posters, and ROSA "SARGE" DELGADO — former women's champion, fifty-two, arms like bridge cable. She looks you up and down and says: "You the one who wants to wrestle? Show me how you fall down."



The first bump

Your first lesson is learning to land. Describe taking your first back bump. Roll 2d6 + AGILITY: 10+ — Sarge nods, once ("high praise", a gym rat whispers); 7–9 — the wind leaves you, but you get up; 6 or less — you bounce wrong and the whole gym hears it. Sarge just points at the ring: "Again."

The training montage

Run 3 training rounds from Panel 3 of the rulebook. For each round, Sarge (or the solo tables) gives you a focus and a one-line lesson:

PWR Carry the ring steps. — "The ring doesn't care how you feel."

AGI Five hundred rope runs. — "Fast feet, quiet landings."

HRT Promo class in front of the gym. — "Mean it, or sit down."

STY Chain wrestling till your hands shake. — "Your style is a promise. Keep it."

The rival

Three weeks in, a new rookie walks through the door — RICO VANE, all confidence and new boots. Sarge pairs you for drills. By Friday, the whole gym is watching your sparring like it's a main event. Rico grins at you across the ring: "Try to keep up, rookie."

Rico is your mirror: same hunger, same dream. Decide now — is this a rivalry, or the start of a friendship? Either way, draw one NEXT BIG BREAK card (or roll d6 on the last page). Then the gym phone rings. It's SAL MARCONI, promoter of Harbor City Wrestling. He saw your sparring tape. He wants to see you try out.

ACT III – THE TRYOUT & THE DEBUT

The Harbor City Armory. Two hundred folding chairs, a ring that sags in the middle, and SAL MARCONI in a tracksuit, cigar unlit, watching everything. “Five minutes,” he says. “Show me why I should put you on my show.”



The tryout

Work a short exhibition against Rico (the guide plays him; solo, narrate both sides). Roll 2d6 + your best attribute: 10+ — Marconi stands up. “You’re on Saturday. Mid-card. Don’t embarrass me.” 7–9 — “Opener. You’re losing, but you’re getting in the ring.” 6 or less — “Not yet, kid.” Work ring crew, train one more round (Panel 3), and try out again.

Debut match

Your opponent: the guide chooses, or roll d6 — 1–2: “Diamond” Dana Reyes, 3–4: Marcus “The Truck” Boone, 5–6: Suki “Skyline” Park (full stats on the next page). At the bell, draw one WHEN THE BELL RINGS card (or roll d6 on the last page) — the match never goes exactly as planned.

Wrestle the match with the Panel 3 rules. A few truths for your debut:

- The crowd doesn’t know your name yet. Every 12+ and every kickout is how they learn it.
- If you lose, read this: the referee raises your opponent’s hand — and the front row starts chanting your name anyway. Some debuts are victories wearing a loss.
- If you win, read this: Marconi meets you at the curtain, cigar still unlit. “Saturday. Again. Don’t get comfortable.” Rico is waiting too — clapping, or not. You decide.

Aftermath

Award Spotlight (rulebook, Panel 3 flap): 1 each for the debut (win or lose), any 12+, finishing with Crowd 5+, keeping a promise at a cost, and earning a rival’s respect. Then answer three questions on your sheet: Who showed up? Who didn’t? What does your wrestler want next? Your wrestler is ready to carry into RINGBOUND: The Complete Game.

THE ROSTER – DEBUT OPPONENTS



Three Harbor City Wrestling regulars. Any of them can be your debut opponent — in the men's or women's division, the match is the same war.

“DIAMOND” DANA REYES – Women's division – Technical

Stamina 8. Signature: Diamond Cutter (attempt at her +2). Finisher: The Gem Lock (her +4). Tendency: TECHNICAL on the solo table.

Six years a pro. Tests every rookie's fundamentals and respects anyone who survives them. Hook: earn her respect and she'll train with you between shows.

MARCUS “THE TRUCK” BOONE – Men's division – Powerhouse

Stamina 9. Signature: Truck Stop spear (his +2). Finisher: Eighteen Wheels powerbomb (his +4). Tendency: AGGRESSIVE on the solo table.

A gentle giant outside the ring; a natural disaster inside it. Hook: his kid sits front row every show — protect the kid's hero and Boone will put you over.

SUKI “SKYLINE” PARK – Women's division – High Flyer

Stamina 7. Signature: Skyline Splash (her +2). Finisher: Terminal Velocity 450 splash (her +4). Tendency: SHOWBOAT on the solo table.

Fearless, beloved, and hiding a bad knee she won't admit to. Hook: notice the knee and wrestle around it, and she'll never forget it.

BACKSTAGE

ROSA “SARGE” DELGADO — your coach. Former women's champion. Believes hard truths are a love language. Will corner your debut if you ask.

SAL MARCONI — promoter, Harbor City Wrestling. Unlit cigar, sharp eyes. Books winners, remembers loyalty, and never explains himself twice.

RICO VANE — fellow rookie. Your mirror: rival or friend, your call. Whichever you choose, he'll be there when the Complete Game begins.

CARD TABLES – NO-CUT PLAY

No scissors? Roll d6 on the matching table instead of drawing a card.

OUTSIDE THE ROPES

- 1 **An Empty Seat** — someone missed your debut. Confront (HEART), hide it (-1 next Crowd gain), or reach out after.
- 2 **The Phone Call** — family emergency mid-training. Go home (lose a round, clear a Doubt) or stay (HEART 7+ or mark Doubt).
- 3 **Bills on the Table** — rent's due. Side job (skip a round) or bet on yourself (-1 Stamina, +1 Crowd).
- 4 **Proud, Quietly** — an opposed relative is in the crowd. +1 next HEART roll.
- 5 **The Old Photo** — reroll one failed roll this session.
- 6 **Draw the Line** — a loved one asks you to quit. Promise care (Doubt till you win) or refuse (HEART 7+).

THE NEXT BIG BREAK

- 1 **Five Minutes to Impress** — last-minute tryout. Take it (-1) or ask for another date (HEART 7+).
- 2 **The Veteran's Offer** — training for ring-crew labor. Accept (mentor: free training reroll) or decline.
- 3 **Ring Crew Days** — no matches, but +1 next tryout and a future ally.
- 4 **A Name on a Poster** — misspelled! Laugh it off (+1 Crowd) or demand a fix (HEART).
- 5 **The Rival's Shadow** — confront (rivalry!), outwork (+1 training), or befriend (ally).
- 6 **Social Media Heat** — viral for the wrong move. Lean in (+1 Crowd, -1 tryout) or correct it.

WHEN THE BELL RINGS

- 1 **They're On Their Feet!** — risky signature now (+1; miss costs +1 Stamina) or stay the course.
- 2 **The Botched Spot** — cover with HEART (7+: +1 Crowd) or push through (-1 Momentum).
- 3 **Busted Open** — +1 Crowd, but misses cost 1 extra Stamina.
- 4 **The Ref's Blind Side** — expose the cheat (AGILITY 7+: +1 Crowd, foe -1 Momentum) or cheat back.
- 5 **Second Wind** — at 3 or less Stamina, regain 2. Describe the kid chanting your name.
- 6 **The Crowd Turns** — steal them back (HEART 10+: +2 Crowd) or embrace the boos (+1 POWER).



CARRY THE STORY ON



Your wrestler, your rival, your coach, and your first promoter are all in place. RINGBOUND: The Complete Game continues the career — championships, tag teams, injuries, love, betrayal, and the main event. But that's another bell. For tonight: you made it to the ring. The kid on the rug would be proud.

DEBUT NIGHT – MAKE IT OFFICIAL

Ring name: _____

Debut opponent: _____

Result (circle one): WIN / LOSS

The moment I'll never forget:

Tape this to your character sheet. Every legend starts somewhere.

