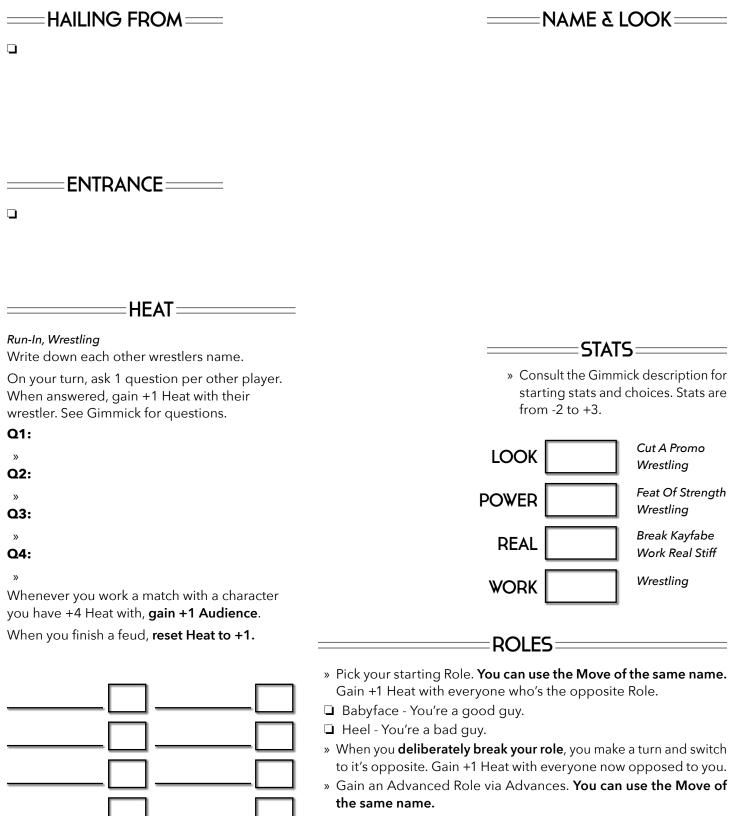
WORLD WIDE WRESTLING GIMMICK SHEET

Select your Gimmick:



- Celebrity You've gained fame outside the ring.
- □ Icon You embody your style of wrestling.
- Legend The audience will never forget you.

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WORLD WIDE WRESTLING GIMMICK SHEET

| MOVES | | |
|--|--|--|
| 🗴 Finishing / | MOVE: | |
| MOVE: | enter and check your other M | oves taken, per your Gimmick ———————————————————————————————————— |
| MOVE: | | |
| MOVE: | | |
| | INJ | |
| When you ge | t injured, check an Injury box. When Injured: | |
| When you sp | end an Advance, you can erase a check. You ca | an no longer compete when you have Checks. |
| AUDIENCE | | ADVANCEMENT |
| <i>Work the Audience, Champions Advantage</i> This Gimmick starts and resets to: Audience | | Gain An Advance When: |
| +4 | Mark an Advance. At the beginning of the Episode, make the OVER Move. | » Your Audience hits +4 or 0 the first time in an Episode » You gain a Championship Belt » You end a feud satisfactorily |
| » TOP SPOT: When you hit +4 Audience, everyone else at +4 drops to +3. Mark an Advance the first time you hit +4 or 0 in an Episode. | | ADVANCES: |
| +3 | Start the Episode with +2 Momentum. | Spend An Advance To: |
| +2 | Start the Episode with +1 Momentum. | Choose to erase an Injury check when you spend an Advance. » Add +1 to any stat (max +3) |
| +1 | Start the Episode with +1 Momentum. | » Add +1 Audience » Pick another Move (from this Gimmick or any other) |
| o 🗌 | Mark an Advance. At the end of the Episode, you're fired. | » Create a custom Move for your character » Gain a Manager, a Valet or an Enforcer (NPW) » Form a Dedicated Tag Team |
| | MOMENTUM | And Once You've Picked 3 of Those: |
| Cheap Heat, Finishing Move, Babyface/Heel | | » Create a new wrestler to play (instead of, or with, this one). » Retire this character and pick an NPW to play for the next episode. Then return this character, with a new Gimmick, and/or in an Advanced Role. Erase all Injury checks. » Legit retire this character. Create a new one, or play an NPW. |

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