

# WORLD WIDE WRESTLING GIMMICK SHEET

Select your Gimmick:

===== HAILING FROM =====



===== NAME & LOOK =====

===== ENTRANCE =====



===== HEAT =====

## Run-In, Wrestling

Write down each other wrestlers name.

On your turn, ask 1 question per other player.  
When answered, gain +1 Heat with their wrestler. See Gimmick for questions.

**Q1:**

»

**Q2:**

»

**Q3:**

»

**Q4:**

»

Whenever you work a match with a character you have +4 Heat with, **gain +1 Audience**.

When you finish a feud, **reset Heat to +1**.

_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
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===== STATS =====

» Consult the Gimmick description for starting stats and choices. Stats are from -2 to +3.

LOOK  *Cut A Promo Wrestling*

POWER  *Feat Of Strength Wrestling*

REAL  *Break Kayfabe Work Real Stiff*

WORK  *Wrestling*

===== ROLES =====

» Pick your starting Role. **You can use the Move of the same name.**  
Gain +1 Heat with everyone who's the opposite Role.

Babyface - You're a good guy.

Heel - You're a bad guy.

» When you **deliberately break your role**, you make a turn and switch to it's opposite. Gain +1 Heat with everyone now opposed to you.

» Gain an Advanced Role via Advances. **You can use the Move of the same name.**

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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## MOVES

FINISHING MOVE:

enter and check your other Moves taken, per your Gimmick

MOVE:

MOVE:

MOVE:

MOVE:

MOVE:

MOVE:

## INJURY

When you get injured, check an Injury box. When Injured:

INJURY

\_\_\_\_\_

When you spend an Advance, you can erase a check. You can no longer compete when you have \_\_\_\_\_ Checks.

## AUDIENCE

*Work the Audience, Champions Advantage*

This Gimmick starts and resets to: Audience \_\_\_\_\_.

**+4**  Mark an Advance. At the beginning of the Episode, make the **OVER** Move.

» **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.

**+3**  Start the Episode with +2 Momentum.

**+2**  Start the Episode with +1 Momentum.

**+1**  Start the Episode with +1 Momentum.

**0**  Mark an Advance. At the end of the Episode, you're fired.

## MOMENTUM

Add Momentum spent to any roll you make.

*Cheap Heat, Finishing Move, Babyface/Heel*

## STATS

LOOK

POWER

REAL

WORK





## ADVANCEMENT

Gain An Advance When:

- » Your Audience hits +4 or 0 the first time in an Episode
- » You gain a Championship Belt
- » You end a feud satisfactorily

### ADVANCES:

Spend An Advance To:

*Choose to erase an Injury check when you spend an Advance.*

- » Add +1 to any stat (max +3)
- » Add +1 Audience
- » Pick another Move (from this Gimmick or any other)
- » Create a custom Move for your character
- » Gain a Manager, a Valet or an Enforcer (NPW)
- » Form a Dedicated Tag Team

And Once You've Picked 3 of Those:

- » 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.