



CHOKESLAM OF DARKNESS EDITION

PILE DRIVERS & POWERBOMBS

A no holds barred game of ferocious feuds and gargantuan grudges!

*"Wrestling is ballet with violence."
- Jesse 'The Body' Ventura*

PILEDRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION

A NO HOLDS BARRED ROLE-PLAYING GAME OF
FEROCIOUS FEUDS AND GARGANTUAN GRUDGES!

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PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*This game requires: a deck of playing cards,
paper and pencils, two or more players,
twisted imagination and a truckload of trash
talk!*

Published by Prince of Darkness Games



<http://www.princeofdarknessgames.com>

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+ **PIEDRIVERS** +



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+ CHOKESLAM OF DARKNESS +



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WTF! WTF! WTF!



RJ: Welcome to the Wrestling Time Federation, your number one choice for sports-related violence - if you don't follow soccer.

Bazz: No doubt RJ. Up the Arsenal!

RJ: Joining me on color commentary is Bazz, my able broadcast partner.

Bazz: And it's a pleasure to be here RJ, I can't wait to see these losers rip chunks out of each other.

RJ: It certainly has all the makings of a modern day classic.

Bazz: These guys hate each other! And I mean Nancy Kerrigan Tonya Harding style hate! And iron bars are legal in a hardcore environment! It's gonna be a bloodbath!

RJ: I have to agree with you Bazz, with the currently vacant WTF title up for grabs there's everything to fight for - and everything to lose.

Bazz: No doubt. I've been in the ring with bears man, bears! But these guys are just as mean and just as hungry.

RJ: Bears? OK... Now we join our very own Johnny Roachman who has an exclusive pre-match interview with one of the super-stars...



PILEDRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION



GET IN THE RING!

Welcome grapple fans, to *Piledrivers and Powerbombs (P&P)* - the pro-wrestling role-playing game you've been waiting for.

This all new *Chokeslam of Darkness* edition features more rules, background and options to guarandamntee you night after night of electrifying entertainment!

This game accurately simulates the noble and glorious sport of professional wrestling.

There are no-holds barred as you enter a world of gargantuan grudges and ferocious feuds.

Smash, stomp and suplex anyone stupid enough to climb into your ring.

Fight by fair means or foul as you strive to become:

The new undisputed champion of the world!!!

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+ **POWERBOMBS** +



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WHAT IS ROLE-PLAY?

Role-playing is about playing the role of a fictional character, but without a script. In short, role-play is a more structured version of improvisational acting.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game is a form of self-expression and entertainment lying somewhere between theatre and traditional boardgames (or the boards and a board). As you might expect, a role-playing game hinges upon the players role-playing various fictional characters. As these characters interact and compete, the players build a story together.

WHAT'S THE POINT?

Role-playing is the only narrative art form in which the participants can actually influence the unfolding story — as such it is the only art form which can truly explore the concept of free-will.

But more than that, it's supposed to be fun!

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*"I'm ready for a match with the Russian Bear
Gonna pile-drive him, pull his hair
I might have a foreign object in my trunks
I might have to use on that punk"
- The Crusher, The Ramones*

THE PREMISE

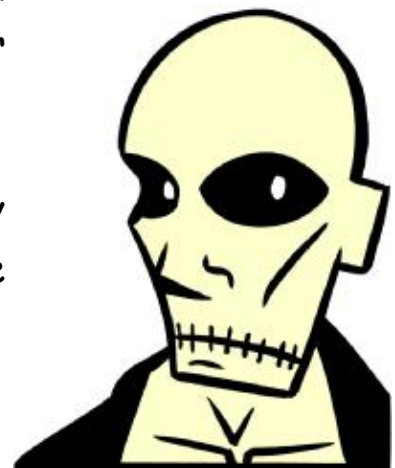
Each player takes on the role of a pro-wrestler shortly before the biggest opportunity of his career - winning the currently vacant world championship belt. Each of these SUPERSTARS is embroiled in a bitter feud with his NEMESIS.

SUPERSTARS develop as they wrestle matches, ambush opponents and push their gimmicks.

In order to succeed, SUPERSTARS need to band together to form a stable or FACTION. Only when they have the strength of unity can they defeat their NEMESSES.



Then the only obstacles to the title belt are each other...



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"Don't hate the player, hate the game."

- Jeff Jarrett / Booker T

GAME MECHANICS

Piledrivers and Powerbombs uses a standard deck of 52 playing cards plus the two jokers.

Outside of matches a single hand of cards determines scene resolution. Normally, each player involved draws a number of cards equal to one of his SUPERSTAR'S attributes. Whoever gets the highest card wins the check. The winner usually acquires narration of the scene.

P&P uses a card scoring system similar to blackjack.

Face cards count as having a numerical value of 10, but queen still beats jack and king beats queen as usual. Aces count as 11s. Also, cards 'of a kind' can be added together. Three eights equal 24 and a pair of jacks is worth 20. Jokers count as wild cards, very powerful.

If two or more hands are tied for highest card then compare the next highest cards to determine who wins. If a player runs out of cards to compare, tough! That'll teach them to play with the big boys.

+ GAME +



+ MECHANICS +



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THE GENERAL MANAGER

Every wrestling promotion or federation has someone in charge. In *Piledrivers & Powerbombs* this individual is called the GENERAL MANAGER (GM).

The GM is in charge of the wrestling federation and schedules which matches will take place during each wrestling SHOW. The GM is a non-player character (NPC). This means that no single player controls the GM.

Instead, each round or SHOW, one of the players assumes the role of the GENERAL MANAGER. This role is similar to that of the Game's Master in traditional tabletop RPGs, but not identical. Whoever is playing the GM is also assumed to be playing the play-by-play commentator, although this role can be ceded to another player if desired.

Whilst playing the GM, that player's SUPERSTAR will be absent from the SHOW.

OLD SCHOOL RPG STYLE

If you'd prefer to keep things traditional then one player can take the role of GM for the entire game. In this case, the GM assumes responsibility for all NPCs instead of creating his own superstar.

+ GAME +



+ MECHANICS +

BUILDING A PROMOTION





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SETTING

Before play can commence the group needs to decide upon the setting for the game. As *P&P* is a game about wrestling the most important things to brainstorm together are details about the wrestling federation or promotion the SUPERSTARS fight in. The next section gives you some detailed information about building a federation.

However, if you'd prefer to get straight to the action, you can use the WTF promotion outlined in this section.

FEDERATION GENERATION

There are five steps to Federation generation:

1. Historical backdrop
2. Name
3. Titles, belts and champions
4. Staff - GM, commentators...etc
5. Current roster

HISTORICAL BACKDROP

The group needs to know when and where the game is set. You can't have extensive pyrotechnics or giant JumboTron video screens during the 1930s for example (you could have a Titiantron in the 16th Century). Also the country your fed

+ FEDERATION +



+ GENERATION +



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is based in will have an effect on how the game plays. A Japanese wrestling promotion will have a different feel to a US one for example.

It's simplest to go with a contemporary setting based on the federation the group is most familiar with. However there's no reason why you can't explore a fantasy or sci-fi styled federation!



E.g. The World famous Wrestling-Time Federation is based in the contemporary US.

NAME

It's not much of a promotion if no one knows what it's called!

I recommend going acronym-tastic here. It's handy if your acronym makes a good chant too. But always beware the wrath of panda lovers...



*E.g. Wrestling-Time Federation
WTF! WTF! WTF!*

+ FEDERATION +



+ GENERATION +



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TITLES

Part of the game's premise is that the World Championship belt is currently vacant, so I'd suggest you stick with that.

Feel free to come up with any other titles the federation has sanctioned. If you have ideas for who is holding the belts currently then great! But if not, don't worry, you'll have plenty of ideas after creating superstars!



E.g. Alongside the world championship, WTF currently have sanctioned: The hardcore title, the women's title and the tag team titles. The diminutive mental patient Screwloose is hardcore champion. The Borg Boys Jack Fury and Bryan V are the current tag champs. And the women's title is held by none other than WTF General Manager Violet Noire, who beat Dee Monique thanks to a very unsporting assist from Ajax.

STAFF

The most important staff member is the GM. Then the commentary team. It's fun to come up with other staff too, such as referees. However, it is not essential as they can be easily made up on the spot. Keep a piece of paper handy to record details about staff members.

+ FEDERATION +



+ GENERATION +



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GM

The group needs to decide if the GM is a heel (baddie) or a face (good guy). Usually GMs are heels as this helps create adversity for the face SUPERSTARS. GMs tend to have several lackeys to protect them and do their bidding.



E.g. As mentioned above the WTF GM is Ms Violet Noire. She's seldom seen without her hulking albino bodyguards Ajax and TK. Violet Noire is most certainly a heel. She has two moods: chirpy or evil. She can switch quickly to being evil, but takes a long time to go back to being chirpy. Try not to piss her off...

COMMENTATORS

There are almost always two commentators for each match. One is known as the play-by-play commentator. He is expected to call it straight down the middle, literally play-by-play. As such he tends to support faces who don't break the rules. The other commentator is known as the color commentator, who is there to inject a bit of, well color into the proceedings. The color commentator has a lot of strong opinions and often sides with the heels. Of the two, the play-by-play commentator is more important for the game, as he can always be joined by another superstar providing

+ FEDERATION +



+ GENERATION +



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color commentary.



E.g. In the WTF, the no-nonsense RJ is the current play-by-play commentator. His broadcast partner on color is ex-wrestler Bazz, who has perhaps taken one too many chair-shots to the head...

The only other WTF staff member of note is the interviewer Johnny Roachman, aka The Roach. Rumours of him being possessed by an evil ancient Sumerian insect are understood to be greatly exaggerated.

CURRENT ROSTER

The roster will be filled out as players create their SUPERSTARS and NEMESSES, but players should feel free to jot down any ideas they have for other wrestlers.

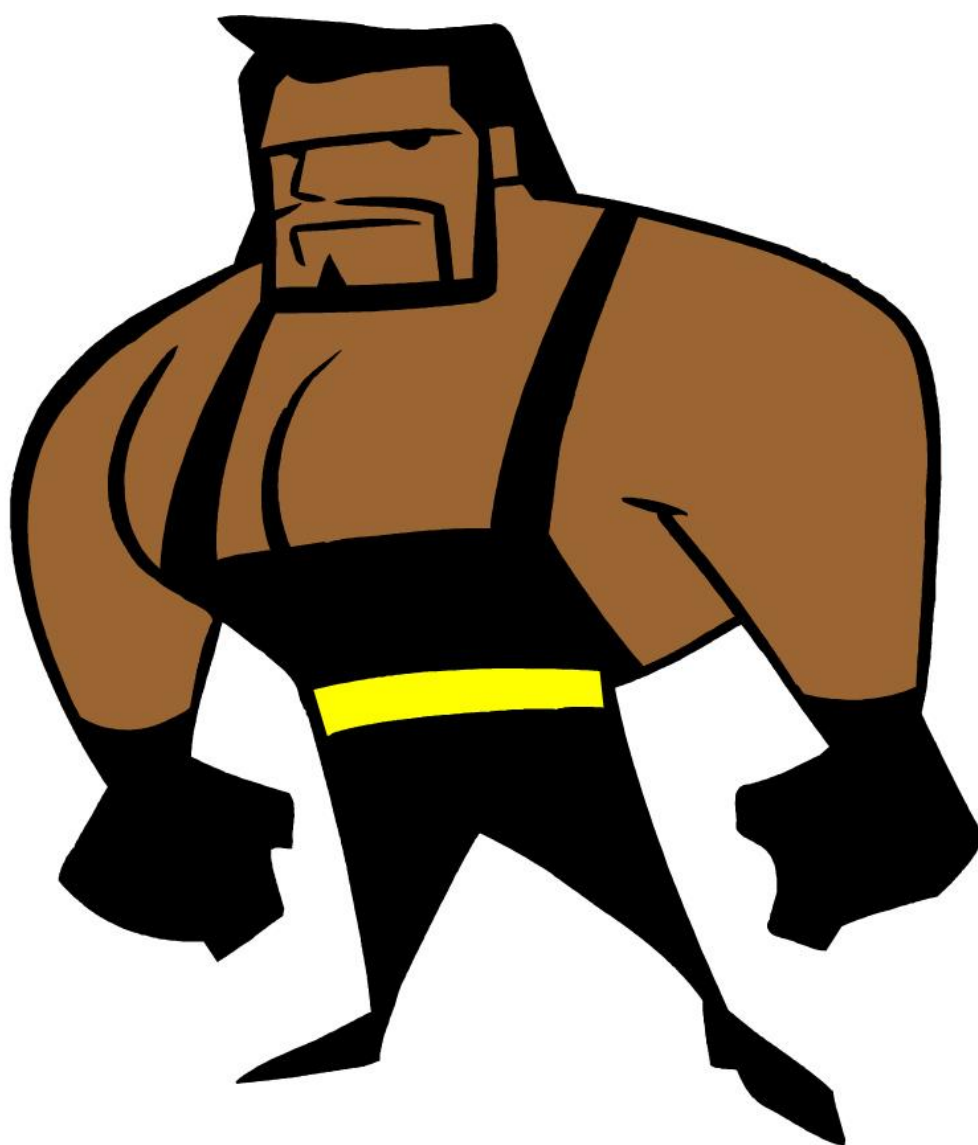


+ FEDERATION +



+ GENERATION +

SUPERSTAR CREATIONS



WTF! WTF! WTF!



RJ: *I understand we're about to meet a new superstar.*

Bazz: *Who is this chump?*

RJ: *They call him Kaos Klown! He's a homicidal harlequin!*

Bazz: *As long as he ain't a mime, RJ. I hate those black and white jerkoffs.*

RJ: *No Bazz, it's pandas you hate.*

Bazz: *No doubt! Bears man, freakin' bears. Why's this clown spell his name with a k?*

RJ: *He's just k-krazy that way!*



PIEDRIVERS AND POWERBOMBS

+ CHOKESLAM OF DARKNESS +



CHARACTER CREATION - BIRTH OF A LEGEND

Each player creates their wrestling SUPERSTAR and writes them up onto a *Piledrivers & Powerbombs* SUPERSTAR sheet. Although all wrestlers are arguably superstars, in *Piledrivers & Powerbombs* SUPERSTAR refers to a player character wrestler.

There are three major steps to this process:

- CONCEPT
- ATTRIBUTES
- NEMESIS

CONCEPT

Each player needs to conceptualize his wrestler.

Is he a huge hairy head-case or a lithe leaping luchador?

Specifically, what's he called?

Height? Weight? Hometown? Entrance Music?



E.g. Dave decides he is going to play Kaos Clown - a homicidal harlequin who stands 6 feet tall and weighs in at 225lbs. He ran away to join the circus as a boy and has never looked back. He enters to Conquer by the Insane Clown Posse.

+ SUPERSTAR +



+ CREATION +



PIEDRIVERS AND POWERBOMBS

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FINISHER

An essential aspect of any potential ring-warrior is his finishing move or 'FINISHER'. Players are encouraged to come up with the most ridiculous and over-the-top names and descriptions when coming up with their FINISHERS. A SUPERSTAR can have multiple FINISHERS if his player wants. SUPERSTARS may also add new FINISHERS to their repertoire during play.



E.g. Dave decides that Kaos Clown's FINISHER will be a vicious modified powerbomb called "Who's laughing now!?"

GIMMICK

Every successful wrestler has a gimmick. A gimmick is exactly what it sounds like, something unique to the superstar, which helps him stand out from the crowd.

Gimmicks are what make - or break - a superstar's career.

Often a gimmick will suggest itself from the character concept, but feel free to steal gimmicks from wrestlers past and present. Gimmicks can also assist wrestlers with

+ SUPERSTAR +



+ CREATION +



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one of the most powerful abilities in their arsenal - the catchphrase.

If a superstar manages to work his gimmick into a pre-match sequence, exchange or post-match sequence, then he gains a FLAIR POINT (see page 32).



E.g. Kaos Clown's gimmick is just that - he's an evil clown (are there any good ones?)

ATTRIBUTES

A SUPERSTAR'S four ATTRIBUTES describe his wrestling ability.

Each of the ATTRIBUTES ranges from 1-7.

- POPULARITY
- INFAMY
- TESTICULAR FORTITUDE
- MAD SKILLZ

POPULARITY

This ATTRIBUTE describes how well liked a superstar is. In the wacky world of pro-wrestling POPULARITY is everything -

+ SUPERSTAR +



+ CREATION +



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it's always the most popular wrestlers who triumph in the face of adversity. Popular good-guy SUPERSTARS are known as 'babyfaces' or faces for short.

INFAMY

If you're not famous you can be the next best thing - infamous. INFAMY is the dark counterbalance to POPULARITY. INFAMY represents how reviled a wrestler is. Villainous SUPERSTARS (those with more INFAMY than POPULARITY) are known as heels.

TESTICULAR FORTITUDE

If a superstar needs one thing to enter the hallowed squared circle, it's TESTICULAR FORTITUDE. This ATTRIBUTE describes the stamina, heart and cajones of a SUPERSTAR. Yes, even female SUPERSTARS have TESTICULAR FORTITUDE.

MAD SKILLZ

Ya gotta have some MAD SKILLZ to survive in this game! MAD SKILLZ represents a SUPERSTAR'S ability to deliver impressive moves or 'spots'. The higher a SUPERSTAR'S MAD SKILLZ, the more potential SELLAGES he can inflict in one EXCHANGE.

+ SUPERSTAR +



+ CREATION +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



ASSIGNING ATTRIBUTES

Each ATTRIBUTE starts at 1. Decide as a group how many extra ATTRIBUTE POINTS (APs) your SUPERSTARS begin with.

Usually one of the following amounts:

- Jobber (Rookie) +3 APs
- Mid-Carder (Experienced) +6 APs
- Main-Eventer (Veteran) +10 APs



E.g. Dave's group have opted to start as mid-card wrestlers, so Kaos Klown has 6 APs to spend. Dave knows the pure evil of the Klown, so puts 3 extra points into INFAMY and 1 point into each of the other ATTRIBUTES.

GRUDGE POINTS

GRUDGE POINTS represent the intensity of the feud. In order to trigger the final confrontation each SUPERSTAR needs a certain number of GRUDGE POINTS (default is 4). Each SUPERSTAR begins with one GRUDGE POINT. The key to attaining GRUDGE POINTS is conflict with your NEMESIS.

GRUDGE POINTS also act as a cap for FLAIR POINTS (see page 32).

+ SUPERSTAR +



+ CREATION +



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*"A Steel Cage Elimination Chamber Match...is where
wrestlers' careers go to die."*

- Jim Ross

OPTIONAL RULE: SPECIALITIES

Some wrestlers excel at certain types of matches. If using this rule then each mid-carder SUPERSTAR gets to choose a single match type that they specialise in. Each main-eventer SUPERSTAR gets to choose two SPECIALITIES, but may choose the same type twice to double specialise in that environment. Singles matches cannot be chosen as specialities. When wrestling in his SPECIALITY match, a SUPERSTAR gains a significant advantage. See the *Matches* section, page 62 for more information. If using SPECIALITIES then NEMESSES can also specialise.

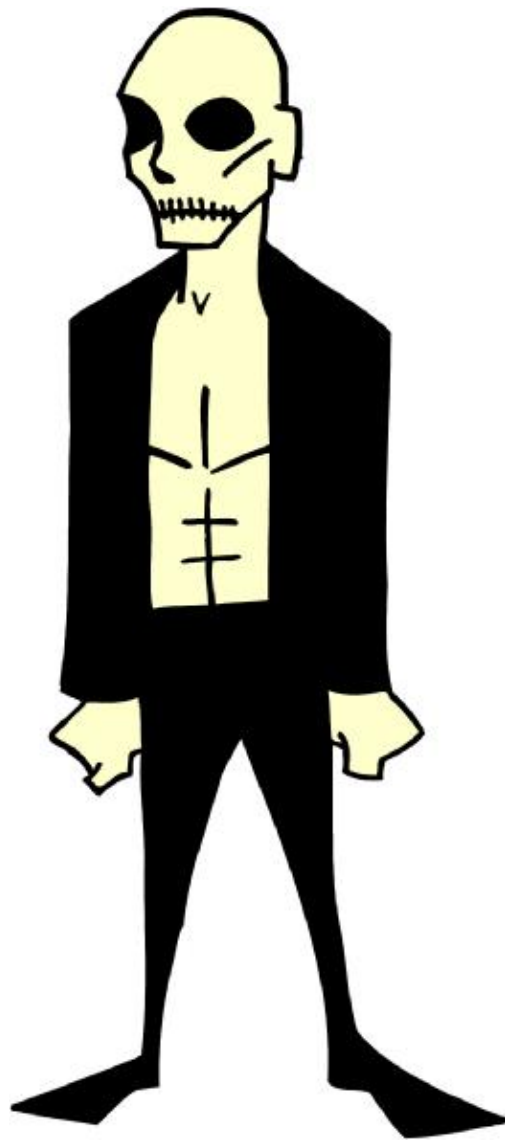


+ SUPERSTAR +



+ CREATION +

NEHEMESIS GENESIS





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THE NEMESIS

At the heart of this game, and of pro-wrestling in general, is the notion of feuding.

Epic grudges and bitter feuds make wrestling what it is - they demonstrate a personal stake for the characters involved.

With this feud in mind, each player creates his SUPERSTAR'S NEMESIS.

NEMESIS GENESIS

NEMESIS creation is not dissimilar to character creation. There are 3 aspects that need to be decided upon.

- Concept
- Connection & Conflict
- Attributes

CONCEPT

Who is your SUPERSTAR'S NEMESIS?

What do they look like?

What's their gimmick?

Try and develop your NEMESIS as much as your SUPERSTAR.

+ NEMESIS +



+ GENESIS +



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CONNECTION & CONFLICT

A superstar and his NEMESIS are on a collision course from day one. In order to keep this focused, each SUPERSTAR must have some sort of CONNECTION to, and CONFLICT with their NEMESIS.

The CONNECTION can be practically anything the player comes up with - from something as simple as being related, to something as outlandish as both being survivors of an alien abduction! Remember, this is the world of wrestling storylines, so be as nonsensical as you like. The CONNECTION should run both ways, SUPERSTAR & NEMESIS should both feel inexorably connected to one another.

Each SUPERSTAR has some sort of ongoing CONFLICT with their NEMESIS. Sometimes this CONFLICT springs from the CONNECTION, creating tension. A classic CONFLICT is the love triangle - there's a ton of mileage with that.

ATTRIBUTES

A NEMESIS begins with the same ATTRIBUTES as the SUPERSTAR, except that POPULARITY and INFAMY are switched.

+ NEMESIS +



+ GENESIS +



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Each player keeps track of his NEMESIS' ATTRIBUTES and records any changes.



E.g. Dave needs to create Kaos Klown's NEMESIS. He hits upon the idea of a cocky acrobatic wrestler and names him Randy Facto. Randy's gimmick is that he's a suave ladies man. The CONNECTION between KK and Randy is that they were both from the same circus and the ringmaster asked them to look out for one another. The CONFLICT is that they have different approaches to wrestling. Randy despises KK's clownish antics stating they have no place in a sport about athletic excellence. KK thinks Randy is a stuck up schmuck who needs a good pie-ing. Randy starts play with: POPULARITY 4, INFAMY 2, TESTICULAR FORTITUDE 2 and MAD SKILLZ 2.



+ NEMESIS +



+ GENESIS +



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+ SAMPLE SUPERSTAR +

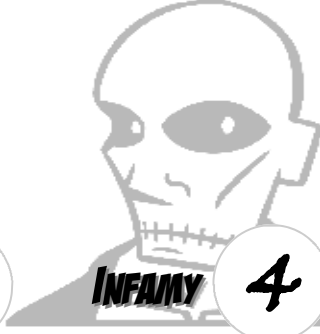


KAOS KLOWN



POPULARITY

2



INFAMY

4



**TESTICULAR
FORTITUDE**

2



MAD SKILLZ

2

HEIGHT: 6 ft WEIGHT: 225 lbs

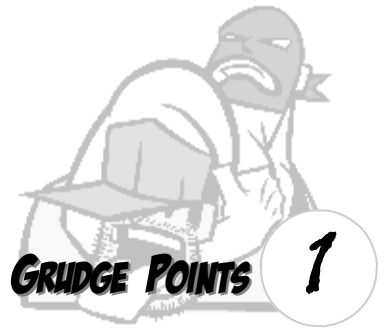
HOME: *Charlie's Circus*

THEME MUSIC: *Insane Clown Posse - Conquer*

GIMMICK: *Crazy Clown & Homicidal Harlequin*

FINISHER: *"WHO'S LAUGHING NOW?!" (sit-out choke-bomb)*

SPECIALITIES: *Custard pie match*



GRUDGE POINTS

1

NEMESIS - RANDY FACTO



POP	4
INF	2
TF	2
MS	2

GIMMICK: *Suave ladies man*

FINISHER: *The Randomizer (moonsault)*

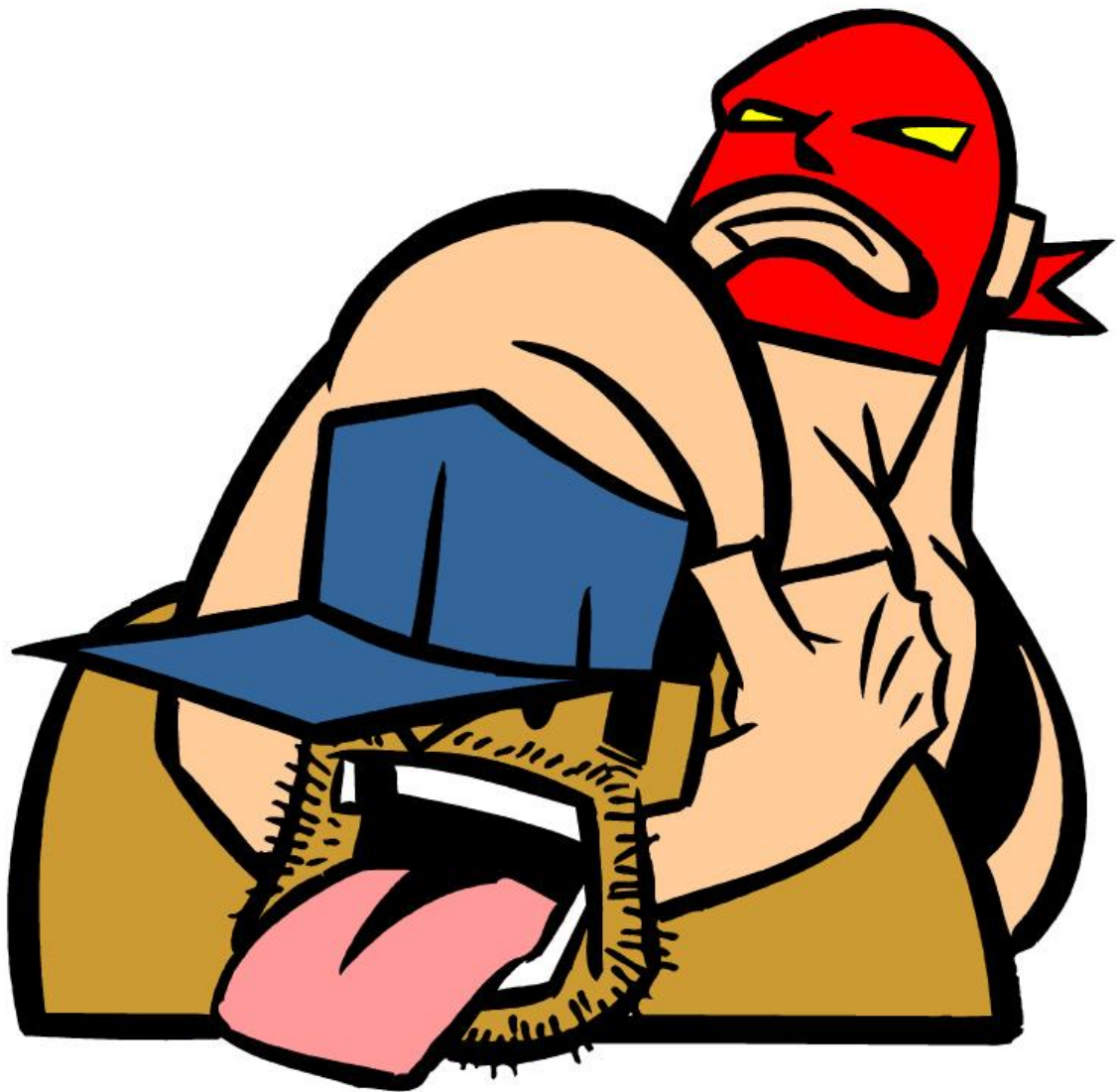
CONNECTION/CONFLICT: *Both trained at Chuck's Circus, but Randy hates Kaos' clownish antics.*

+ **SUPERSTAR** +



+ **CREATION** +

PLAYING THE GAME



WTF! WTF! WTF!



RJ: Oh my god! What is the Chuckmeister doing?

Bazz: He's a sick freak. No doubt.

RJ: Where did he pull that rubber chicken from?

Bazz: I've a hunch it involves lubricant, RJ.

RJ: My lord, he's lashing himself like he's in some sort of religious ecstasy.

Bazz: That's flagellation RJ, plain and simple.

RJ: He's a crazy kook - he's flipped his lid.

Bazz: He's FOWL. No freakin doubt! Ha ha ha.



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GAME ON - MECHANICAL REFRESHER

Outside of matches a single card draw determines scene resolution. Each player involved draws a number of cards equal to their SUPERSTAR'S relevant ATTRIBUTE. Whoever gets the highest card wins the CHECK. The winner acquires narration of the scene.

- + Face cards count as 10.
- + Aces count as 11s.
- + Pairs and cards "of a kind" can be summed.
- + Jokers are wild.

FLAIR POINTS

FLAIR POINTS are an important concept in the game, they can make all the difference between winning and losing.

SUPERSTARS gain bonuses for stylin' and profilin' and for working their GIMMICK. A player gains a FLAIR POINT when they say or do something suitably cool, funny, (melo) dramatic or gimmicky.

The GM or any player without a character in the current scene can, at any time, hand out a FP. Incidentally, players without a character in the current scene are assumed to be part of the CROWD.

+ GAME +



+ MECHANICS +



PIEDRIVERS AND POWERBOMBS

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- A SUPERSTAR can burn a FLAIR POINT to gain a bonus card to a CHECK. This can be done anytime before cards are revealed.
- Multiple FPs can be spent on a single CHECK.
- A SUPERSTAR can never have more FPs than GRUDGE POINTS.
- SUPERSTARS begin each game session with no FPs.
- A backstage SUPERSTAR can also burn a FP to do a RUN IN. This means interfering in someone else's match.
- Invent your own FP specials (with group approval)!

PLAY STRUCTURE

Piledrivers & Powerbombs has a rigid play sequence compared to most other RPGs. The Game always follows this structure:

1. Rotate-a-GM
2. Announce match card
3. Pre-match scenes
4. Play matches
5. Post-match scenes

+ GAME +



+ MECHANICS +



PIEDRIVERS AND POWERBOMBS

+ CHOKESLAM OF DARKNESS +



ROTATE-A-GM

A new player becomes the GM for each show. Each player draws a card, high card becomes the GM for the first show. After the first show, the player to the GM's left becomes the next GM.

GM POINTS

Each GM gains a number of GM POINTS (GMPs) during their time in charge. The GM receives a number of POINTS equal to the number of SUPERSTARS in the SHOW. These function like FLAIR POINTS and can be spent to add to card CHECKS or to trigger run-ins. Anytime a GMP is used, it should be obvious that the management has a hand in events. Alternatively, the GM player can spend all GMPs to have the GM 'turn'. This means the GM changes from being a heel to a face or a face to a heel.

GM's SUPERSTAR

The GM's SUPERSTAR is not present during the show. However, during the POST-MATCH SCENES each GM gets to either narrate a DEVELOPMENT promo for his SUPERSTAR or have his SUPERSTAR demand a match. If DEVELOPMENT is chosen then his SUPERSTAR'S NEMESIS also DEVELOPS (see pg 71).

+ **GAME** +



+ **MECHANICS** +



PIEDRIVERS AND POWERBOMBS

+ CHOKESLAM OF DARKNESS +



E.g. Dave is the current GM. There are four other players in the group so Dave has four GMPs to menace the SUPERSTARS with. Later in the SHOW, Dave narrates a DEVELOPMENT promo for Kaos Klown. Randy Facto also develops.

IN ABSENTIA

Sometimes a SUPERSTAR will miss a SHOW, perhaps they're out injured or perhaps a player's real life has got in the way. Though the lazy, part-time gamers probably don't deserve it, The *Chokeslam of Darkness* edition has mechanics for match absences. The wrestling promotion is keen to use the star's return to gain as much publicity as possible. These rules can also be used if a superstar joins the promotion late on in the game - read *debut* for return.

For each show a SUPERSTAR misses, he gets the equivalent of one SCENE. Each scene can be either a DEVELOPMENT promo or BOOKING the big return match. If an absent SUPERSTAR DEVELOPS, then his NEMESIS also DEVELOPS.

On the SUPERSTAR'S return his player gets an extended scene representing all the scenes he is due. This takes place before the match-card is announced.

+ GAME +



+ MECHANICS +



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ANNOUNCE MATCH CARD

The GM, composes the match card for tonight's show. If any matches were booked during the last show, (after being demanded), these are automatically part of the match card.

The GM now books the rest of the SUPERSTARS in MATCHES. Each SUPERSTAR must wrestle a MATCH. SUPERSTARS may face each other, the NEMESSES or NPC wrestlers. A SUPERSTAR cannot be booked in the same MATCH as he wrestled last show. The GM can also announce matches involving only NPCs if he wishes, the group has the option of playing these out if they want. Some MATCH TYPES can be found in the Wrasslin Resources pages 81-83.

In character, the GM announces the match card to the CROWD. Play then proceeds to PRE-MATCH SCENES.



E.g. Dave is GM for the first SHOW. He decides to keep things simple.

Dave: "Welcome fans to the world famous Wrestling Time Federation. We've got a treat for you tonight in this very ring. A fatal four way involving all new superstars: The Surgeon vs El Spectaculara vs Sir Bob vs Minotaur! First to score a pinfall or submission wins the match up."

+ GAME +



+ MECHANICS +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"Broken necks, splattered patellas, severed arteries:
These are the things from which dreams are made of."
- Road Warrior Hawk*

PLAYING SCENES

Each player in turn gets to set a SCENE for their SUPERSTAR. How each scene turns out will affect a superstar's development.

The active or SPOTLIGHT PLAYER can narrate allied SUPERSTARS or non-player characters (NPCs) into their SCENES if they wish.

The SPOTLIGHT PLAYER chooses who should play each NPC in their SCENE or whether they will simply narrate the NPCs actions. It's best to try and have the same player portraying a particular NPC across SCENES.

Different people will play their characters in different ways. Some players prefer to play their SCENES like telling a story, narrating their SUPERSTAR in the third person.



E.g. "Rioz fixes Kaos with an incredulous stare and speaks in a mocking tone 'You wanna get in the ring with me? I beat you - one, two, three!'"

+ GAME +



+ MECHANICS +



PIEDRIVERS AND POWERBOMBS

+ CHOKESLAM OF DARKNESS +



While some players prefer to describe things in the first person, from a SUPERSTAR'S eye view.



E.g. "I fix Kaos with a steely stare and say 'You wanna get in the ring with me? I beat you - one, two, three!'"

Some players prefer to cut down on anything said out of character and portray their character as an actor would.



E.g. (Fixes Kaos' player with a quizzical look) "You wanna get in the ring with me? I'll beat you - one, two, three."

All of these approaches are fine, indeed most players will drift between the methods as they see fit.



+ GAME +



+ MECHANICS +

PRE-MATCH SCENES



WTF! WTF! WTF!



RJ: My word! Kaos Klown is lying in wait for Randy. Again.

Bazz: Now that's using some smarts. This clown puts the k into cruelty.

RJ: Here comes Randy now - and he's accompanied by two honeys!

Bazz: Hubba, hubba RJ. They've brought puppies!

RJ: Kaos strikes! One - two - three custard pies delivered right to the kisser!

Bazz: Facto always said he liked pie, RJ.

RJ: Not even Randy's love of geometry can save him now. Kaos Klown follows up with a low blow!

Bazz: Those shoes are over three feet long! Ouch, my eyes are watering in sympathy RJ.

RJ: No pre-match happy sack action for Randy.

Bazz: No doubt. But he can sing soprano!



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



"Tonight The Rock is going to play movie director and let you see firsthand the unedited, uncut version of The Rock's major motion picture, entitled 'Laying The Smackdown on Your Roody-Poo Candy Ass!'"

-The Rock

PRE-MATCH SCENES

After the match card has been announced, each SUPERSTAR gets to decide upon a pre-match course of action, or SCENE. A SUPERSTAR has four options:

CONNECT - try to establish an alliance with another superstar.

AMBUSH - attempt to get the drop on your match opponent and weaken him before he even reaches the ring!

INFLAME - confront your nemesis and try to inflame your feud.

FREE-PLAY - propose some other pre-match scene, like cutting a promo.

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



CONNECTING — TIES THAT BIND

When trying to CONNECT with another SUPERSTAR, the SPOTLIGHT PLAYER gets to set the scene. He describes the wrestlers meeting up (probably in a back-stage area) and role-plays his pitch to the other SUPERSTAR. The SPOTLIGHT SUPERSTAR must propose some sort of CONNECTION between the two of them which should lead to them teaming up.

The SPOTLIGHT SUPERSTAR then checks his POPULARITY, the passive SUPERSTAR checks his INFAMY. Whoever wins gets to decide whether or not a CONNECTION is established and the nature of that CONNECTION. The two players should then role-play out the rest of the scene to reflect this change.

In order to trigger the FINAL CONFRONTATION all SUPERSTARS must be part of the same FACTION (which usually means being CONNECTED to at least two other SUPERSTARS). Whenever SUPERSTARS CONNECT, their NEMESSES are assumed to CONNECT too, this enables the creation of opposing FACTIONS.



E.g. Grant calls for a CONNECTION SCENE. He wants his SUPERSTAR El Spectaculara to join forces with Al's SUPERSTAR The Surgeon.

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Grant: OK, its in the parking lot. The Surgeon has just got out of his limo when he hears a loud whistle. The camera pans up and high upon a beam we see Spectaculara sitting cross legged.

Al: "What do you want luchadore?"

Grant: "Hey amigo, remember when my neck was broken. They said I'd never fly again. You saved me holmes. I think we should stick together."

GM: Ok, lets have some cards to see how it goes. El Spectaculara has POPULARITY 3 and The Surgeon has INFAMY 2. (The cards are dealt, Grant gets: 2, 8 & king, but Al gets a king and an ace). Al, it's up to you.

Al: Yeah I want the connection. 'As Spectacular swings down from the roof The Surgeon pontificates - "It was a remarkable piece of work, I invented a new surgical technique. Yes indeed I believe we should join forces." The two superstars shake hands.'

GM: Right, both record each other as an ALLY and write down your connection. Something along the lines of 'bonding over past surgery'. As you leave the parking lot

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



the camera reveals your two nemeses, lurking in the shadows and glowering after you.

FACTION FORMATION

If CONNECTED, two wrestlers are said to be ALLIED and now count as part of a FACTION. A SPOTLIGHT SUPERSTAR can narrate ALLIES into his scenes.

If the wrestlers reference their CONNECTION during the SCENE the SPOTLIGHT SUPERSTAR should gain A FLAIR POINT. If the SCENE calls for an ATTRIBUTE CHECK then any present SUPERSTAR ALLIES may also draw cards, with the best hand winning narration.

A SUPERSTAR can also spend a FP to perform a run-in during an ALLY'S match.

As an optional rule the group can allow SUPERSTARS to CONNECT with each other's NEMESSES. You can use this option to have heels and faces stick together.

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"Kick him when he's down - he's easier to reach."
- Scott Hall*

AMBUSHES

When attempting to AMBUSH an opponent, the spotlight player gets to set the SCENE.

The SPOTLIGHT SUPERSTAR then makes an INFAMY CHECK opposed by his victim's INFAMY.

The winner gets to narrate a SCENE in which the loser takes a beating. The loser must wrestle the match carrying a point of SELLAGE.



E.g. Kaos Klown has been booked in a match with his nemesis Randy Facto. Dave's not going to miss an opportunity to ambush his foe!

Dave: Ok, so Randy's heading back to his dressing room, with a floozy on each arm. But waiting for him, with a bunch of flowers is Kaos Klown! These are no ordinary flowers though and I...

GM: Ok, lets have some cards. Kaos' INFAMY is 4 so that's four cards for Dave. Randy only gets two. (The cards are

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



dealt, Dave gets: 2, 6, king and ace but Randy hits a pair of 8s for a total of 16).

Dave: No way! I lost with an ace...

GM: Way. Ok Kaos goes to pass the flowers to Randy but one of the floozies grabs them first "Oh they're lovely" she exclaims, but then they spray her dress with some sort of liquid. "Arrgggh! It burns!" she shrieks.

Dave: "Oops-a-daisy. Heh. Hi Randy how's it going?"

GM: Randy nails Kaos with a big right hand sending him spinning to the ground. The distressed diva is trying to take her dress off to hoots of approval from the crowd. Randy acts quickly by throwing a bucket of ice water over her. More cheers from the crowd. As she stands there dripping Randy leads her into his dressing room "Now let's get you out of those wet clothes..."

Dave: The ice bucket lands on my head. "Curses."

GM: Nice touch Dave, have a FLAIR POINT. Remember Kaos is wrestling the match carrying a point of SELLAGE.

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS

+ CHOKESLAM OF DARKNESS +



"I'm gonna stick your head so far up your ass you're gonna have to cut holes in your nipples to see!"

- The Rock

INFLAMING THE FEUD

When attempting to INFLAME the feud, the SPOTLIGHT SUPERSTAR sets the scene for a confrontation with his NEMESIS.

The SPOTLIGHT SUPERSTAR then makes a POPULARITY or INFAMY CHECK opposed by the number of GRUDGE POINTS he currently has.

If the SUPERSTAR wins, then the conflict is exacerbated. He gains +1 GRUDGE POINT should narrate the rest of the sequence to reflect this increase in tension.

If the SUPERSTAR loses then the connection with his NEMESIS proves too strong, things don't go the SUPERSTAR'S way and the GM narrates the rest of the SCENE to reflect this. GRUDGE POINTS do not increase in this case.



E.g. Al decides to try and INFLAME THE FEUD by having The Surgeon confront his NEMESIS, the monstrous Son of Skar.

+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Al: Checking no-one is around, I slip into the boiler room. I make my way through the darkness with only a small flashlight for illumination. Finally the light comes to rest upon the huddled form of the muzzled Son of Skar. Skar turns his head towards the light.

GM: Cards, cards, cards. Surgeon's POPULARITY is 3 (deals Al three cards) and his GRUDGE POINTS are currently 1 (turns over a card). I get an 8.

Al: I got a queen. Right "I haven't forgotten about you, you freak. I know what you did. Once again I'm left to clear up your father's mistakes!" Skar howls with rage and hurls himself at the Surgeon. I drop the flashlight and bolt out of the boiler room, slamming the door behind me. "It's not time yet. But soon".

GM: Cool, you gain a GRUDGE POINT.



+ PRE-MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"I would rather hurt a man than love a woman."
- Mick Foley, aka Cactus Jack*

MISCELLANEOUS SCENES AND FREE-PLAY

Sometimes a player may not be able to decide which type of SCENE they want or may want a custom SCENE. In these cases, there is the opportunity for FREE-PLAY. During FREE-PLAY the SPOTLIGHT player has full narrative control with one proviso - no scores can be altered. The SPOTLIGHT player is free to narrate other SUPERSTARS or NPCs into their SCENE. FREE-PLAY is a good choice for cutting a dazzling FLAIR gathering promo or recruiting a manager.

If a conflict of some kind should emerge then FREE-PLAY can change into one of the other types of SCENE and the appropriate CHECK be made, otherwise the SPOTLIGHT player can end the SCENE whenever they feel it has run its course.

+ PRE-MATCH +



+ SCENES +

WRESTLING MATCHES





PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"Got the hardest hold you can put on anyone
If you're my victim you're beaten.
I'm a lean mean fighting machine
Powerful and strong like King Kong
I'm The Crusher, king of the ring..."*

- The Crusher, The Ramones

MATCHES - LAYETH THE SMACK DOWN

Piledrivers and Powerbombs uses a card based betting mechanic during matches, representing all the involved characters trying to gain an advantage.

THE BUILD-UP

Let's get rrrready to rrrrrrrrrrrrrrrrrrrrrumble!

The ring announcer (usually played by the GM) introduces each competitor. Each wrestler's controller describes his character's entrance: the music, the pyros, how they get into the ring. The commentary team can also give their views on the competitors and their forecasts for the match. Have fun with the build up.

+ **WRESTLING** +



+ **MATCHES** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



E.g. The Tag-team of The Surgeon (AI) and El Spectacular (Grant) have been booked in a non-title tag match against the current champions - "The Borg Boys" Jack Fury and Bryan V. The Borg Boys are true NPCs (TNPCs), as opposed to NEMESSES. See page 85.

GM (Dave): Col & Ben, your guys aren't around at the moment. How about Minotaur joining on color commentary and Col, you can run Jack Fury.

Ben: Cool. Hey if 'Taurus on commentary does he get announced?

GM: Yeah, if you want.

Col: Yeah I'll play Jack. Grant's stupid-named luchadore is gonna get jack-hammered!

Grant: "I don't fink so ese."

GM: OK, the announcer's ready. "Ladies and gentlemen, joining our commentary team for the next match up is the ragin' bull - Minotaur!"

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Ben: Taur pounds down the entrance ramp ignoring the crowd. He squeezes himself behind the commentary table.

GM: "Making their way to the ring, at a combined weight of 450 lbs the tag team of The Surgeon and El Luchadore Spectaculara!"

Grant: Boom! Our pyros hit throwing up silver sparkles. El Spec comes leaping out high fiving the crowd.

Al: The Surgeon walks calmly to the ring, accompanied by the lovely nurse Sandy.

GM: "And their opponents, at a combined weight in excess of 600 lbs, they are the WTF tag-team champions, Brian V and Jack Fury - The Borg Boys!" High volume industrial music crunches in as the two champions emerge, lit from behind by white light. They pose for a second displaying the belts. They're both wearing some sort of military fatigues.

Col: Jack's an absolute monster, he must be nearly seven feet tall.

Grant: Gulp.

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"Beat me if you can. Survive, if I let you."
- Taz*

THE SYSTEM

Ding ding!

At the start of an exchange each involved wrestler declares tactics. The GM deals the first hand. The player to the left of the dealer declares first, play proceeds clockwise. All cards are dealt face down.

There are three tactics available:

- Wrestle CLEAN
- Fight DIRTY
- Go HIGH-RISK

Wrestlers using CLEAN tactics (usually faces) are dealt a number of cards equal to their POPULARITY.

Wrestlers employing DIRTY underhanded tactics (usually heels) are dealt a number of cards equal to their INFAMY.

Wrestlers opting for HIGH-RISK tactics (usually flinging themselves off great heights) are dealt a number of cards equal to their POPULARITY minus one OR their INFAMY minus one.

+ **WRESTLING** +



+ **MATCHES** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



SAMPLE MATCH

The Tag-team of The Surgeon (Al) and El Spectaculara (Grant) have been booked in a non-title tag match against the current champions - "The Borg Boys" Jack Fury and Brian V.

Grant: El Spectaculara will start the match. "Ok Mister Surgeon, I deal with the big one yes?"

Al: "As you wish my Mexican friend."

GM (Dave): First exchange, I'm dealing, tactics everyone?

Al: Clean, Surge's POPULARITY is three (GM deals him 3 cards).

Grant: HIGH RISK, obviously! My POPULARITY is 3 so that's 2 cards for me (GM deals them).

Col: Big Jack's going to fight CLEAN to begin with. His POP is 2 (is dealt 2 cards).

GM: Brian is fighting DIRTY, with his cheeky INFAMY of four. (deals himself 4 cards). Ok, back to Al, is The Surgeon in?

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



WRASSLIN'

Now, beginning with the player who declared first, each player decides whether to SELL IT (fold) or whether to stay in and BRING IT ON!

Folding in *P&P* is called SELLING IT and a player who folds, must describe his character taking some sort of hit - nothing too serious but enough to remove him from the current EXCHANGE.

A character who elects to SELL IT takes a point of damage, which in *P&P* is called SELLAGE.



GM: Brian is fighting DIRTY, with his cheeky INFAMY of 4. (GM deals himself 4 cards). Ok, back to Al, is The Surgeon in?

Al: I'm BRINGING IT ON. I talk trash to Brian. "A brute like you has no precision."

Grant: Crap, I'm going to SELL IT. OK El Spec and Brian start the match up. I leapfrog Bryan and springboard off the ropes. I try to land a cross-body but Bryan catches me and drops my spine onto his knee with a vicious back-

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



breaker. He stomps me as I scramble for the corner.

GM: That's 2 points of SELLAGE because of your HIGH RISK antics (Grant throws his hand in and picks up 2 SELLAGE chips).

Col: Jack stays in. I'm bringing it.

GM: Brian's in too. 'He gesticulates to The Surgeon to get in the ring.' Last chance to spend FLAIR POINTS.

BRING IT ON!

BRING IT ON!

A player BRINGING IT ON describes what his wrestler is doing. Role-play some choice insults to your opponents or perhaps showboat for the crowd. You're cocky and confident. Show how this manifests.

When multiple wrestlers BRING IT ON, it all kicks off!

All wrestlers BRINGING IT ON reveal cards simultaneously. Highest card wins.

Normal *P&P* scoring applies:

Face = 10, ace = 11, jokers are wild, cards of-a-kind add.

+ **WRESTLING** +



+ **MATCHES** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



If two or more characters are tied for highest card then compare their 2nd highest card, then 3rd highest, and so on, to determine who wins.

In the unlikely event that two or more players tie the winning hand exactly, cut the deck to break the tie.

The winner then gets to hand out some pain. He narrates a wrestling sequence in which his opponents get a whupping, remembering to include clean/dirty/high risk moves as appropriate. The winner assigns SELLAGE to his enemies. The amount of SELLAGE assigned can be up to the winner's MAD SKILLZ.

It's a good idea to have counters available for matches, to record SELLAGE accrued.



GM: OK, time to reveal cards (players show their hands). Brian has an ace.

Col: Only a seven. I was bluffing!

Al: Well I've got a seven and a joker for a total of 14! 'El Spectaculara makes the tag and Surge vaults into the

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



ring. Brian misses with a punch and Surge grabs him in a headlock. The Surgeon throws Brian into the ropes and then executes a perfect dropkick - knocking him out of the ring!' That's 2 SELLAGES to Bryan V.

GM: Curses. Brian's TESTICULAR FORTITUDE is 3 so he's not in too much trouble yet. Next exchange, you're dealing Al...

HIGH RISK

It's a risky business at the best of times but these moves are ridiculous.

A wrestler using HIGH RISK tactics takes an additional point of SELLAGES whenever they get assigned any.

However, if a wrestler using HIGH-RISK tactics wins an EXCHANGE then they inflict 2 additional points of bonus SELLAGES, which is not limited by MAD SKILLZ.

NEXT EXCHANGE

After someone wins or there are no opposing characters left in, the EXCHANGE is concluded. The deck passes left to a new dealer and the next EXCHANGE begins.

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



FINISH HIM

When a wrestler has racked up more SELLAGE than his TESTICULAR FORTITUDE he's in big trouble.

When declaring tactics, a wrestler may elect to try and use a FINISHER on an opponent carrying SELLAGE in excess of his TESTICULAR FORTITUDE.

A wrestler using a FINISHER chooses tactics as normal. If he SELLS IT, WIMPS OUT or loses, then the FINISHER has no effect.

If however, he wins the EXCHANGE then he gets to remove the hapless victim with a finishing move.

The winner narrates a finishing sequence, which culminates in his victim being eliminated from the match. When delivering a FINISHER, a wrestler cannot assign SELLAGE to anyone other than their target. Although wrestlers have a signature finishing move (or moves), during a match they are free to devise any finish they wish. Stealing an opponent's FINISHER is popular, as is using a weapon for heels.

A character targeted by a finisher cannot opt to SELL IT or to WIMP OUT, as that would result in their elimination.

+ **WRESTLING** +



+ **MATCHES** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Unless it is a multiple elimination event, the match will be over after a single elimination.

OPTIONAL RULE – DQs

After a wrestler has been eliminated by a FINISHER using DIRTY tactics, his player may name a card type (ace, 2, queen...etc) and draw a card. Any player may spend FPs or GMPs on this check to allow more cards to be drawn. If the value named is drawn then a ref spots the blatant cheating and disqualifies the opponent. In this case the eliminated wrestler wins the match by DQ. Some match types do not permit disqualifications.

RUN INS

"We don't do anything illegal, we do 'run ins'"
- Edge

SUPERSTARS can also spend a FLAIR POINT to interfere in someone else's match. This is known as a RUN IN.

SUPERSTARS can RUN IN to help an ALLY or they can RUN IN to attack their NEMESIS, no matter the opponent.

+ **WRESTLING** +



+ **MATCHES** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



When attempting a RUN IN, the wrestler is dealt into the current EXCHANGE and gains +1 card for the element of surprise!

RUNNING IN is a DIRTY TACTIC, unless the opponent has already had an ALLY RUN IN to help them. A wrestler can only RUN IN on one match per SHOW.

The GM can always spend a GMP to have an NPC RUN IN.

SPECIALITIES

A wrestler in a type of match he specialises in gains an advantage. A specialist is dealt a bonus card at the start of the match. He may view the card and use it in a hand anytime during the match.

KEEP IT INCLUSIVE

Often, not all the SUPERSTARS will be involved in a match. In this case, players not in the match may have their SUPERSTAR on color commentary or assume the role of NPCs including NEMESSES or become part of the CROWD.

The GM has the final say on this, and is always assumed to be on play-by-play commentary.

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



MERCY OF THE CROWD

The CROWD can influence matches by chanting. There are two main chants that the CROWD use.

- Bor-ing, bor-ing
- Ho-ly shit, Ho-ly shit

BORING

This chant is delivered when a SUPERSTAR is being, well, boring. Protracted procrastination or repetitive moves are classic boring acts. For every boring chant a SUPERSTAR receives they lose a FP. If they have no FPs then they are dealt one less card next EXCHANGE, to a minimum of one.

HOLY SHIT

This chant is delivered when a wrestler pulls off a frickin' amazing move, usually a HIGH-RISK move. A SUPERSTAR receiving a holy shit chant gains a FLAIR POINT.

Remember, the CROWD can also award FPs outside of matches.

Getting into the spirit of the crowd can be a lot of fun, especially if you start coming up with crowd signs for your favourite and most hated wrestlers!

+ WRESTLING +



+ MATCHES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*"You can talk about your Psalms and your John 3:16.
Well, Austin 3:16 says I just whopped your ass!"
- 'Stone Cold' Steve Austin*

MATCH OUTCOMES

Depending upon how it went down in the ring, a SUPERSTAR'S or NEMESIS' ATTRIBUTES may change.

- Winning a match: +1 POPULARITY
- Bonus for landing a HIGH-RISK FINISHER: +1 MAD SKILLZ
- Getting hit with a FINISHER: +1 TESTICULAR FORTITUDE
- Getting DQ'd: +1 INFAMY
- Losing to your NEMESIS: +1 GRUDGE POINT



+ **WRESTLING** +



+ **MATCHES** +

POST MATCH SCENES





PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



POST MATCH SCENES

After all matches have concluded, each superstar gets to decide upon a post-match course of action. There are six options:

CONNECT : Attempt to establish some common ground with another superstar.

INFLAME : Confront your nemesis and try to inflame your feud.

BEAT-DOWN : Endeavour to deliver a post-match beat-down to your recent opponent.

DEVELOPMENT : Improve through a training montage!

BOOK A MATCH : Visit your GM to demand the contest of your choice for the next show.

FREE-PLAY : Propose some other post-match scene, like recruiting a manager.

+ **POST MATCH** +



+ **SCENES** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



CONNECT

This scene works the same way as the pre-match scene of the same name.

The SPOTLIGHT PLAYER gets to set the scene. He describes the wrestlers meeting up and role-plays his pitch to the other SUPERSTAR. The SPOTLIGHT SUPERSTAR must propose some sort of CONNECTION between the two of them which should lead to them teaming up.

The SPOTLIGHT SUPERSTAR then checks his POPULARITY, the passive SUPERSTAR checks his INFAMY. Whoever wins gets to decide whether or not a CONNECTION is established and the nature of that CONNECTION. The two players should then role-play out the rest of the scene to reflect this change. In case of disagreements, the player who won the check has narration privileges.

Whenever SUPERSTARS CONNECT, their NEMESSES are assumed to CONNECT too, this enables the creation of opposing FACTIONS.

+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



"...On top of all that, look at this guy? I mean he's an idiot, he's 7 feet of pure idiot. You put his brain in a parakeet... zing! It'll fly backwards."

- The Rock

INFLAME

This SCENE works the same way as the pre-match SCENE of the same name.

When attempting to INFLAME the feud, the SPOTLIGHT SUPERSTAR sets the scene for a confrontation with his NEMESIS.

The SPOTLIGHT SUPERSTAR then makes a POPULARITY or INFAMY CHECK opposed by the number of GRUDGE POINTS he currently has.

If the SUPERSTAR wins then the conflict is exacerbated, he gains +1 GRUDGE POINT should narrate the rest of the sequence to reflect this increase in tension.

If the SUPERSTAR loses then the connection with his NEMESIS proves too strong, things don't go the SUPERSTAR'S way and the GM narrates the rest of the SCENE to reflect this. GRUDGE POINTS do not increase in this case.

+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



BEAT-DOWN

When attempting to deliver a post-match BEAT-DOWN to their opponent, the SPOTLIGHT player once again gets to set the scene. It can be in the ring as soon as the match concludes, or it can be later that night...

The SPOTLIGHT SUPERSTAR then makes an INFAMY check opposed by his victim's POPULARITY or INFAMY, whichever is higher. The acting player gets a +1 card bonus if he won the match (or got DQ'd).

If the acting SUPERSTAR wins then he gains +1 INFAMY and gets to narrate the rest of the SCENE and administer a beating.

If a SUPERSTAR deals his NEMESIS a BEAT-DOWN he gains +1 GRUDGE POINT.

If the SPOTLIGHT SUPERSTAR loses then the GM narrates the rest of the SCENE and no ATTRIBUTES change.



E.g. Minotaur has just beaten Randy Facto 1,2,3. However, Ben decides Taur has not finished with Randy yet and calls for a BEAT-DOWN post match. Dave applauds this decision.

+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Ben: 'I go to climb out of the ring, but then pause halfway through the ropes and look back at the prone body of Facto.'

GM: The crowd hiss as they realise your intention.

Ben: 'I ignore the crowd and step back into the ring. I get into a ready crouch as the ref helps Facto back to his feet.'

GM: (As RJ) "Oh my God! He's already won the match but he's moving into position to deliver another Taur-gore." Ok lets have some cards. Facto gets 4 for his POPULARITY.

Ben: My INFAMY is 3. I get +1 card for winning the match though. (Cards are dealt. The GM gets a jack and a king, but Ben hits a pair of queens for 20). Ho, ho, ho Mr Facto. I have narration.

GM: Indeed.

Ben: 'As Facto gets unsteadily to his feet I charge towards him and spear him with another Taur-gore. The ref is taken out with the impact. Showing no mercy I lift

+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Facto above my head in a military press, then drop him face first onto the turnbuckle. He falls to the canvas bleeding. I walk back up the ramp, without a backward glance.'

GM: "This Minotaur is an inhuman monster! What a vicious assault!" That's +1 INFAMY Ben.

DEVELOPMENT

'Cos everybody loves a montage...

A SPOTLIGHT player who wishes to train or DEVELOP his SUPERSTAR narrates a short montage which shows the SUPERSTAR improving in some way. The PLAYER then increases any ATTRIBUTE by a point.

However, the SUPERSTAR'S NEMESIS, also trains. The GM describes a short montage and the NEMESIS gains a one point improvement to an ATTRIBUTE of the GM's choice.

The GM can also DEVELOP his absent SUPERSTAR, and NEMESIS with a short montage.

+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



E.g. Grant is in the SPOTLIGHT post-match and decides he wants a DEVELOPMENT scene for El Spectaculara.

Grant: I want a better POPULARITY, so I'm going to have El Spec visit a Mexican orphanage. He's a big hit, he gives all the kids little masks and lets them beat him in a pretend match.

GM: (As RJ) "What a commendable superstar El Spectacular is. He's putting something back into his community." Add one POPULARITY Grant. Ok, across town El Diablo is leaping from rooftop to rooftop in a death defying manner. He's loco, you see. Plus one for El Diablo's MAD SKILLZ.



+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



"You want me in the ring? Now I know you've been drinking!"

- Kurt Angle

BOOKING A MATCH

The final type of post-match SCENE sees a SUPERSTAR visiting the general manager to demand a match for the next show. The SPOTLIGHT PLAYER gets to set the scene and role-play his pitch to the GM. The SUPERSTAR can specify any MATCH TYPE and opponent(s) or team mate(s).

The cards drawn to resolve BOOKING A MATCH depend upon the GM's affiliation. For a heel GM, the SUPERSTAR gets a number of cards equal to his INFAMY. If the GM is a good guy, then the SUPERSTAR gets cards equal to his POPULARITY. The GM always draws a number of cards equal to the SUPERSTAR'S GRUDGE POINTS.

If the SUPERSTAR wins then the GM agrees to the proposed match. Role-play out the rest of the scene to reflect this and confirm the match for the next show.

If the SUPERSTAR loses then the GM is not impressed with the proposal, but instead has a much better idea for the SUPERSTAR'S match. The GM role-plays this out and announces the match triumphantly!

+ POST MATCH +



+ SCENES +



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E.g. Dave's in the spotlight. Kaos Klown is going to BOOK A MATCH.

Dave: 'Kaos cycles into Ms Noire's office on his tiny bike. He's juggling oranges.'

GM: Ha ha, have a FLAIR POINT (as Violet Noire) "Juggling. How adorable."

Dave: "Greetings miss GM. Allow me to propose a match for next week. It will surely be a match of the ages, the greatest wrestling spectacle known to man."

GM: "You got one minute clown."

Dave: "I want Facto and I want him in a little people tag-match."

GM: "A what?"

Dave: "I Kaos Klown, teaming with The Furious Midget will defeat Randy Facto and his choice of dwarf partner."

GM: 'Violet stares at you...' Let's have some cards. Ok, Noire is a heel so you get five cards Dave. Kaos' has three

+ POST MATCH +



+ SCENES +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



*GRUDGE POINTS so that's three for me. (cards are dealt).
Ok, I've got an ace, so that should spare us the midget
wrestling-*

*Dave: Ha! One jack, two jacks, I believe twenty points
beats eleven.*

*GM: OK then... 'Violet's eyes light up "I've had a great
idea, a circus theme for our next show. Ok Kaos, you get
your stupid match, but if those little people don't bring in
big ratings you'll regret it!"*

*Dave: 'The middle drawer of Noire's filing cabinet bursts
open and The Furious Midget leaps out. He jumps to give
Kaos a high-five then rides out on the tiny bike. Kaos
bounds after him.'*

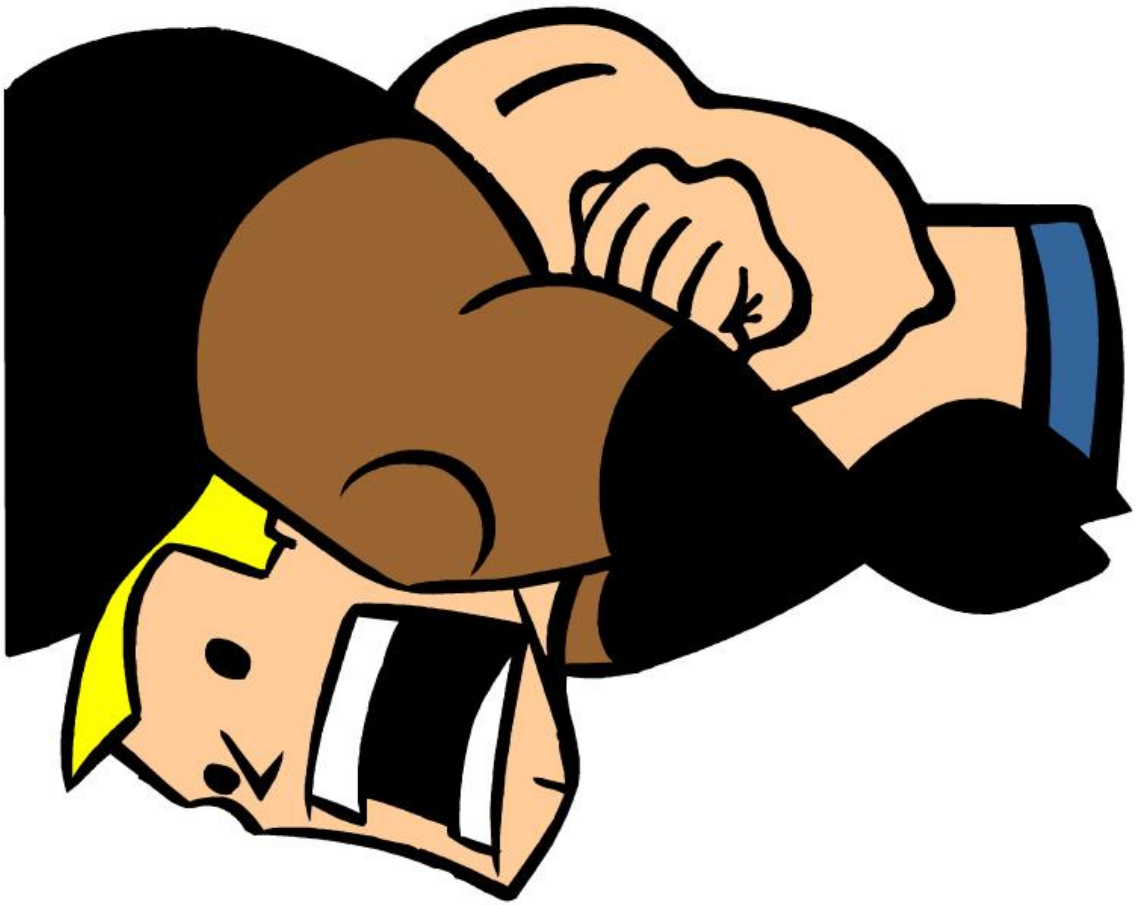


+ POST MATCH +



+ SCENES +

EMBOGAME





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" The Rock says this, if the Rock hits you he'll kill you. If he misses, the wind behind the punch will give you pneumonia and you'll die anyway, so the choice is yours jabroni."

- The Rock

ENDGAME: THE FINAL CONFRONTATION

The game climaxes during the final confrontation.

The ENDGAME is triggered when all the SUPERSTARS have formed a solid FACTION (this usually means being CONNECTED to at least two other SUPERSTARS) and when the GRUDGE THRESHOLD has been reached. The default THRESHOLD is 4 GRUDGE POINTS each.

When the ENDGAME has been triggered, the sequence of play alters. Play out any outstanding matches. Do not proceed to POST-MATCH SCENES.

Instead, each SUPERSTAR'S player gets to frame and narrate a climactic scene with his NEMESIS, in which their conflict is brought to boiling point. This leaves the PCs and NEMESSES with a date with destiny! Mechanically, treat these scenes as INFLAMING THE FEUD SCENES. The GM'S SUPERSTAR is

+ **ENDGAME** +



+ **ENDGAME** +



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included in this (and so doesn't get a DEVELOPMENT SCENE this SHOW).

The GENERAL MANAGER announces a special pay-per-view (PPV) event at which the two FACTIONS will duke it out for the title. From now on playing the GENERAL MANAGER is a shared responsibility. The GM character does not have any GM points during the final confrontation.

The players compose this PPV jointly. This is the climax of the game so make sure it's cool and try to give everyone what they want. Each player gets to decide what type of match their SUPERSTAR will face his NEMESIS in.

PRE-MATCH events can occur at the PPV, or you can get straight to the action.

Then the battle of the FACTIONS begins!

Play out the MATCHES, taking it in turn to portray one-another's NEMESSES.

THERE CAN BE ONLY ONE!

The SUPERSTARS stand triumphant, their NEMESSES defeated. Their FACTION is victorious.

+ **ENDGAME** +



+ **ENDGAME** +



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But hold on, there's still the matter of the WTF championship...

You guessed it, an elimination match between the SUPERSTARS decides who is crowned undisputed champion of the world!

OOOPS...

The SUPERSTARS just got whopped by their NEMESSES. Ah well - shit happens.

The players get to play their NEMESSES (or each other's NEMESSES) as they battle it out for the vacant title.

THE FINALE

The game ends with the new champion triumphantly holding his title aloft. The victorious player should hold nothing back in narrating this epic achievement!

If the group would like the game to continue in the same setting, then all SUPERSTARS' ATTRIBUTES default to one of the starting amounts for the next cycle and new NEMESSES can be chosen.

+ **ENDGAME** +



+ **ENDGAME** +

WARRASSIN RESOURCES



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"In fact, I thought, why stop there? Why not add the Big Show, or Chris Jericho, or the whole state of Nebraska for that matter? And don't you think a wrestling ring is a little old school, Lillian? Why not put the match in a shark tank, with real live sharks? Hungry sharks! And the only way to beat your opponent is to stuff him down a shark's throat, and pin the shark. Wouldn't that be a hoot?"

-Kurt Angle

MATCH TYPES

There are multitudes of match types in pro-wrestling and enterprising promoters are constantly inventing new and bizarre matches - from the razorwire death match to the Punjabi prison match. GMs can feel free to come up with the craziest matches possible, they still won't get any odder than the real thing...

Here are some examples of better known match types to get you going.

SINGLE

A basic one-on-one wrestling match, ending by a pin-fall, submission, disqualification or count-out.

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+ **RESOURCES** +



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TAG

A two-on-two team match. Only one wrestler from each team can be in the ring at any time. In order to switch, an active wrestler must tag his partner in (this is simply narrated for clean tactics and may even be ignored when fighting dirty). The match ends after one elimination. There is also a 'tornado tag' variant in which all four wrestlers fight simultaneously.

FOREIGN OBJECTS MATCH

Certain foreign objects become legal for the duration of this match. An old favourite are steel chairs or Singapore canes.

HARDCORE/STREET FIGHT/BRAWL/ NO HOLDS BARRED

These matches are all characterised by the lack of disqualifications. Basically, anything goes, pin-falls and submissions outside the ring typically count. The use of weapons is common, nay expected in these matches.

CAGE MATCH

During a cage match, the ring is enclosed in a steel mesh cage. Victory is awarded to the wrestler (or team) who escapes first from the cage.

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LADDER MATCH

A belt or other prize hangs suspended above the ring. The first wrestler to set up a ladder, climb to the top and claim his prize wins the match. Ladders are of course legal during this match. There are normally no DQs in Ladder matches.

TABLE MATCH

Pin-falls and submissions do not count, there are no count-outs or disqualifications. The only way to win is to put your opponent through a table.

FIRST BLOOD

First one to bleed loses! Simple eh?

BATTLE ROYAL

Several wrestlers participate in a free-for-all. Wrestlers are eliminated one at a time until only one remains. Often competitors can only be eliminated by being thrown over the top rope.

SPECIAL GUEST REFEREE

Another wrestler referees the match. This ref can FIGHT DIRTY to inflict SELLAGE on the wrestlers. If the guest ref takes any SELLAGE, he may disqualify whoever inflicted it.

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PARTY-TIME WITH P&P

If you get a large group of players together (8 or 16 work especially well for a tournament) you can use these variant rules.

Do not create NEMESSES, each SUPERSTAR begins with no GRUDGE POINTS. Instead allow the feuds to develop in play between the PC's. Before the feuds can be inflamed, they must be ignited!

Any SUPERSTAR may take an IGNITING THE FEUD SCENE in place of an INFLAME SCENE. When IGNITING A FEUD, the active player sets the scene as usual and narrates another SUPERSTAR into the scene. The two SUPERSTARS make an opposed INFAMY CHECK. Whoever wins the CHECK can decide whether or not the two are beginning a feud and narrate the scene appropriately. If a feud begins the SUPERSTARS take each other as NEMESSES and go to one GRUDGE POINT each.

When all SUPERSTARS are evenly aligned in two FACTIONS and the GRUDGE THRESHOLD is reached then the ENDGAME is triggered.

Special thanks to Yoki Erdtman for this (and many other) ideas!

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NO WRASSLERS

The SUPERSTARS and their NEMESSES give you a good solid foundation for the federation's roster. However, you might like to construct a few more non-player character wrestlers to flesh out the federation a bit more. Alternately, these guidelines allow a GM to quickly generate NPC opponents if needed. Wrestlers who are not SUPERSTARS or NEMESSES are TRUE NON-PLAYER CHARACTERS (TNPCs).

These guys cannot train (DEVELOP) but their ATTRIBUTES may change as a result of matches they are involved in.

Here are some handy dandy TNPC generation rules I've devised.

- Decide on experience of wrestler: JOBBER, MID-CARDER or MAIN-EVENTER.
- Draw cards to determine their ATTRIBUTES.
- Draw a card for GIMMICK and one for FINISHER.
- Name the wrestler and write them up on a NPC sheet.



E.g. Dave the current GM wants to create a JOBBER and MAIN-EVENTER NPCs.

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GENERATING ATTRIBUTES

Each of the suits is tied to a specific ATTRIBUTE:

- ♥ Hearts = POPULARITY
- ♠ Spades = INFAMY
- ♦ Diamonds = TESTICULAR FORTITUDE
- ♣ Clubs = MAD SKILLZ

A JOBBER draws two ATTRIBUTE cards, the first card grants +2 to the relevant ATTRIBUTE and the second grants +1.

MID-CARD wrestlers get three cards, worth: +3, +2 and +1 respectively.

MAIN-EVENTERS get four cards, valued at: +4, +3, +2 and +1. If any of the wrestler's ATTRIBUTES would be greater than 7, then the excess points 'drop down' to the next stat.



E.g. For the JOBBER, Dave draws a club (+2 MS) and a spade (+1 INF).

The JOBBER has: POP1, INF 2, TF 1 and MS 3.

Dave then draws four cards for the MAIN-EVENTER getting: diamond (+4 TF), club (+3 MS), heart (+2 POP) and a final heart (+1 POP).

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The main-eventer has: POP 4, INF 1, TF 5 and MS 4. He's one tough face!

GIMMICK AND FINISHER

GMs are free to invent their own GIMMICKS and FINISHERS for their TNPCs. Alternatively, a GM can draw some cards and consult the charts on the following pages.

All that remains now is to write up the wrestlers on a NPC sheet, like that found on page 92.



E.g. Dave draws three cards for each of his NPCs. It turns out the JOBBER is a furious biker who uses a super-kick as a finisher. Dave names him Greasy Pete. The MAIN-EVENTER turns out to be a silent preacher who uses a camel-clutch as a finisher! Dave opts to make him a New-Age Buddhist called Brother Dragonfly and renames his finisher "The Karma clutch".

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NPC GIMMICKS

TABLE 1 - DESCRIPTION

Face	DESCRIPTOR	Heel	DESCRIPTOR
Ace	Furious	Ace	Evil
2	Mild-mannered	2	Hateful
3	Silent	3	Sycophantic
4	Daredevil	4	Cowardly
5	Hungry	5	Bitter
6	Sexy	6	Scarred
7	Elegant	7	Stupid
8	Catlike	8	Incoherent
9	Heroic	9	Destructive
10	Comical	10	Deranged
Jack	Sporting	Jack	Narcissistic
Queen	Manic	Queen	Self-righteous
King	Noble	King	Sadistic

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NPC GIMMICKS

TABLE 2

Red	GIMMICK	Black	GIMMICK
Ace	Cowboy	Ace	Feral
2	Indian	2	Hobo
3	Ninja	3	Shooter
4	Pirate	4	Giant
5	Vampire	5	Thug / Gangsta
6	Criminal	6	Martial Artist
7	Soldier	7	Luchador
8	Model	8	Mr Cool
9	Monster	9	Mask
10	Foreigner	10	Viking
Jack	Biker	Jack	Punk
Queen	Athlete	Queen	Aristocrat
King	Playboy	King	Preacher

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NPC FINISHING MOVES

TABLE A - TRIED & TESTED FINISHERS

Red	FINISHER	Black	FINISHER
Ace	Piledriver	Ace	Powerbomb
2	Diving Elbow Drop	2	Military Press Drop
3	Boston Crab	3	Atomic Drop
4	Figure 4 Leg Lock	4	Samoan Drop
5	Neckbreaker	5	Flying Clothesline
6	Tornado DDT	6	Big Leg Drop
7	Fisherman's Suplex	7	Brainbuster
8	Camel Clutch	8	Powerslam
9	Superplex	9	Full Nelson
10	Frog Splash	10	Spinebuster
Jack	Super Kick	Jack	Spear
Queen	Moonsault	Queen	Muscle Buster
King	Shooting-Star Press	King	Chokeslam

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NPC FINISHING MOVES

TABLE B - MIX N MATCH FINISHERS!

Value	1st Card	2nd Card	3rd Card
Ace	Power	-	Bomb
2	Diving	Elbow	Smash
3	Atomic	Back	Drop
4	Northern Lights	Neck	Driver
5	Frog	Body	Splash
6	Deadly	Leg	Lock
7	Impact	Muscle	Buster
8	Ultimate	Arm	Breaker
9	Fisherman's	Shoulder	Suplex
10	Tornado	Face	DDT
Jack	Shooting-Star	-	Press
Queen	Super	-	Kick
King	Choke (choking)	-	Slam

I recommend the Seventh Sanctum website
www.seventhsanctum.com/index-comb.php
 for more random wrestling moves!

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NPC

POP	
INF	
TF	
MS	



NPC

POP	
INF	
TF	
MS	



NPC

POP	
INF	
TF	
MS	

GIMMICK:
FINISHER:

NPC

POP	
INF	
TF	
MS	

GIMMICK:
FINISHER:

NPC

POP	
INF	
TF	
MS	

GIMMICK:
FINISHER:

NPC

POP	
INF	
TF	
MS	

GIMMICK:
FINISHER:

NPC

POP	
INF	
TF	
MS	

GIMMICK:
FINISHER:

NPC

POP	
INF	
TF	
MS	

GIMMICK:
FINISHER:

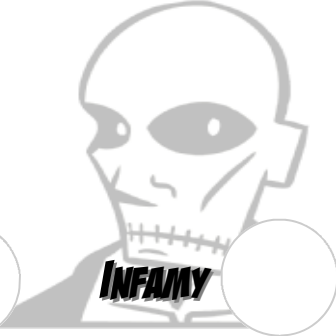


FILE DRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION



POPULARITY



INFAMY



**TESTICULAR
FORTITUDE**



MAD SKILLZ

HEIGHT:

WEIGHT:

HOME:

THEME MUSIC:

GIMMICK:

FINISHER:

SPECIALITIES:



GRUDGE POINTS

FACTION INFO

NEMESIS



POP	
INF	
TF	
MS	

GIMMICK:

FINISHER:

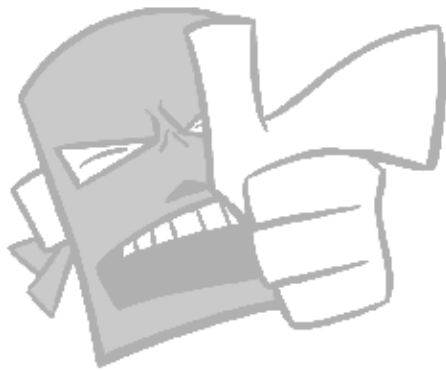
CONNECTION/CONFLICT:

SUMMARY SHEET

PLAY SEQUENCE	
1.	ROTATE-A-GM
2.	ANNOUNCE MATCH CARD
3.	PRE-MATCH SCENES
4.	PLAY MATCHES
5.	POST-MATCH SCENES



PRE-MATCH SCENES		
CONNECT	With another superstar	POP VS INF
AMBUSH	Your match opponent	INF VS INF
INFLAME	The feud with your nemesis	POP/INF VS GPs (+1 GP)
FREE-PLAY	Do something else!	-



MATCH OUTCOMES	
Winning a match	+1 POPULARITY
With a high risk finish	+1 MAD SKILLZ
Taking a FINISHER	+1 TF
Getting disqualified	+1 INFAMY
Losing to NEMESIS	+1 GP

POST MATCH SCENES		
CONNECT	With another superstar	POP VS INF
INFLAME	The feud with your nemesis	POP/INF VS GPs
BEAT-DOWN	Your recent opponent	INF VS INF (+1 INF)
DEVELOP	With a training montage	+1 STAT (+1 NEM)
BOOK A MATCH	Visit the GM to demand a match!	POP/INF VS GPs
FREE-PLAY	Do something else!	-



PIEDRIVERS AND POWERBOMBS

+ CHOKESLAM OF DARKNESS +



TAPPING OUT...

Piledrivers & Powerbombs has a special place in my heart and I've enjoyed every game of it I've had.

P&P began life as a 24hr RPG - written in a single planetary cycle. It was also the first game I actually finished. I wrote *P&P* very soon after discovering indie games, The Forge (www.indie-rpgs.com) and RPG mechanics from a whole new perspective! In particular Paul Czege's *My Life With Master* (www.halfmeme.com) was a huge influence. A system resolving an entire scene in one check broke new ground for me. The design of *P&P* had a huge influence on my other games - both *Swansong* and *Contenders* owe a lot to *P&P*.

Now it's two and a half years later and I've got *P&P* looking how I want it. The *Chokeslam of Darkness* edition.

I couldn't have done it without my run-in buddies.

Thanks to the glorious playtesters: 'Bad' Dave Roper, Dan Joyce, Ian Waller, Alan Luke, Adam Magson, Stuart McIntyre, Joe Murphy, David Roseburgh, Colin McGray, Grant Milne, Matt Reid, Dan & Gemma Peck, all the GUGS - specially Doc, Claire, Ade, Craig, Snap & Pete.

+ PIEDRIVERS +



+ POWERBOMBS +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Big respect to the boys from the best con game ever - Indy 2006: David Ionadi, Gabriel Gentile, Josh Fuher, Joseph Grasso & Richard "The Bulldog" Jordan.

Props to my Collective Endeavour (www.collective-endeavour.com) stable-mates: Andrew Kenrick, Gregor Hutton, Malcolm Craig, Matt Machell and Iain McAllistar.

Yoki Erdtman - you're a total star, many thanks for all your input and enthusiasm!

Special thanks to to Kev Scott (visit www.ukg-publishing.co.uk) and to Vince McMahon - Govan's greatest maths teacher!

And a big thank-you to my favourite reluctant playtesters Marie and Mum.

Most importantly, thank-you to all the men and women in the wrestling business who endure pain for our entertainment.

Wrestling tells a story old as humankind, a tale of a great conflict - between good and evil...

+ **PIEDRIVERS** +



+ **POWERBOMBS** +



PIEDRIVERS AND POWERBOMBS + CHOKESLAM OF DARKNESS +



Any thoughts, questions or comments?

Please let me know!

www.collective-endeavour.com

www.princeofdarknessgames.com

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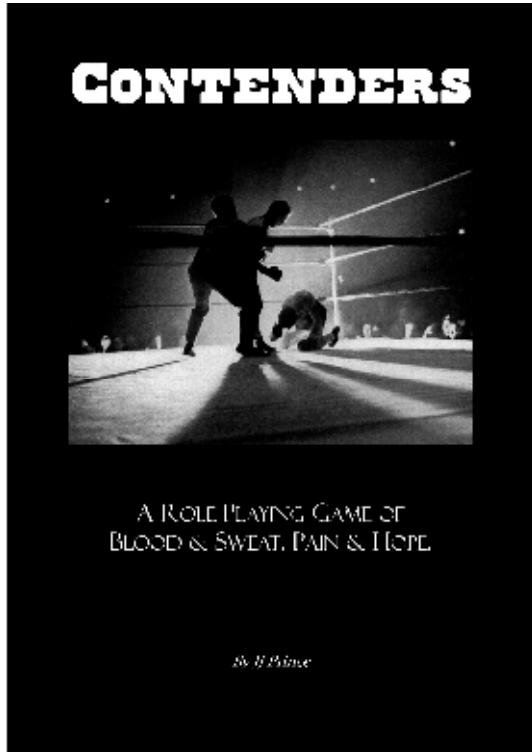
Happy gaming!

JoE

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PILE DRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION

"Let The Rock get this straight. You invited The Rock to speak at the Republican National Convention? Well, The Rock says this: What is the matter with you people?"

- Dwayne Johnson aka Rocky "The Rock" Maivia , to the Republican National Convention delegates (August 10, 2000)