

Sample Match - Magnus vs Vindicator

Participants:

Magnus (Player 1), Vindicator (Player 2)

Match Heat = 40

Base Heat (+30) The average of Magnus' 35 Heat and Vindicator's 25.
Crowd Heat (+5) The crowd is looking forward to some good wrestlers.
Stipulations (+5) Match is for the world title

Card Location = Last - Main Event

Beginning Narrator = Player 2

Scheduled Winner = Magnus by pinfall

Time Limit = 7 minutes

Move Set 1

Player 2 Begins Narration

Player 2 "Vindicator slowly walks up the ring steps, and steps over the top rope. Both wrestlers approach each other and lock up. They struggle with each other for a moment until Vindicator twists at the waist and tosses Magnus across the ring like a rag doll. Magnus gets to his feet and starts to charge for a spear, but Vindicator steps aside and in one swift motion scoops up Magnus by the waist, and throws him up into the air for a devastating powerbomb!"

Booker "That Power Bomb risks 2 injury to Magnus. Since Vindicator had the most offense Player 2 makes a wrestling roll for him"

Player 2 Rolls 8d6 (6 for Vindicator's Wrestling + 2 because he used Power Moves) and rolls 1, 2, 2, 3, 3, 4, 6, 6.

The Move Set comes off without a hitch since the wrestling roll resulted in two 6's. The match's Heat is then increased to 44 (40 + 2 for the 6's rolled + 2 for risked injury) and the match's time limit is reduced by 1

Move Set 2

During the Locker Room Session Vindicator agreed to give control of the match to Magnus after the first minute so Player 2 gives control of the narration to player 1.

Player 1 "Vindicator stands over Magnus' prone body, then bends over and wraps his hands around Magnus' neck. He pulls Magnus up to his feet and begins raising him for a choke slam. At the last second Magnus kicks Vindicator in the stomach forcing him to release his hold. As Magnus is falling to the mat he wraps his arm around Vindicator's head and pulls him to the mat with a DDT!"

"I want to wager 2 Heat on that."

"Magnus immediately gets up and drops a couple elbows on Vindicator's lower back. After a third elbow drop Magnus puts him in the crossface! (Trademark move)"

Booker "Vindicator has a bad back (nagging Injury Flaw) so dropping all those elbows on him like that was moderately risky, so you're risking 5 injury to him."

"Since Magnus had the most offense Player 1 makes a wrestling roll for him and since that Choke Slam reversed into a DDT was pretty cool I'm going to grant you an extra die."

Player 1 Rolls 9d6 (4 for Magnus' Wrestling Trait + 2 because he used Power Moves +2 for using a trademark move + 1 Extra) and gets 1, 3, 3, 3, 4, 5, 5, 6, 6.

The Move Set comes off without a hitch since the wrestling roll resulted in two 6's. The match's Heat is then increased to 53 (44 + 2 for the 6's rolled + 5 for Risked Injury + 2 for Wagered Heat) and the match's time limit is reduced by 1

Move Set 3

Player 1 Continues Narration

Player 1 "Vindicator tries to fight off the pain of the crossface, but goes unconscious."

Player 2 "Hold on a second, no one is going to believe an undead guy is gonna pass out from pain. Vindicator wants to convince Magnus that its a bad idea. He tries to seize control of the match using his Work Rate."

Booker "Okay, both of you make Work Rate rolls."

Both players make Work Rate rolls for their wrestlers.

Player 1's roll = 2d6

Result = 6,6

Player 2's roll = 7d6

Result = 2,2,3,4,6,6

Both players rolled two 6's so control of the narration will go to the player that rolled the highest. Player 1's roll totaled 12. Player 2's roll totaled 23 so Vindicator takes control of the match.

Player 2 "Despite Magnus' tight crossface, Vindicator stands up with Magnus hanging from his back. He tries to shake him off, but Magnus has slid the crossface into a sleeper hold and won't let go. Vindicator stumbles around the ring for a few seconds and just when it seems like he's going to fall, he throws himself back into the corner crushing Magnus against the turnbuckle. Magnus lets go and as Vindicator stumbles forward into the center of the ring Magnus climbs to the top rope and gives Vindicator a Bulldog!. Magnus goes for the pin, but Vindicator kicks out a 2"
"I want to wager 5 Heat on that false finish."

Booker "Okay, Magnus' top rope Bulldog is going to risk 2 Injury to himself."
"Magnus had the most offense Player 1 makes a wrestling roll."

Player 1 Rolls 6d6 (4 for Magnus' Wrestling + 2 because he used Power Moves) and rolls 1, 1, 2, 3, 3, 4.

The Move Set is botched since Player 1 failed to get a 6.

Magnus takes 2 points of Injury.

The match's Heat is reduced to 46 (53 minus 2 for the 1's rolled and minus 5 for Wagered Heat)

The match's time limit is reduced by 1

Since no 6's were rolled narration switches to player 1 and he must describe what was messed up in this Move Set.

Move Set 4

Player 1 takes over Narration

Player 1 "When Magnus went up to the top rope for the Bulldog he slipped and sprained his ankle. He decides to fight through the pain, so both wrestlers get up and start trading punches. Vindicator Irish whips Magnus into the ropes. As Magnus is coming back across the ring he ducks Vindicator's clothesline, comes off the ropes behind him goes for another bulldog and connects. Vindicator starts to get up, but Magnus does a leg drop on the back of his head, and pins him for a 2 count."
"I want to wager 2 Heat on that false finish."

Booker "Since Magnus had the majority of the offense, player 1 makes the wrestling roll for this move set"

Player 1 Rolls 6d6 (4 for Magnus' Wrestling + 2 because he used Power Moves) and rolls 2, 3, 3, 5, 5, 6.

The Move Set comes off without a hitch since the wrestling roll resulted in at least one 6.

The match's Heat is increased to 49 (46 + 1 for the 6 rolled + 2 for Wagered Heat)

The match's time limit is reduced by 1

Move Set 5

Player 1 Continues Narration

Player 1 "After Vindicator kicks out of the pin, Magnus pulls him up by the hair until he is on his knees. Magnus bounces off the ring ropes and drop Kicks Vindicator in the back of the Head, throwing him face first into the mat. Magnus climbs the turnbuckle and prepares to drop an elbow on Vindicator from the top rope when The Doctor climbs onto the mat."

"I want to Wager 2 Heat due to match interference"

The Doctor is introduced into the match so narration switches

Player 2 "The Doctor sticks a needle in Magnus' ass (Finisher) just as he's ready to jump causing him to fall to the mat. The Doctor jumps off the ring apron to the floor and starts to run away. Magnus rolls out of the ring and starts chasing him. Magnus is just about to catch him when the 'injection' start kicking in. Magnus begins to stumble and eventually falls to the floor unconscious."

Booker "That fall from the top rope is risking 5 injury to Magnus."
"Since Magnus had the majority of the offense, player 1 makes the wrestling roll for this move set"

Player 1 Rolls 13d6 (4 for Magnus' Wrestling + 2 because he used Power Moves +2 for Wagered Heat + 5 for the Doctor's Finisher)
He rolls 2, 2, 3, 3, 3, 4, 4, 5, 5, 6, 6, 6, 6.
The Move Set comes off without a hitch since the wrestling roll resulted in at least one 6.

The match's Heat is increased to 60 (49 + 4 for the 6's rolled + 2 for Wagered Heat +5 for Risked Injury)

The match's time limit is reduced by 1

Move Set 6

Player 2 Continues Narration

Player 2 "The ref starts counting Magnus out of the ring. As he reaches eight, Vindicator gets back to his feet and tosses the ref out of the ring through the ropes.

"Vindicator gets out of the ring and lifts Magnus' limp body over his head. In an incredible feat of strength Vindicator throw Magnus OVER the top rope back into the ring."

"I want to Wager another 7 Heat for the ref bump and lifting Vindicator over my head."

Booker "Magnus is pretty heavy, you could drop him on your head. That's risking 2 Injury to both of you"
"Since Vindicator had the majority of the offense, player 2 makes the wrestling roll for this move set"

Player 2 Rolls 8d6 (6 for Vindicator's Wrestling + 2 because he used Power Moves) and rolls 1, 2, 2, 3, 4, 6, 6, 6.
The Move Set comes off without a hitch since the wrestling roll resulted in at least one 6.

The match's Heat is increased to 72 (60 + 3 for the 6's rolled + 7 for Wagered Heat +2 for Risked Injury)

The match's time limit is reduced by 1

Move Set 7

Since this will be the last Move Set in the match Player 2 decides to be nice and gives control of the match to player 1

Player 1 "The throw into the ring starts to bring Magnus around but he is still very groggy.

"Vindicator climbs into the ring pulls Magnus to his feet. Magnus wobbles in place as Vindicator gets behind him to do his finisher. Vindicator wraps his arms around Magnus from behind grabbing Magnus' chin with his right hand and Magnus' right shoulder with his left. Just as Vindicator is about to do the bottletop neckbreaker, Magnus elbows him in the gut and does a front Russian leg sweep.

"I want to wager 2 Heat for recovering from the Injection so fast and countering Vindicator's Finisher."

"Magnus pins Vindicator just as the ref climbs back into the ring to count the 1-2-3."

Booker "Magnus got in more offense so player 1 makes the wrestling roll for this move set"

Player 1 Rolls 6d6 (4 for Magnus' Wrestling + 2 because he used Power Moves) and rolls 1, 2, 2, 3, 4, 4.
The Move Set fail because no 6's were rolled

Booker "The crowd didn't buy Magnus coming back after the Injection so fast. They start booing and throwing trash at Magnus."

The match's Heat is decreased to 62 (72 - 1 for the 1 rolled - 2 for Wagered Heat)

The match's time limit is reduced by 1 and the match ends

Ending the Match

Booker makes a Mic Skills roll for the Commentators
Both commentators have a 3 Mic Skills so the Booker rolls:
Roll 1 = 3,5,5
Roll 2 = 1,2,6

Final Match Heat = 63 (62 + 1 six rolled)

Heat Awards

Magnus' Heat is 35 which is less than the match's Heat so he gains Heat. The difference between his Heat and the Match's is 28. Since the match was the main event he gets 20% of that (rounded up) which is 6 Heat. If the match had been a regular match he would have gotten 3 (10%).

Vindicator's Heat is 25 which is less than the match's Heat so he gains Heat. The difference between his Heat and the Match's is 38. Since the match was the main event he gets 20% of that (rounded up) which is 8 Heat. If the match had been a regular match he would have gotten 4 (10%).