

Barbed Wire Finish Chart

Roll	Result
1	You choke your opponent out with barbed wire wrapped around his face and neck.
2	You suplex your opponent out of the ring and into a pit wrapped in barbed wire. Your opponent is badly tangled and cut up. The ref awards you the win.
3	You put your opponent down after nailing him with a lariat with your arm wrapped in barbed wire.
4	Use FINISHER 1.
5	You spear your opponent through a barbed wire table and get the victory.
6	You beat your opponent mercilessly with a barbed wire baseball bat until he is unable to continue the match.
7	You slingshot your opponent into the barbed wire ropes and then roll him up from behind for the three.
8	The referee stops the match and awards you the victory after your opponent is seriously cut by the wire and needs immediate medical attention.
9	Use FINISHER 2.
10	You piledrive your opponent into a tangled mess of barbed wire and then pin him.
11	You wrap some barbed wire around your whole body and deliver a flying splash to your dazed opponent scoring a very painful victory.
12	Use FINISHER 1.
13	After seriously gouging at your opponent's face with some barbed wire, you execute a very nasty power bomb through a table to secure the win.
14	Use FINISHER 2.
15	After the two of you brawl in the barbed wire for awhile you defeat him with your excellent hardcore skills. Reroll on the Hardcore Style Finish Chart (even if you do not normally have this option).
16	You are about to put your opponent away with a barbed wire attack when out of nowhere he throws a fireball at you and rolls you up with a handful of tights for the surprising ending.
17	Use FINISHER 1.
18	The match ends up totally out of control and the referee rules a no contest. Security must come in and separate the two of you!
19	The referee stops the match and gives you the win after you tie your opponent up in the barbed wire and attack him mercilessly, while he is so tangled up there is no chance for him to get free.
20	It's up to you. You booked this hardcore insanity, tell us how it ended! Or you can just roll again on this chart.

Falls Count Anywhere Finish Chart

Roll	Result
1	You pin your opponent on the hood of a car in the parking garage.
2	Use FINISHER 1.
3	You make your opponent tap out to a figure four leglock wrapped around the ringpost.
4	You do a flying elbowdrop off the ramp and onto the arena floor, pinning your opponent easily.
5	After giving your opponent a swirly and cracking him with a toilet seat, you pin your opponent on the men's room floor.
6	Use FINISHER 2.
7	After a brief food fight you pin your opponent on top of the concession stand.
8	After fighting by the merchandise stand, you choke your opponent out with his own t-shirt.
9	Use FINISHER 1.
10	You brawl into the lady's dressing room, sending the partially dressed divas running for cover. You then smash your opponent into a vanity mirror and get the victory.
11	The fans boo as you pin your opponent in the middle of the ring with a sudden rollup.
12	Use FINISHER 1.
13	You are able to defeat your opponent in the middle of the upper level nosebleed seats when one of the "fans" assists you with a pinfall. The fan turns out to be your ally in drag!
14	The battle spills outside and you defeat your opponent with a powerslam on the sidewalk as a lot of shocked spectators look on.
15	You pin your opponent near the ring after dropping them throat first on the barricade and then tossing the ringsteps down on top of them.
16	You make your opponent pass out when you strangle them with ringside cables after power bombing them through the announce table.
17	Use FINISHER 2.
18	After whipping your opponent into the video wall you DDT them on the stage area for an easy pin.
19	After fighting outside to the back alley, you suplex your opponent into the dumpster and dive off a nearby stairwell into the dumpster. The ref counts to three!
20	It's up to you to tell us where the action went and how the match ended. If you don't feel up to it, roll again.

Object On A Pole Match

Modified Die Roll	Result
2-6	You accidentally drop the object in the ring and your opponent has taken possession of it!
7-12	You try to get the object, but your opponent knocks you off the turnbuckle and puts the boots to you. He has a +2 bonus to his Wrestler Die next round.
13-20	You grab the object and can begin to use it next round.
21-25	You grab the object and fly off the top turnbuckle with it. You get a +2 bonus to your Wrestler Die next round.
26+	You grab the object and nail your opponent with it full force. You roll him up for an easy pin!

Ladder Match

Modified Die Roll	Result
2-5	You and your opponent are fighting on the ladder and he knocks you off. He grabs the prize and is victorious!
6-12	You duke it out with your opponent on the top of the ladder and eventually you both tumble back into the ring.
13-20	You are fighting your opponent on the ladder and though he stops you from grabbing the object, you deliver a punishing move off the top of the ladder. You get a +3 bonus on your Wrestler Die next round.
21-28	After kicking your opponent off the ladder you are able to grab the object and score the victory!
29+	You deliver a fantastic variation of one of your finishers off the top of the ladder and easily grab the item and win the match!

Strap/Chain/Rope Match

Modified Die Roll	Result
2-5	You have managed to hit three turnbuckles, but you do not realize that so has your opponent. As you go for the fourth, he lunges and beats you to the turnbuckle to score the win!
6-12	You get two buckles tagged before your opponent yanks on the strap and pulls you back into the fray.
13-20	You manage to hit a third turnbuckle, but then your opponent clocks you with a rolled up section of the strap and you are stunned. Your opponent gets a +1 modifier to his Wrestler Die next round.
21-28	After you hit three turnbuckles, you and your opponent are engaged in a tug of war until his hands slip and you fall against the fourth buckle for the victory!
29+	After you waylay your opponent with a steel chair, it is relatively easy for you to touch all four buckles and go home!

Steel Cage Finish Chart

Roll	Result
1	Use FINISHER 1.
2	Your opponent tried to go out the door of the cage, but your ally quickly padlocked the door shut, blocking his exit. You are then able to scale the cage and climb out to the floor for the victory!
3	Use FINISHER 2.
4	Your opponent was trying to climb out of the cage but you shake the ropes and make him fall. His legs get tangled in the ropes and you dive out of the doorway to win!
5	Your opponent was trying to get out of the door, but your ally slammed it in his face and he fell back in the ring. You manage to make it over the top of the cage and to the floor.
6	You pin your opponent after nailing him with the foreign object that he brought into the ring.
7	Use FINISHER 1.
8	You and your opponent both are trying to climb out of the ring. As you are both hanging on the outside of the cage, he kicks you hard and you fall all the way to the floor and win the match!
9	You pin your opponent after using an excellent move. Roll on the style chart of your choice (as long as your wrestler can use it).
10	Use FINISHER 2.
11	The ring becomes surrounded by allies of both you and your opponent. In the chaos the referee is distracted as your opponent escapes the cage. He is knocked unconscious by one of your allies and tossed back in the ring. You are then able to make it out of the ring for the victory!
12	You spear your opponent nearly out of his wrestling boots. Unfortunately, you also send him flying through the door and to the floor. YOU LOSE!
13	Your opponent's allies storm the ring and beat up the ref. They then take turns pummeling on you until the dressing room can come in and make the save. You are awarded the victory by disqualification!
14	The referee stops the match on account of too much blood! You win via forfeit.
15	Use FINISHER 1.
16	You and your opponent are climbing out of the ring at the same time and drop to the floor simultaneously. The match is declared a draw.
17	You and your opponent are fighting near the top of the cage and he executes a brilliant superplex on you. However you fall on top of him and the referee counts the three count while you are both unconscious.
18	You attempt a splash off the top rope. ODD – You hit your opponent and pin him for the victory. EVEN – You miss the move and your opponent crawls out of the ring for the win.
19	Your opponent's ally tosses a set of handcuffs into the ring. You intercept them and after stunning him with a signature move, you tie him up to the top rope and march out of the cage for the victory!
20	It's up to you promoter! You describe the action and come up with your own finish. If that doesn't cut it for you, roll again!

TLC Finish Chart

Roll	Result
1	You defeat your opponent after power bombing them off the apron and through a table and pinning them.
2	Use FINISHER 2.
3	Your opponent goes for a balcony dive but you manage to leap off the tables that are piled up and he crashes through. He is knocked silly and you pin him easily.
4	After a series of dueling chairshots, you pin your opponent with a chair-assisted legsweep.
5	Use FINISHER 1.
6	Your opponent gets buried under a sea of flying chairs thrown in by the crowd. You deliver a moonsault to the huge mound of chairs and the referee counts the three despite not being able to see your opponent's body.
7	Your picture perfect senton off a 15 foot high ladder gives you the victory over your opponent.
8	Use FINISHER 1.
9	You position your dazed opponent onto a ladder that is extended between the ring apron and barricade. You then climb the turnbuckle and come off with a flying elbowdrop sending you all crashing to the arena floor where you pin your opponent.
10	You make your opponent tap out thanks to a sharpshooter with a steel chair wrapped around your opponent's ankle.
11	Use FINISHER 1.
12	You piledrive your opponent onto a steel chair and get the three count.
13	You gore your opponent through a table in the corner of the ring. You drag their unconscious body to the center of the ring and get an easy three count.
14	Your opponent puts the ladder around his neck and spins wildly in the middle of the ring. He sends both of you and the referee to the mat in a heap. While you are both laying there, your opponent's other enemy storms the ring and lays them cold with a pair of brass knucks. When you come to, you crawl on top of him as the ref wakes up in time to count to three.
15	You and your opponent are both jockeying for position on the top turnbuckle perched above a stack of tables. Your opponent grabs you in a belly to belly suplex and you both go crashing into the pile of wood. Roll one die. EVEN – You fall on top and gain the victory. ODD – Your opponent unfortunately came down on top and gets the pinfall.
16	The referee stops the match when you have your opponent tied in a tree of woe and you give him a merciless barrage of chairshots. You are awarded the victory.
17	Use FINISHER 2.
18	You deliver a drop toehold onto a steel chair to seal the victory.
19	You pin your opponent after you sandwich him between both halves of the ladder and come down on the ladder with a flying legdrop, trapping him inside for the easy win!
20	Up to you! Come up with your own creative finish to the match. If you would rather not, roll again!