

## Match Event Determination Chart

### Singles

Combined Wrestler Die	No Event	Pre Match	In Match	Post Match	Pre & In Match	Pre & Post Match	In & Post Match
<b>8-12</b>	1-16	17	18	19-20	---	---	---
<b>13-16</b>	1-14	15-16	17-18	19-20	---	--	---
<b>17-20</b>	1-12	13-14	15-16	17-18	19	---	20
<b>21-24</b>	1-10	11-13	14-15	16-17	18	19	20

### Tag Teams

Combined Wrestler Die	No Event	Pre Match	In Match	Post Match	Pre & In Match	Pre & Post Match	In & Post Match
<b>16-24</b>	1-16	17	18	19-20	---	---	---
<b>25-32</b>	1-14	15-16	17-18	19-20	---	--	---
<b>33-40</b>	1-12	13-14	15-16	17-18	19	---	20
<b>41-48</b>	1-10	11-13	14-15	16-17	18	19	20

### Six-Wrestler Tag Teams

Combined Wrestler Die	No Event	Pre Match	In Match	Post Match	Pre & In Match	Pre & Post Match	In & Post Match
<b>24-36</b>	1-16	17	18	19-20	---	---	---
<b>37-48</b>	1-14	15-16	17-18	19-20	---	--	---
<b>49-60</b>	1-12	13-14	15-16	17-18	19	---	20
<b>61-72</b>	1-10	11-13	14-15	16-17	18	19	20

## Pre Match Event Chart

Roll	Result
1	Face's enemy jumps him on his way to the ring. He is beaten up badly. He is unable to compete and the heel wins by forfeit.
2	The heel has made a lot of enemies and one of them jumps him before the match. The heel is badly injured and cannot compete. The face wins by forfeit.
3	The referee bans all allies and managers from ringside for this match, DQ die is modified by a -2 and CO die is modified by a -1.
4	The commissioner is tired of the issues between the two grapplers and has determined that the match would be "no disqualification". The match is automatically a pinfall/submission only variety.
5	Face's enemy jumps him on his way to the ring. He is beaten up pretty bad. He can compete, but must use the next lower Wrestler Die for this fight only.
6	The face's pre-match interview is interrupted by another heel. This has no impact on this match, but a grudge develops between the face and new heel following the match.
7	Another wrestler of your choice prevents a pre match beat down upon the face and forms a bond with the face. The two form a team after match. If the other wrestler was a heel, he becomes a face.
8	The face gives a very spirited interview. For the first three rounds of this match, his Wrestler Die is increased to the next level. If it is already a D12, it becomes a D12+2 for this duration.
9	The fans rally around the face, giving him a +2 on all Wrestler Die rolls for this match.
10	Face's enemy jumps him on his way to the ring. He is shaken up badly and all his Wrestler Die rolls are at a -1.
11	The crowd is rowdy and pro heel. This causes the face to be distracted and he suffers a -1 penalty on all Wrestler Die rolls for the match.
12	During heel's pre match interview an uninvolved face challenges him to a match on next week's card.
13	An uninvolved heel joins the heel in the match in a pre match attack. The face is rescued by an ally and the match is declared a fatal four way!
14	One of the face's allies turns on him before the match and attacks him from behind. Face suffers a -2 penalty to his Wrestler Die for the match, and his ally is now a heel.
15	Face gives a stirring interview prior to the match. He has a very inspirational match and gets a +1 bonus to all his Wrestler Die rolls.
16	Prematch attack by a group of heel's allies is countered by another group who ally with face. Face has a +2 on his Wrestler Dice for this match, and a group feud develops.
17	Face is attacked by the heel before the match, but manages to turn things around in his favor. The heel has a -1 to his Wrestler Die rolls for the match.
18	New wrestler appears and interrupts interview. Has no impact on this match, but he makes his in ring debut next week.
19	Face and heel get into a pre match tussle. Both of their allies come to the aid and the match is turned into a tag team match. If it is a title match, the title is still on the line and if either opponent pins the champ, they win the title!
20	Uninvolved face offers services to assist face against heel. Face's Wrestler Die is improved by one level for the match.

## In Match Event Chart

Roll	Result
1	The ropes snap during the match. Any wrestler with a lucha or high flyer style has their Wrestler Die decreased by one level for the match.
2	Uninvolved face comes to ringside to observe the match. Heel's Wrestler Die is a -2 for the duration of the match.
3	The match gets extra stiff. Any wrestler with a Strong Style or Shootfighter style gets a +1 bonus to their Wrestler Die this match.
4	Referee gets knocked out during match. Any wrestler with a cheater style gets a +1 bonus to his Wrestler Die this match only.
5	Uninvolved face comes to ringside mid match and challenges the heel to a match on the next card.
6	Heel intimidates the referee. All DQ rolls are at a -2.
7	Heel's manager/ally is unable to make the show. DQ and CO rolls are at a -2 for this match.
8	Innovative moves by technical wrestler. Any wrestler with a technical style gets a +1 bonus to their Wrestler Die for the match.
9	Heel distracted by taunting crowd. His Wrestler Die rolls are -2 for the remainder of the match.
10	The referee suffers from hero worship. Face has a +2 to his Wrestler Die for this match.
11	Referee orders heel's ally to leave the ringside area. Heel is a -1 for his Wrestler Die rolls this match.
12	Match turns into a pier six brawl. Any wrestler with a brawler style gets a +1 bonus to their Wrestler Die for the match.
13	Heel tries to use a foreign object, but face reverses it and uses the object on the heel. Face's Wrestler Die is increased by one level for this match. If face is a D12, he becomes a D12+2.
14	A special enforcer is inserted into the match to watch the wrestlers. Any wrestler with a brawler or hardcore style has their Wrestler Die decreased by one level for the match.
15	Favored wrestler suffers an injury. His Wrestler Die is decreased by one for this match and the next one.
16	Ropes have a bit of extra spring in them. Any wrestler with a high flyer or lucha style get a +1 bonus to their Wrestler Die this match.
17	Uninvolved heel comes to ringside and distracts face. -1 to his Wrestler Die rolls for the rest of the match.
18	Heel arrogantly slaps Face, who reciprocates in kind. This match becomes very heated and both wrestlers use their Grudge ratings.
19	Heel hits face with a foreign object. Face is badly stunned. Heel's Wrestler Die is improved to the next level for this match. If it is already a D12, it becomes a D12+2!
20	A second referee is assigned to cover the match. Any wrestler with a cheater style has their Wrestler Die decreased by one level for the match.

## Post Match Event Chart

Roll	Result
1	The loser of the match is attacked by his enemy. His Wrestler Die drops to the next level for his next match only.
2	Winner of the match will team up with uninvolved face or heel (depending on which side of the fence he is on) on the next show.
3	If the loser of the match was a champion and this was a non-title match, there will be a rematch for the title on the next card. Otherwise there is no event.
4	The winner of the match is jumped by his top enemy, but beats the enemy back. Enemy's Wrestler Die is dropped to the next level for his next match only.
5	The winner challenges an uninvolved face or heel (depending on which side of the fence he is on) for a match on the next show.
6	The commissioner picks an uninvolved wrestler to face the winner of this match next week in a No Disqualifications Match.
7	The winner of the match is jumped by his enemy and they brawl to the backstage area.
8	Uninvolved face and heel wrestlers both appear. A four way brawl ensues and they will face off in a tag team match on the next show.
9	The babyface wrestler is attacked by an uninvolved heel. A match is scheduled next week.
10	The loser of the match is attacked by his enemy. The enemy is beaten back and his Wrestler Die is dropped to the next level for his next match only.
11	If this was a title match, the loser immediately demands a rematch and gets his way. The rematch takes place next week. If this was a nontitle match, there is no post match event.
12	The babyface's ally turns against him and challenges him to a match next week!
13	If the winner was a heel, he celebrates his victory by beating on the babyface with a chair. If the winner was a face, the heel tried to get some immediate payback but the face chases the heel away.
14	The heel in the match is challenged by an uninvolved face to a match next week!
15	The loser of the match is joined by his tag team partner or ally who attacks the winner with a steel chair. A tag team match is signed for the next show.
16	The commissioner did not like how the match went down so ordered an immediate rematch in a brutal specialty match (your choice of stipulations).
17	Uninvolved wrestler assists loser of the match. Challenges the winner to a tag team match next week.
18	The winner of the match is attacked by his enemy. The winner's Wrestler Die is dropped to the next level for his next match only.
19	If this was a tag team match, the losing team splits up and begins feuding!
20	The loser of the match vows to get even with the winner and a feud develops!

## Manager Interference Chart

<b>Roll</b>	<b>Result</b>
1	No action this round and do not use this chart again.
2	+1 to DQ roll, add 2 to wrestler's Wrestler Die this round only.
3	No action this round, proceed with regular roll.
4	No action this round and do not use this chart again.
5	Add 1 to Wrestler's Wrestler die this round only.
6	No action this round, proceed with regular roll.
7	Referee removes manager from ringside. +1 to DQ roll and do not use this chart again.
8	Manager helps wrestler win! Must roll on Cheater Finish Chart.
9	Manager distracts referee. The match can not end this round.
10	Add 3 to wrestler's Wrestler Die this round only.
11	No action this round, proceed with regular roll.
12	Referee removes manager from ringside, +1 to DQ roll and do not use this chart again.
13	Move backfires! Opponent adds +3 to his Wrestler Die this round only.
14	No action this round, proceed with regular roll.
15	+1 to DQ roll, add 4 to wrestler's Wrestler Die this round only.
16	Manager costs his wrestler the match. Opponent wins by automatic disqualification!
17	+1 to DQ roll, add 3 to wrestler's Wrestler Die this round only.
18	No action this round and do not use this chart again.
19	+1 to DQ roll, add 2 to wrestler's Wrestler Die this round only.
20	Manager costs his wrestler the match. Opponent wins the match with a rollup!