

All Around Pin/Submission Chart

Roll	Result
1	You beat your opponent with a guillotine legdrop.
2	You deliver a leaping corner splash and pin your opponent as they crumple to the mat.
3	Your diamond cutter is well executed and leads to your victory.
4	Use Finisher 1
5	Use Finisher 2
6	You bounce off the ropes on a running elbowdrop and pin your opponent immediately after.
7	Use Finisher 1
8	Use Finisher 2
9	You deliver a superkick which leads to your easy pinfall.
10	Your opponent is pinned right after you deliver a flying clothesline.
11	Your opponent is dazed after a blockbuster. You get the three count.
12	Use Finisher 2
13	Use Finisher 1
14	Your opponent gives in to your fujiwara armbar.
15	You beat your opponent with a twist of fate.
16	Reroll on the Special Finishes Chart.
17	Use Finisher 1
18	You beat your opponent with a sick DDT.
19	Use Finisher 2
20	Use Finisher 1

Battle Royal Chart

Roll	Result
1	High roller tosses out low roller.
2	High roller tosses out low roller, but is immediately eliminated by another random wrestler.
3	Both wrestlers go out and are eliminated.
4	No elimination.
5	Low roller pulls down ropes and high roller goes out.
6	No elimination.
7	High roller gets eliminated by a wrestler not involved in the battle royal.
8	High roller tosses out low roller.
9	Both wrestlers go out and are eliminated.
10	High roller tosses out low roller. Low roller than jumps back on the apron and pulls out high roller.
11	High roller tosses out low roller.
12	Random third wrestler eliminates both wrestlers.
13	High roller tosses out low roller.
14	No elimination.
15	High roller tosses out low roller.
16	High roller tosses out low roller.
17	High roller tosses out low roller. Referee misses this and low roller sneaks back into the match.
18	High roller tosses out low roller.
19	No elimination.
20	Random third wrestler eliminates both wrestlers.

Brawler Pin/Submission Chart

Roll	Result
1	You nail your opponent with a heart punch and they go down for the count.
2	You wallop the other wrestler with a steel chair and the pinfall is yours.
3	Use Finisher 1
4	Use Finisher 2
5	Your opponent can not handle the clawhold you have on him. He gives up!
6	Your bolo punch is very effective. You successfully pin your opponent.
7	Use Finisher 1
8	Use Finisher 2
9	Your double stomp is just what you needed to get you the victory.
10	You jab your opponent in the neck with your thumb and it stuns them long enough to get the win.
11	Use Finisher 2
12	You deliver a potent knockout punch that lives up to its name. The pin is a simple matter.
13	Your backbreaker stuns your opponent silly. You follow up with a nice easy pinfall.
14	Use Finisher 1
15	Your hammerlock slam is quite effective. The victory is yours.
16	Reroll on the Special Finishes Chart.
17	Use Finisher 2
18	Use Finisher 1
19	You nail your opponent with a big boot to the face. Your opponent is pinned immediately.
20	Use Finisher 1

Cheater Pin/Submission Chart

Roll	Result
1	Use Finisher 2
2	Reroll On The Special Finishes Chart.
3	Rollup with a handful of tights.
4	Opponent suplexes you into the ring, but your ally or manager holds their legs down as you fall on top for the pin.
5	You win with a sleeperhold aided by a rag soaked in ether.
6	Use Finisher 1
7	You pin your opponent with your legs on the ropes for leverage.
8	Use Finisher 1
9	Use Finisher 2
10	You knock out your opponent with a roll of quarters.
11	You remove the top turnbuckle and monkey flip your opponent into the exposed metal, pinning him easily.
12	Use Finisher 1
13	Your opponent taps out to a figure four leglock after you get away with using the ropes to aid you.
14	Use Finisher 2
15	You clock your opponent with a steel chair (or title belt) after your ally distracts the ref.
16	Use Finisher 2
17	You nail your opponent with a steel chain you had hidden in your trunks.
18	Use Finisher 1
19	Your opponent nails you with a sunset flip but you roll it over and pin them with a firm hold of his trunks.
20	Use Finisher 1

Disqualification Chart

Roll	Result
1	Didn't break his hold before the 5 count.
2	Outside interference.
3	Hit opponent with steel chain.
4	Accidental referee bump.
5	OOPS! Ref disqualified the wrong wrestler!
6	Intentional strike against referee.
7	Hit opponent with steel chair (or title belt).
8	Outside interference.
9	Accidental referee bump.
10	Hit opponent with foreign object (be creative).
11	Outside interference.
12	Caught with opponent's foreign object!
13	Accidental referee bump.
14	Intentional strike against referee.
15	Outside interference.
16	Caught with weapon in trunks that was planted by the other wrestler!
17	Intentional strike against referee.
18	Caught retaliating against opponent who got away with an illegal move.
19	Hit opponent with foreign object (be creative).
20	Outside interference.

European Pin/Submission Chart

Roll	Result
1	Your opponent taps out to a Regal stretch.
2	You beat your opponent with a wristlock and leg grapevine into a pin.
3	You roll your opponent up in a London bridge.
4	Reroll on the Special Finishes Chart.
5	Use Finisher 1
6	Use Finisher 2
7	You defeat your opponent with a rolling hammerlock.
8	You win the match after a classic neckbreaker.
9	Use Finisher 1
10	Use Finisher 2
11	Use Finisher 1
12	Use Finisher 2
13	You stun your opponent with a hammerlock pedigree.
14	You win the match with an old fashioned figure four armbar.
15	Use Finisher 2
16	Use Finisher 1
17	You pin your opponent with an inverted suplex.
18	You knock your opponent senseless with a nasty European uppercut. The pin is academic.
19	Your opponent passes out to the sleeperhold you applied perfectly.
20	Use Finisher 1

Hardcore Pin/Submission Chart

Roll	Result
1	You defeat your opponent with a massive chair shot.
2	Reroll On The Special Finishes Chart.
3	Use Finisher 1
4	You pin your opponent after a power bomb through a ringside table.
5	Use Finisher 1
6	You nail your opponent with a flaming 2x4 before rolling him up for the victory.
7	Use Finisher 2
8	Use Finisher 1
9	You give your opponent a DDT on a steel chair, and then it is an easy three count.
10	You power bomb your opponent in a pile of thumbtacks. You win the match.
11	You clobber your opponent with a barbed wire baseball bat before pinning his shoulders to the mat.
12	Use Finisher 1
13	Use Finisher 2
14	You wrap your arm up in barbed wire and deliver a painful lariat before getting the pin.
15	Use Finisher 1
16	You dive off the top of a ladder with a crushing elbowdrop getting a three count in the process.
17	Use Finisher 2
18	You perform a textbook laddersault off the top turnbuckle and pin your opponent in the middle of the ring.
19	Use Finisher 2
20	You give your opponent a top rope splash while they are buried under a pile of chairs. The referee administers the three count.

Heavy Pin/Submission Chart

Roll	Result
1	Your top rope splash flattens your opponent for the three count.
2	Your opponent gives in to a giant squeeze.
3	Use Finisher 1
4	Reroll on the Special Finishes Chart.
5	You crush your opponent with a belly to belly suplex. The referee gives the 1-2-3!
6	Your opponent can not kick out after you hit a vader bomb.
7	Use Finisher 1
8	Use Finisher 2
9	Your opponent crumples to the mat after a nasty corner splash. You drag them into the middle of the ring and pin them with ease.
10	A powerslam seals your opponent's fate.
11	Use Finisher 2
12	Use Finisher 1
13	Use Finisher 2
14	You punish the other wrestler with an elbowdrop. The referee makes the three count.
15	You pin your opponent after delivering a leaping splash.
16	Use Finisher 2
17	Use Finisher 1
18	The legdrop you used on your opponent gives you a pinfall victory.
19	You bounce off the ropes and come down on your opponent with a sitdrop. After you hook the leg, you grab the win.
20	Use Finisher 1

High Flyer Pin/Submission Chart

Roll	Result
1	You beat your opponent with a shooting star press.
2	You nail a beautiful frog splash which gives you the victory.
3	You hit your opponent with a well timed enzuigiri. The three count is academic.
4	Use Finisher 1
5	Reroll on the Special Finishes Chart.
6	You execute a textbook flying body press and the referee counts to three.
7	Use Finisher 1
8	Use Finisher 2
9	You come off the top rope with a sunset flip and score a pinfall.
10	Your opponent is caught off guard with your quick standing moonsault and you get the pin before they get a chance to kick out.
11	Your tornado DDT puts you in the winner's circle.
12	Use Finisher 1
13	You execute a crowd pleasing 450 splash and win the match.
14	Use Finisher 2
15	Use Finisher 1
16	Use Finisher 2
17	Your skytwister press is both impressive and successful. You win the match!
18	Use Finisher 1
19	You deliver a rapid huracanrana and hook your opponent's legs for the three count.
20	Use Finisher 2

Lucha Pin/Submission Chart

Roll	Result
1	Use Finisher 1
2	Use Finisher 2
3	Use Finisher 1
4	You win the match after a springboard dropkick.
5	Your somersault body attack keeps your opponent off guard long enough for the 1-2-3.
6	Reroll on the Special Finishes Chart.
7	You execute a flip piledriver that leaves your opponent senseless. You cover them for the pin.
8	You win the match with a reverse hurracanrana.
9	You deliver a guillotine legdrop and win the match.
10	Your opponent was not ready for the rolling senton and allows you to score the victory.
11	Use Finisher 1
12	Your 630 splash is picture perfect. You are quite victorious!
13	Use Finisher 1
14	You are able to beat your opponent with a la majistral cradle.
15	Use Finisher 1
16	Use Finisher 2
17	After trading a series of pin attempts you secure the pinfall with a victory roll.
18	Use Finisher 2
19	Your opponent is pinned after you execute a quebrada.
20	Use Finisher 2

Martial Artist Pin/Submission Chart

Roll	Result
1	You devastate your opponent with a karate strike to the head.
2	Your top rope spin kick spells the end of the match.
3	You surprise your opponent with a Pele kick and get the pinfall.
4	Use Finisher 1
5	Use Finisher 2
6	You defeat your opponent with a stiff enzuigiri.
7	You get in a quick double thrust that stuns your opponent long enough for a three count.
8	Reroll on the Special Finishes Chart.
9	Use Finisher 1
10	Use Finisher 2
11	A series of vicious Kawada kicks knocks your opponent silly. The match is yours.
12	Use Finisher 2
13	Your opponent submits to the painful nerve hold you have locked on.
14	Use Finisher 1
15	A vicious kick combo flattens your opponent. You cover him for the pin.
16	You hit a roaring elbow that gives you the victory in this match.
17	You deliver a judo neck strike that makes your opponent helpless to kick out of the pinfall.
18	Use Finisher 1
19	Use Finisher 2
20	Use Finisher 1

Modern Pin/Submission Chart

Roll	Result
1	You hit an ace crusher that stuns your opponent and allows you to get the pinfall.
2	Use Finisher 1
3	You hit your opponent with a shining Wizard and roll them up for the win.
4	Your exploder suplex gives you a brilliant victory.
5	Use Finisher 2
6	You beat your opponent with a nicely executed death valley driver.
7	Use Finisher 1
8	You take out your opponent with a falcon arrow.
9	Use Finisher 2
10	You pin your opponent after nailing him with the uranage.
11	Reroll on the Special Finishes Chart.
12	Use Finisher 1
13	Use Finisher 2
14	Use Finisher 1
15	Use Finisher 2
16	You knockout your opponent with a vicious superkick.
17	Use Finisher 1
18	Your roaring elbow stuns your opponent and you get an easy pin.
19	You deliver a sit out power bomb and then roll your opponent up for the three count.
20	Your opponent taps out to a cross arm breaker.

Old School Pin/Submission Chart

Roll	Result
1	Use Finisher 1
2	You put your opponent away with a sleeperhold.
3	You beat your opponent with a piledriver.
4	A running powerslam ensures you the victory.
5	Use Finisher 1
6	Use Finisher 2
7	A nice rollup wins the match for you.
8	You are victorious thanks to a figure four leglock.
9	You caught your opponent napping with a body press.
10	Use Finisher 1
11	Reroll on the Special Finishes Chart.
12	Use Finisher 2
13	Use Finisher 1
14	After a high knee smash the opponent hits the mat for a three count.
15	A sunset flip and the match is yours.
16	Use Finisher 2
17	You execute a beautiful small package for the win.
18	Use Finisher 1
19	Use Finisher 2
20	You pick up the victory after hitting a solid elbowdrop.

Powerhouse Pin/Submission Chart

Roll	Result
1	You beat your opponent with a bearhug.
2	A running powerslam takes your opponent out.
3	Use Finisher 1
4	Use Finisher 2
5	CHOKESLAM!
6	A vicious power lariat scores you the pinfall.
7	Use Finisher 1
8	You whip your opponent into the ropes and whip him over in a crushing slam.
9	Use Finisher 2
10	You power bomb your opponent and get an easy victory.
11	A spinebuster seals the deal on this match.
12	Use Finisher 1
13	Use Finisher 2
14	You pick your opponent up and force him to give up to an Argentinean Backbreaker.
15	Use Finisher 2
16	You beat your opponent with a full nelson slam.
17	You get the win after executing a devastating tiltawhirl backbreaker.
18	Use Finisher 1
19	Reroll on the Special Finishes Chart.
20	Use Finisher 1

Referee Chart

Roll	Result
1	Normal Referee – No Modifiers
2	Biased Referee - +3 on all Victory Rolls for heels, -1 on all Victory Rolls for babyfaces.
3	Fast Count Referee - +1 on all Victory Rolls.
4	Normal Referee – No Modifiers
5	Enforcer Referee - +2 for all dq dice, +2 for all countout dice.
6	Normal Referee – No Modifiers
7	Strict Referee - +3 for all dq dice.
8	Normal Referee – No Modifiers
9	Slow Count Referee - -1 on all Victory Rolls.
10	Super Fast Referee - +3 on all Victory Rolls.
11	Normal Referee – No Modifiers
12	Blind Referee - -3 for all dq dice.
13	Normal Referee – No Modifiers
14	Biased Referee - +3 on all Victory Rolls for babyfaces, -1 on all Victory Rolls for heels.
15	Normal Referee – No Modifiers
16	Fast Count Referee - +1 on all Victory Rolls.
17	Clueless Referee - -4 for all dq dice, -2 for all countout dice.
18	Normal Referee – No Modifiers
19	Slow Count Referee - -1 on all Victory Rolls.
20	Normal Referee – No Modifiers

Shootfighter Pin/Submission Chart

Roll	Result
1	Your opponent taps out to an ankle lock submission.
2	You defeat your opponent with a good old fashioned sharpshooter leglock submission.
3	Use Finisher 1
4	Reroll on the Special Finishes Chart.
5	Use Finisher 1
6	You defeat your opponent with a cross arm breaker.
7	You win after a series of hard kicks to the face.
8	Use Finisher 2
9	Your opponent submits to a crippler crossface.
10	A well executed STF submission garners you the victory.
11	You pin your opponent with an overhead German suplex.
12	Use Finisher 1
13	Your opponent can't handle the double chickenwing and is forced to tap out.
14	Use Finisher 1
15	Use Finisher 2
16	Use Finisher 1
17	Your opponent taps out to a key lock.
18	Use Finisher 2
19	You knockout your opponent with some vicious knees to the head.
20	Use Finisher 2

Special Finishes Chart

Roll	Result
1	Loser leaves for unknown reason. Fails to return. Winner is awarded victory by countout.
2	Winner uses foreign object undetected by referee.*
3	Winner uses opponent's finisher.*
4	Winner distracts ref while ally clobbers opponent.*
5	Winner takes opponent outside the ring and run them into the ring steps. He then rolls them into the ring for the pinfall.*
6	Opponent misses a high risk move and is easily pinned.
7	Ally distracts opponent by climbing on the ring apron and gets pinned from behind.*
8	Loser's enemy is a guest ring announcer, who interferes and clobbers him, allowing for an easy pinfall.
9	Outside interference on both sides. Restart the match as a tag team match.*
10	Loser really injured in muffed spot. Winner awarded victory by forfeit.
11	The ring ropes break and the loser is injured. Winner awarded a forfeit victory.
12	Winner uses a foreign object undetected by the referee.*
13	The winner distracts the ref while his ally clobbers the opponent.*
14	Winner takes opponent outside the ring and run them into the ring steps. He then rolls them into the ring for the pinfall.*
15	Winner's ally distracts opponent by climbing on the ring apron and opponent is rolled up for a pin from behind.*
16	Loser's enemy is a guest ring announcer, who interferes and clobbers him, allowing for an easy pinfall.
17	The match is ruled a no contest when both wrestlers are shaken up after a particularly high risk move.
18	Winner's ally distracts opponent by climbing on the ring apron and opponent is rolled up for a pin from behind.*
19	Winner feigns a severe injury and suckers the referee. When his opponent isn't looking he rolls him up for an easy win.
20	Loser's enemy is a guest ring announcer, who interferes and clobbers him, allowing for an easy pinfall.*

* This result causes a feud to develop between the two wrestlers. Use your imagination to book this situation.

Strong Style Pin/Submission Chart

Roll	Result
1	You deliver a devastating kick to the face and get an easy pinfall.
2	Use Finisher 1
3	Use Finisher 2
4	You deliver a nasty brainbuster onto the top turnbuckle. Your opponent is dazed and you pin them with ease.
5	Use Finisher 1
6	Use Finisher 2
7	You give your opponent a DDT on the ring apron. They are not able to continue as you get a three count on them.
8	Use Finisher 1
9	After a trio of exploder suplexes you roll your opponent up for the pin.
10	Use Finisher 1
11	You administer a running knee smash in the corner and your opponent is unable to kick out.
12	Use Finisher 2
13	After a top rope lung blower you get the victory.
14	You maul the other wrestler with a series of backbreakers, weakening them enough for you to win the match.
15	You knockout your opponent with some thundering head butts.
16	You come off the top rope with a top rope double stomp. Your opponent can not recover in time to kick out.
17	Use Finisher 2
18	Use Finisher 1
19	Your lariat was delivered with massive force and you get a quick pinfall victory.
20	Reroll on the Special Finishes Chart.

Technical Pin/Submission Chart

Roll	Result
1	Use Finisher 1
2	Use Finisher 2
3	Reroll on the Special Finishes Chart.
4	You pin your opponent with a nice crucifix maneuver.
5	Use Finisher 1
6	Use Finisher 2
7	Your opponent taps out to your sharpshooter.
8	You beat your opponent after executing a trifecta of suplexes.
9	Use Finisher 1
10	Use Finisher 2
11	Your brainbuster gives you a quick victory.
12	Use Finisher 2
13	Your opponent is caught off guard with your double underhook piledriver. You make the pinfall easily.
14	Your opponent can not kick out of your fisherman suplex.
15	Use Finisher 1
16	You win the match when your opponent gives up from your figure four leglock.
17	Use Finisher 1
18	You pick your opponent up in a fireman's carry and deliver a nice Samoan drop for the pinfall.
19	Your opponent passes out to your cobra clutch sleeper.
20	You execute a textbook Olympic slam and score the pinfall.

Women's Pin/Submission Chart

Roll	Result
1	You execute a flying dropkick and get the pinfall.
2	You use a small package to get the surprise victory.
3	Use Finisher 1
4	Reroll on the Special Finishes Chart.
5	You pin your opponent after delivering a tornado DDT.
6	Use Finisher 1
7	Use Finisher 2
8	You beat your opponent with a quick body press.
9	Use Finisher 1
10	You beat your opponent with a Chick Kick.
11	You come off the ropes with a Thesz press and get the three count.
12	Use Finisher 2
13	Use Finisher 1
14	You pin your opponent with a schoolgirl rollup.
15	Use Finisher 2
16	Use Finisher 1
17	Use Finisher 2
18	You nail your opponent with a Bronco Buster and win the match after you finish your ride.
19	After an inverted DDT, you are able to score the pinfall.
20	You deliver a superb sunset flip and pin your opponent.