

CONTENDER SHEET

HOPE <small>CONTENDER CONNECTION</small>	PAIN
CASH	REP

IN-RING TRAITS

TECHNIQUE <small>MAXIMUM CURRENT</small>	POWER <small>MAXIMUM CURRENT</small>
COVER <small>MAXIMUM CURRENT</small>	CONDITIONING <small>MAXIMUM CURRENT</small>

CONNECTIONS

CONTENDERS - SUMMARY

SCENE TYPES

CONNECTION
 New CONNECTION
 Visit CONNECTION
 (CASH vs PAIN; HOPE+).

WORK
 (PAIN vs CASH; CASH+)

TRAINING
 (CASH; In-Ring TRAIT+)

PROMOTION
 (Schedule a match)

THREAT
 BRAWL (PAIN vs PAIN,
 PAIN+ & REP+)
 Threaten CONNECTION
 (PAIN, HOPE, CASH;
 Stipulation)

FIGHT
 Box match.
 (HOPE+, PAIN+, REP+).

MATCH SUMMARY

TACTICS

Punchers' choice (*aggressive*)
 ♥ Hearts - DOMINATE 1 - DAMAGE 5

Work off the job (*balanced*)
 ♠ Spades - DOMINATE 3 - DAMAGE 3

Bob & weave (*defensive*)
 ♦ Diamonds - DOMINATE 5 - DAMAGE 1

Street style (*dirty tactics*)
 ♣ Clubs - DOMINATE 4 - DAMAGE 4

DAMAGE SUCCESSES

0 or less: Even, 0 VPs.

1-2: Marginal advantage, 1 VP.

3-4: Significant advantage, 2 VPs.

5+: KO or TKO, wins the match.

1	2	3	ROUND TRACKER	4	5	6	
7	8	9	10	11	12	13	14