

PILE DRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION



DEMO PACK
www.princeofdarknessgames.com
www.collective-endeavour.com



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DEMO

Dole out the two character sheets to the players. Briefly explain the four main stats: POPULARITY (fighting clean), INFAMY (fighting dirty), TESTICULAR FORTITUDE (toughness) and MAD SKILLZ (damage).

Encourage the players to generate names, GIMMICKS and FINISHERS for their SUPERSTARS. Use the random charts (next page) if they don't have an idea immediately. If there are more than two people being demoed to, then generate names and GIMMICKS for the NEMESSES too.

Explain the set up - the two PC SUPERSTARS have been booked in a MATCH (make it a tag team match including the NEMESSES if there are more than two punters).

Talk about PRE-MATCH SCENES, mention that usually both PCs get a PRE-MATCH SCENE, but in the demo we are just going to run through one - the bad guy superstar tries to AMBUSH his opponent! Get the player to set the scene and allow the roleplay to flow up to the point of attack! Then go to the cards: deal cards = INFAMY to each player. Get both to reveal and explain scoring. Tell the winner to narrate what happens!

The MATCH. Narrate the beginning of the match, superstar entrances. Explain the three options: CLEAN, DIRTY, HIGH RISK.

Play out the MATCH, stressing the importance of SELLING IT when you have a weak hand.

Explain the consequences for winning/losing the match. Touch on the POST MATCH SCENES and play sequence.

Sell the book!!!

Face	DESCRIPTOR	Heel	DESCRIPTOR
Ace	Furious	Ace	Evil
2	Mild-mannered	2	Hateful
3	Silent	3	Sycophantic
4	Daredevil	4	Cowardly
5	Hungry	5	Bitter
6	Sexy	6	Scarred
7	Elegant	7	Stupid
8	Catlike	8	Incoherent
9	Heroic	9	Destructive
10	Comical	10	Deranged
Jack	Sporting	Jack	Narcissistic
Queen	Manic	Queen	Self-righteous
King	Noble	King	Sadistic

Red	GIMMICK	Black	GIMMICK
Ace	Cowboy	Ace	Feral
2	Indian	2	Hobo
3	Ninja	3	Shooter
4	Pirate	4	Giant
5	Vampire	5	Thug / Gangsta
6	Criminal	6	Martial Artist
7	Soldier	7	Luchador
8	Model	8	Mr Cool
9	Monster	9	Mask
10	Foreigner	10	Viking
Jack	Biker	Jack	Punk
Queen	Athlete	Queen	Aristocrat
King	Playboy	King	Preacher

FINISHING MOVES

MIX N MATCH FINISHERS!

Value	1st Card	2nd Card	3rd Card
Ace	Power	-	Bomb
2	Diving	Elbow	Smash
3	Atomic	Back	Drop
4	Northern Lights	Neck	(Pile) Driver
5	Mexican	Body	Splash
6	Lethal	Leg	Lock
7	Impact	Muscle	Buster
8	Ultimate	Arm	Breaker
9	Fisherman's	Shoulder	Suplex
10	Dark (of Darkness)	Face	Clutch
Jack	Shooting-Star	-	Press
Queen	Super	-	Kick
King	Choke (choking)	-	Slam



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SUMMARY SHEET



PLAY SEQUENCE

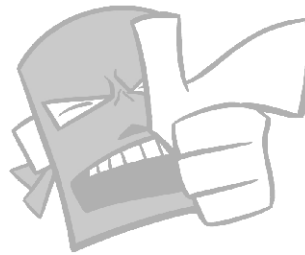
1.	ROTATE-A-GM
2.	ANNOUNCE MATCH CARD
3.	PRE-MATCH SCENES
4.	PLAY MATCHES
5.	POST-MATCH SCENES

PRE-MATCH SCENES

CONNECT	With another superstar	POP VS INF
AMBUSH	Your match opponent	INF VS INF
INFLAME	The feud with your nemesis	POP/INF VS GPs (+1 GP)
FREE-PLAY	Do something else!	-

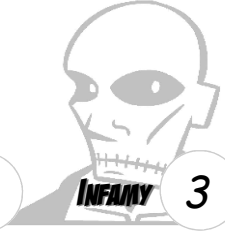
MATCH OUTCOMES

Winning a match	+1 POPULARITY
With a high risk finish	+1 MAD SKILLZ
Taking a FINISHER	+1 TF
Getting disqualified	+1 INFAMY
Losing to NEMESIS	+1 GP



POST MATCH SCENES

CONNECT	With another superstar	POP VS INF
INFLAME	The feud with your nemesis	POP/INF VS GPs
BEAT-DOWN	Your recent opponent	INF VS INF (+1 INF)
DEVELOP	With a training montage	+1 STAT (+1 NEM)
BOOK A MATCH	Visit the GM to demand a match!	POP/INF VS GPs
FREE-PLAY	Do something else!	-



POPULARITY 1 INFAMY 3 TESTICULAR FORTITUDE 4 MAD SKILLZ 2

HEIGHT: WEIGHT:
 HOME:
 THEME MUSIC:
 GIMMICK:
 FINISHER:
 SPECIALITIES:



GRUDGE POINTS 1

FACTION INFO

NEMESIS



POP	3
INF	1
TF	4
MS	2

GIMMICK:
 FINISHER:
 CONNECTION/CONFLICT:



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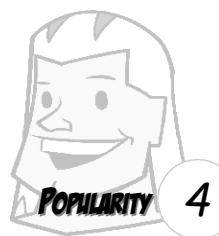
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WEIGHT:

HOME:

THEME MUSIC:

GIMMICK:

FINISHER:

SPECIALITIES:



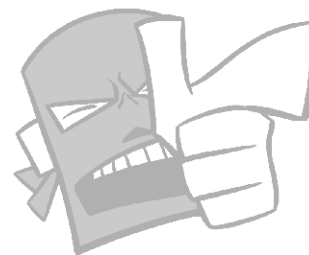
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FREE-PLAY	Do something else!	-

NEMESIS



POP	2
INF	4
TF	2
MS	2

GIMMICK:

FINISHER:

CONNECTION/CONFLICT: