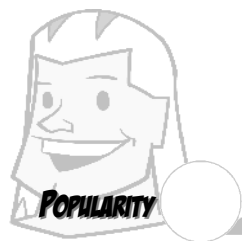




# PILE DRIVERS & POWERBOMBS

CHOKESLAM OF DARKNESS EDITION



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



## FACTION INFO

## NEMESIS



POP	
INF	
TF	
MS	

GIMMICK: \_\_\_\_\_  
 FINISHER: \_\_\_\_\_  
 CONNECTION/CONFLICT: \_\_\_\_\_

# 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!	-