

The Squared Circle™

Wrestling RPG

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What is this?

The book you are holding is a tabletop roleplaying game about the wrestling industry. In creating this book I have attempted to take the hobby of e-wrestling from the Internet into a format that could be played at the table with some friends or even alone.

To play this game you will need a few things; first some paper, some pencils, this book of course, one or more set(s) of polyhedral dice. These can be purchased at numerous locations online and at your local Gaming Store. You will need at least one complete set containing a four-sided die(D4), few six-sided dice (D6), an eight-sided die (D8), a ten-sided die (D10), a twenty-sided die (D20) and finally what is called a hundred sided die (D100) but it really doesn't have one hundred sides. It has ten, each side worth 10 adds up to 100. The last thing you will need to play is of course your imagination.

During game-play you will create your own wrestler, rolling up stats and choosing between 5 classes for your wrestler. You will also choosing skills that will make your wrestler truly unique and a force to be reckoned with in the ring. You will then take your wrestler through the ranks of the wrestling industry in the hopes of reaching the top of the business. Capturing titles and getting involved in feuds, storylines and angles as you go.

This game is best enjoyed with your friends; it has two modes of play, one where each player controls a wrestler and the second is a promotion management type game where each player runs their own promotions as well as their own wrestlers. For those who enjoy promotion management type games will also be able to play this game alone, it isn't quite as entertaining as playing with others but it can be if you like management style games.

I hope you enjoy this game as much as I enjoyed creating it. Thanks again!

Glossary of Terms

Session: Refers to a block of time when players and Game Master sit down at the table to play. How long a session lasts is dependent on everyone involved. Some people can only a devote a small amount of time while some more hardcore players can spend upwards of 8 hours or more playing in a single session.

Percentile Roll: This type of roll is usually requested when a player is required to roll below a certain percentage mark. The player rolls a one-hundred sided die and a ten-sided die together. Or alternatively you can roll two ten-sided dice, the first die will be the first digit and the second die will be the second. For example if you roll a 2 and an 8 you would have a percentage of 28%. The 0 on the ten sided die represents a 0 and not a 10 in this case.

Saving Throw: Whenever something really bad or nasty is about to happen to the player, the game usually allows for a saving throw which provides the player with a chance to save himself from whatever is about to happen. The game mechanics of this saving throw can be different from system to system but generally the Saving Throw is a number below 20, a twenty-sided die is rolled and the result must be higher then the Saving Throw value.

Dice: In an effort to save space in Roleplaying game books, many times damage and required rolls will be written in the shorthand version. This takes the form of 1D20, 2D6, 2D4, ect... The way to discern this meaning is quite simple, the first number is the number of dice to be rolled and the second is the type of die to roll. So 1D20 means a roll of one twenty-sided die while 2D6 requires two six-sided dice to be rolled.

Game Master: Someone has to make sure the players play by the rules set forth in the game's manual, this job belongs to the person called the Game Master. This person is also responsible for teaching the players how to play the game. It is very important for whomever is chosen as Game Master for them to understand the rules of the particular game system inside and out. The players must also understand that the Game Master is the boss! The Game Master is the one running the game and he or she decides how the game goes. Players should respect the Game Master's rulings at all times, otherwise chaos could ruin the game. Also one must remember that Game Masters are also only human and can make mistakes from time to time.

House Rules: This term refers to a set of rules the Game Master has either come up with or modified for a specific game system. This could be a small change or a big one, generally Game Master do this because they feel the game system is either broken or too difficult to handle.

Wrestler Creation



Step 1: The Attributes

The first step in creating your wrestler is to roll the base attributes that will dictate the basic characteristics and abilities of the wrestler. These six attributes are determined by roll four six-sided dice (4D6) for each attribute making sure to re-roll any dice that comes up as a one. See the back pages of this book for Character Sheets to help you organize your wrestler's information.

Strength: This is how strong the character is, used when determining lifting strength as well as extra damage done from moves.

Intelligence: This represents the wrestler's intelligence, used to determine the ability to learn new moves.

Endurance: Represents the physical toughness of the wrestler. A factor in providing bonuses to Health Points and Endurance Points.

Charisma: Personal magnetism of the wrestler which comes into play when the wrestler is cutting a promo or involved in angles.

Agility: The ability to move quickly and easily, this comes into play when the wrestler attempts to dodge moves.

Speed: How quickly the wrestler can move, this attribute represents the general speed of the wrestler and provides bonuses to initiative.

Endurance Bonus	
Attribute	Bonus
13 to 16	+1D6 HP & Endurance points
17 to 20	+2D6 HP & Endurance points
21 to 25	+3D6 HP & Endurance points
26 to 29	+4D6 HP & Endurance points
30 and up	+5D6 HP & Endurance points

Charisma Bonus	
Attribute	Bonus
13 to 16	+1 Angle Roll
17 to 20	+2 Angle Roll
21 to 25	+3 Angle Roll
26 to 29	+4 Angle Roll
30 and up	+5 Angle Roll

Strength Bonus	
Attribute	Damage Bonus
13 to 16	+2
17 to 20	+ 3
21 to 25	+ 4
26 to 29	+ 5
30 and up	+ 6

Agility Bonus	
Attribute	Bonus
13 to 16	+1 High Spots & Evade
17 to 20	+2 High Spots & Evade
21 to 25	+3 High Spots & Evade
26 to 29	+4 High Spots & Evade
30 and up	+5 High Spots & Evade

Intelligence Bonus	
Attribute	Bonus
13 to 16	+4 Moves
17 to 20	+ 6 Moves
21 to 25	+ 8 Moves
26 to 29	+ 10 Moves
30 and up	+ 12 Moves

Speed Bonus	
Attribute	Bonus
13 to 16	+1 Initiative
17 to 20	+2 Initiative
21 to 25	+3 Initiative
26 to 29	+4 Initiative
30 and up	+5 Initiative

Wrestler Creation



Step 2: Wrestler Class

Step 2: Wrestler Class

The next step in wrestler creation is to determine which class they will be, there are five classes to choose from; Brawler, All-Rounder, Technical, High Flyer and Powerhouse. All classes begin with a base set of abilities. Each additional level they acquire new abilities and get stronger as described in the class description. All wrestlers begin at Level 1.



BRAWLER:



Brawlers prefer to disregard technical skill in lieu of using their favorite primary weapons...their fists. These wrestlers are rough and tumble kind of people and can take an insane amount of punishment and still keep dishing it out. They begin play with 4D6 + 20 Health Points and 4D6 Endurance Points, 2 Skill Slots and 1D4 + 4 skill points.

They gain 1 Skill Slots every additional level and 1D4 Skill points.

Level 1:

+1 Damage
+1D6 Health Points
+1D6 Endurance Points

Base Reversals: 2

Base Moves: 6

Level 2: (XP Needed: 3,000)

+1D6 Endurance Points
+1D6 Health Points

Additional Moves: +2

Level 3: (XP Needed: 6,000)

+1D6 Endurance Points
+1D6 Health Points

Additional Reversals: +1

Failure Chance Modifier: -1

Additional Moves: +2

Level 4: (XP Needed: 8,000)

+2D6 Endurance Points
+2D6 Health Points

Additional Moves: +2

Level 5: (XP Needed: 12,000)

+2D6 Endurance Points

+2D6 Health Points

+1 Strength

+1 Agility

Failure Chance Modifier: -1

Additional Moves: +2

Level 6: (XP Needed: 14,000)

+2D6 Endurance Points

+2D6 Health Points

Additional Reversals: +1

Additional Moves: +2

Level 7: (XP Needed: 16,000)

+3D6 Endurance Points

+3D6 Health Points

+1 Speed

Failure Chance Modifier: -1

Additional Moves: +2

Level 8: (XP Needed: 18,000)

+3D6 Endurance Points

+3D6 Health Points

+1 Speed

+1 Damage

Additional Moves: +2

Level 9: (XP Needed: 20,000)

+3D6 Endurance Points

+3D6 Health Points

+1 Strength

+1 Speed

Failure Chance Modifier: -1

Additional Moves: +2

Match Types

Singles Match:

Winning Methods:

- Pinfall
- Submission
- Disqualification (Champion keeps title)
- Count-Out (Champion keeps title)

This match is held between two competitors. This is the standard type of match, the use of weapons is not permitted and will most likely get you disqualified. Wrestlers may only stay on the outside of the ring for a standard 10 count. (1 segment)

Tag Team Match:

Winning Methods:

- Pinfall
- Submission
- Disqualification (Champions keeps titles)
- Count-Out (Champions keeps titles)

This match is held between two teams of two, this is the standard type of team matches. Much like the Singles match, weapon use in the match is not permitted. Wrestlers may only stay on the outside of the ring for a standard 10 count. (1 segment) Only one wrestler from each team is involved in the match at one time, partners need to be tagged in and out.

Six-Man Tag Team Match:

Winning Methods:

- Pinfall
- Submission
- Disqualification (Champions keep titles)
- Count-Out (Champion keep titles)

This match involves two three member teams, much like the regular Tag Team match type, only one member from each team will compete at one time. Partners must be tagged in and out which takes one move action. Weapons are not permitted and will lead to the team being disqualified. Wrestlers may only remain on the outside of the ring for a standard 10 count. (1 segment)

Hardcore Singles Match:

Winning Methods:

- Pinfall
- Submission

A more extreme version of the Singles match, in this match type anything and everything goes. Competitors may use any kind of weapon on each other, ring-outs are not enforced and the competitors are free to roam all over ringside or backstage for as long as they like.

Hardcore Two-Man Team:

Winning Methods:

- Pinfall
- Submission

Again, a more extreme version of the Tag Team match type, like the singles variety of this match type everything is legal.

Hardcore Six-Man Team:

Winning Methods:

- Pinfall
- Submission

Two three member teams compete in an extreme six-man tag match where everything is legal.

Singles Ladder Match:

Winning Methods:

- Item Retrieval

This match is between two competitors and has much of the same rules as a regular singles match. The only weapon permitted is ladders. Some type of item; usually a title belt, is suspended over the ring. The first competitor to setup a ladder and snatch the item wins the match.

To win the match the ladder must be recovered from under the ring and setup in the ring under the item hanging above, this will take one action. The player then rolls 1D4 which will determine in how many actions it will take for the wrestler to get to the top, once up top another action must be used to snatch the item. Remember that each action is considered a move action and there will be an initiative roll after every

European Uppercut (C)(4/3/2/Down/1D6)
Death Valley Driver (10/8/0/Down/1D10)
Running Bulldog (2/4/0/Down/1D6)
DDT (2/3/0/Down/1D6)
Spinebuster Slam (3/3/0/Down/1D8)
Sidewalk Slam (3/3/0/Down/1D8)
Turnbuckle Smash (2/3/0/Down/1D6)
German Suplex (4/3/0/Down/1D8)
Fisherman's Suplex (5/4/0/Down/1D10)
Northern Lights Bomb (4/4/1/Down/1D8)
Low Blow (2/1/0/Down/1D4/Heel)
Neckbreaker (3/3/0/Down/1D6)
Falcon Arrow (4/5/2/Down/1D10)
Shoulder Breaker (2/3/0/Down/1D8)
Powerbomb (5/5/2/Down/1D10)

Running Group:

Cross Body Block (2/2/0/Down/1D4)
Fallaway Slam (2/3/0/Down/1D6)
Running Clothesline (2/4/0/Down/1D6)
Spin Wheel Kick (2/2/0/Down/1D6)

Top Rope Group:

Flying Bulldog (3/4/1/Down/1D8)
Missile Dropkick (3/3/0/Down/1D6)
Flying Legdrop (4/3/0/Down/1D6)

Down Group:

Elbow Drop (1/1/0/Down/1D4)
Leg Drop (2/1/0/Down/1D4)
Ring Rope Leg Drop (2/2/0/Down/1D6)
Rope Choke (2/2/0/Down/1D6/Heel)
Boot Lace Eye Rake (2/1/0/Down/1D4/Heel)
Knee Drop Knee Breaker (2/1/0/Down/1D6)

Krandor the Iron Knight

Krandor is a talented technical wrestler that uses a Medieval Knight gimmick, following a strict code of chivalry Krandor is always there to help those in need. He has been one of mainstays of the NEW roster since the company opened up, a spot that is well deserved.

He is managed and usually accompanied to the ring by his wife Alexandria, although she has not been seen on

camera for some time. The gossip is that they have indeed separated or maybe even divorced, whatever the facts are, Krandor refuses to talk about it.

The sword he calls Excalibur never leaves his sight and is often seen wielding the massive blade. Krandor believes the sword links him to the powers of ancient times and gets quite angry and agitated when someone else touches the blade.

Class: Technical

Level: 10

Experience: 26,000

Age: 37

Height: 6ft 2in

Weight: 240 lbs

Hometown: Miami, FL

Wrestling Debut: September 15th 1987

Alignment: Face

Contract Type: Written

Contract Length: 5 Years

Contract Amount: \$420,000 per Month.

Savings: \$30,000,000

Titles Held:

- 1 x NEW World Champion
- 3 x NEW Television Champion
- 3 x NEW Tag Team Champions

Valet: Alexandra

Startup Heat: 17

Heat Generation: 22

Monthly Wage: 10%

Primary Finisher:

Knight's Victory (14/6/0/Down/Drain: 2D10 - Dmg: 2D6)

Finisher Description: Sharpshooter Leg Lock

Secondary Finisher:

Knight's Cross (16/12/3/Down/2D10)

Finisher Description: Crucifix Powerbomb

Theme Song: "Knightfall"

Ring Entrance:

The lights dim and a pale blue light shines on the entrance and "Knightfall" begins to play, after a few moments Krandor walks out with his beautiful valet/wife Alexandria who wears a skin-tight black leather outfit, Krandor wears a black cape and wields a large sword in his right hand. He walks down the aisle slowly and climbs into the ring. Once inside the ring he walks to the center and raises the sword in the air and the entrance explodes with pyrotechnics and the lights come back on as the music fades while Krandor hands



his sword and cape to Alexandra who steps out of the ring with the items.

Attributes:

Strength: 17
Intelligence: 17
Endurance: 17
Charisma: 21
Agility: 25
Speed: 17

Stats & Bonuses:

Overness: 85
Health Points: 125
Endurance Points: 133
Damage Bonus: +5

Strike Bonus: +6
Submission Break: +5
Submission Use: +5
Angle Roll: +8
High Spots: +4
Evade: +4
Initiative: +2
Mic Work: +4
Second Wind: 2
Reversals: 9
Failure Modifier: -10
Quick Roll Bonus: 14

Skills:

Fast Healer
 Microphone Work (12 Points)
 Basic Angle Writer
 Advanced Angle Writer
 Acting Chops
 Submission Resistant (16 Points)
 Submission Master (15 Points)
 Fine Tuning (3 Points)
 Second Wind (6 Points)
 Ring Technician (12 Points)
 Trademark Finisher: Knight's Victory (9 Points)
 Finisher Specialization: Knight's Victory (9 Points)

Move List:

Standing Group:

Body Slam
 Drop Toe Hold
 Hip Toss
 Irish Whip
 Kick
 Punch
 Abdominal Stretch (S) (1/2/0/Down/E= 1D4 – D= 1D4)
 Arm Drag (1/1/0/Down/1D4)
 Arm Wringer (1/1/0/Down/1D4)
 Back Breaker Drop (1/2/0/Down/1D4)
 Belly to Belly Suplex (3/3/0/Down/1D8)
 Bulldog (1/2/0/Down/1D4)
 Cobra Clutch Legsweep (4/3/1/Down/1D8)
 Cradle Neck Breaker (4/3/0/Down/1D6)
 DDT (2/3/0/Down/1D6)
 Dropkick (2/2/0/Down/1D4)
 European Uppercut (1/1/0/Down/1D4+1/M=1)
 Fireman's Carry DDT (8/6/0/Down/1D10)
 Fireman's Carry Gutbuster Drop (5/4/2/Down/1D6)

Move List

Every wrestler will begin with every move listed in the Basic Group, this represents the very basic wrestling skills that every wrestler knows after being trained for the ring. These moves do not take up Move Slots, they are considered free Moves. Upon wrestler creation, the wrestler will get to choose a certain amount of moves based on their class. As the wrestler gains levels they acquire new move slots and can learn new moves.

Basic Group

Body Slam
Drop Toe Hold
Elbow Drop
Hip Toss
Irish Whip
Kick
Leg Drop
Punch
Stomp

Standing Group

Abdominal Stretch (S) (1)
Airplane Spin Toss(1)
Arm Breaker (1)
Arm Drag (1)
Arm Wringer (1)
Atomic Drop (2)
Atomic Throw (3)
Axe Kick (2)
Back Breaker Drop (1)
Back Breaker Rack (S) (2)
Back Drop Driver (2)
Back Rake (2)
Back Suplex (2)
Bear Hug (S) (1)
Belly to Back Cradle Suplex (3)
Belly to Back Powerbomb (8)
Belly to Belly Brainbuster (8)
Belly to Belly Overhead Suplex (5)
Belly to Belly Suplex (3)
Bite (2)
Body Scissors Body Press (2)
Body Slam (2)
Brainbuster Suplex (5)
Bulldog (1)
Canadian Back Breaker Rack (4)
Chickenwing (S) (2)
Choke Slam (3)
Clothesline (1)
Cobra Clutch Bulldog (3)
Cobra Clutch Leg Sweep (4)
Cobra Clutch Slam (4)
Cradle Neck Breaker (4)
Crossed Arms Powerbomb (8)
Crucifix Powerbomb (8)
Crucifix Powerbomb DDT (8)

DDT (2)
Death Valley Driver (10)
Double Axe Handle Smash (2)
Double Choke Slam (4)
Dropkick (2)
Drop Toe Hold (1)
Elbow Smash (1)
Enzuigiri (3)
European Uppercut (1)
Eye Gouge (2)
Face Driver (4)
3/4 Face Lock Bulldog (5)
Falcon Arrow (4)
Fireman's Carry Arm Breaker (3)
Fireman's Carry DDT (8)
Fireman's Carry Face Breaker (6)
Fireman's Carry 3/4 Face Lock Bulldog (10)
Fireman's Carry Flap Jack
Fireman's Carry Gutbuster Drop (5)
Fireman's Carry Takedown (1)
Fisherman Buster (5)
Fisherman Suplex (5)
Flap Jack (4)
Flap Jack Chop (3)
Flap Jack 3/4 Face Lock Bulldog (10)
Forearm Smash (1)
Front Face Lock Drop (2)
Front Suplex Gutbuster Drop (5)
Full Nelson Slam (3)
German Suplex (4)
Guillotine Face Driver (4)
Gutbuster Drop (3)
Gutwrench Gutbuster Drop (6)
Gutwrench Powerbomb (6)
Headbutt (1)
Heart Punch (2)
Hip Toss (1)
Hurricanrana (3)
Implant DDT (5)
Inverted Atomic Drop (2)
Inverted DDT (4)
Inverted DDT to Knee (4)
Inverted Face Lock Suplex Drop (4)
Inverted Powerslam (5)
Inverted Side Headlock Swinging Bulldog (6)
Irish Whip (1)

Jawbreaker (2)
Kick (1)
Knife Hand Chop (2)
Legsweep Kick (1)
Low Blow (2)
Mongolian Chop (1)
Michinoku Driver II (10)
Neck Breaker (3)
Nerve Strike (1)
Northern Lights Bomb (4)
Olympic Slam (10)
Overhead Press Powerslam (6)
Over the Shoulder Arm Drag (1)
Palm Thrust (1)
Piledriver (2)
Powerbomb (5)
Powerslam (4)
Press Slam (3)
Press Slam Back Breaker Drop (4)
Press Slam Gutbuster Drop (6)
Pumphandle Backbreaker (5)
Pumphandle Suplex (4)
Punch (1)
Release German Suplex (5)
Reverse Bulldog (4)
Roundhouse Kick (1)
Running Bulldog (2)
Running Powerbomb (7)
Russian Legsweep (2)
Shining Wizard (3)
Short Arm Back Elbow Smash (3)
Short Arm Big Boot (4)
Short Arm Clothesline (3)
Shoulder Arm Breaker (1)
Shoulder Breaker (2)
Shoulder Tackle (2)
Side Slam (2)
Sidewalk Slam (3)
Sit-Out Full Nelson Bomb (6)
Snap Suplex (2)
Spear (4)
Spinebuster Press Slam (5)
Spinebuster Slam (3)
Spinning Back Fist (2)
Spinning Boot Scrape (2)
Suplex Powerbomb (7)
Suplex Powerslam (6)

Swinging Bulldog (3)
 Throat Slam Suplex (4)
 Throat Strike (1)
 Thrust Kick (5)
 Tiger Suplex (5)
 Tilt-A-Whirl Back Breaker Drop (8)
 Tilt-A-Whirl Piledriver (5)
 Tilt-A-Whirl Powerslam (6)
 Tombstone Piledriver (4)
 Turnbuckle Smash (2)
 Underhook Back Breaker Drop (6)
 Underhook DDT (4)
 Underhook Facebreaker (6)
 Underhook Face Driver (4)
 Underhook Leg Face Driver (5)
 Underhook Piledriver (3)
 Underhook Powerbomb (7)
 Underhook Suplex (4)
 Vertical Suplex (2)

Down Group

Achilles Tendon Hold (S) (2)
 Ankle Lock (S) (2)
 Armbar (S) (1)
 Armbar and Arm Scissors (S) (2)
 Boston Crab (S) (3)
 Boot Lace Eye Rake (2)
 Camel Clutch (S) (3)
 Choke Hold (S) (1)
 Cobra Clutch (S) (2)
 Elbow Drop (1)
 Figure Four Leg Lock (S) (4)
 Fist Drop (1)
 Giant Swing (2)
 Groin Stomp (2)
 Half Crab (S) (3)
 Hamstring Pull (S) (2)
 Headbutt Drop (1)
 Indian Deathlock (3)
 Knee Drop (1)
 Knee Drop Knee Breaker (2)
 Knee Slam (2)
 Leg Drop (2)
 Ring Rope Leg Drop (2)
 Rope Choke (2)
 Senton (2)
 Sharpshooter Leg Lock (S) (5)
 Sleeper Hold (S) (2)

Slingshot Catapult Back Breaker Drop (5)
 Splash (1)
 Stomp (1)
 Texas Clover Leaf (S) (4)

Top Rope Group

Blockbuster (8)
 Corkscrew Shooting Star Press (8)
 Corkscrew Splash (6)
 Dragonrana (8)
 Flying Bulldog (5)
 Flying Clothesline (5)
 Flying Cross Body Block (4)
 Flying Double Axe Handle Smash (3)
 Flying Elbow Drop (3)
 Flying Face Driver (8)
 Flying $\frac{3}{4}$ Facelock Bulldog (8)
 Flying Fist Drop (3)
 Flying Head Butt Drop (3)
 Flying Leg Drop (4)
 Flying Spinning Heel Kick (10)
 Flying Somersault DDT (8)
 Frog Splash (5)
 High-Angle Senton Bomb (10)
 Missile Dropkick (3)
 Moonsault (3)
 Moonsault Legdrop (12)
 Senton Bomb (4)
 Shooting Star DDT (10)
 Shooting Star Press (5)
 Shooting Star Senton (10)
 Somersault Leg Drop (6)
 450 Splash (10)
 Sunset Flip (3)
 Super Flying Head Scissors (5)
 Top Rope Hurricanrana (6)
 Top Rope Shoulder Tackle (3)
 Top Rope Splash (2)
 Tornado DDT (8)

Ringside Group

Barricade Head Smash (5)
 Barricade Throat Drop (5)
 Baseball Slide DDT (8)
 Bear Hug Drive (5)
 Exposed Piledriver (5)
 Plancha (5)
 Ring Post Head Smash (5)
 Springboard DDT (10)
 Springboard Dropkick (5)
 Springboard Flying Head Scissors (8)
 Springboard Hurricanrana (7)
 Springboard Leg Drop (6)
 Springboard Somersault Senton (7)
 Springboard Splash (4)

Running Group

Bicycle Kick (3)
 Back Body Drop (2)
 Big Boot Kick (2)
 Bulldog Lariat (2)
 Cross Body Block (2)
 Dragon Screw (3)
 Fallaway Slam (2)
 Flying Axe Kick (3)
 Flying Head Scissors (4)
 Flying Shoulder Tackle (2)
 Lou Thesz Press (5)
 Running Clothesline (2)
 Running $\frac{3}{4}$ Face Lock Bulldog (6)
 Running Senton (5)
 Monkey Flip (3)
 Spin Wheel Kick (2)

Corner Group

Corner 10 Punches (6)
 Corner Butt Bump (5)
 Corner Clothesline (5)
 Corner Dropkick (5)
 Corner Kick Fest (8)
 Corner Foot Choke (3)
 Corner Shoulder Drive (2)
 Corner Running Knee Strike (5)
 Corner Spear (5)
 Corner Splash (7)
 Frankensteiner (6)
 Superplex (5)
 Tree of Woe (5)
 Tree of Woe - Baseball Slide (8)
 Turnbuckle Belly to Belly Suplex (8)
 Turnbuckle Crucifix Powerbomb (12)
 Turnbuckle Dropkick (6)

