



**DROP  
KICK**

**A WRESTLING ROLE  
PLAYING GAME**

## CONTENTS

INTRODUCTION	3
MATERIALS NEEDED FOR PLAY	3
BASIC CHARACTER ATTRIBUTES	3
SAMPLE CHARACTER RECORD SHEET	4
PLAYING THE GAME	5
MANAGERS	6
WRESTLING MOVE TABLES	7

## INTRODUCTION

Drop Kick, is a fantasy role playing game in which players take on the persona of a “character” that they create. This character is a professional wrestler.

You will live the life of a professional wrestler having matches, interacting with other characters and wrestlers, managers, and other personnel associated with wrestling.

You will create your own persona, all of your own interview material, and your comments about your opponents.

## MATERIALS NEEDED FOR PLAY

To play, you will need these rules, a pencil, a character sheet, and a wild imagination.

## BASIC CHARACTER ATTRIBUTES

The basic attributes of a character are as follows:

In Ring Presence – how well you carry your persona off in the ring

Following- How likeable you are

Power – What some rpg’s call hit points. It is listed as initial and current, because you lose power points at a rate of 1 point per every 2 moves you make against your opponent, and one per round, if your opponent has you in a hold, and you cannot roll out of it.

Persona description – this is where you write a description of your character’s persona including why he’s named as he is etc.

Type – This is either singles wrestler, tag team wrestler, or both singles, and tag team wrestler.

Alignment – This is either fan Favorite or Heel.

Manager – who is managing the character. This requires the player to build a second persona one for the manager. See the section on managers.

For power, roll the ten sided percentile die, and if the roll is under 60 then roll again. Record the result when it is 60 or above. 00 is read as 100. This is the only die roll needed to create your character. For the rest of it just create a persona, and make it as you want it.

### Dropkick Character Record sheet

Larry Lowe  
Dec 17, 2010



Name									
Attribute	Manager	In ring presence	Following	Type	Alignment	Sex M / F	Wins	Losses	
HEIGHT	WEIGHT		Hair Color	Eye Color					
Languages							<b>POWER</b>		
<b>CHARACTER NOTES</b>							Starting		
Notes							Bloodied		
							Current		

### Dropkick Character Record sheet

Larry Lowe  
Dec 17, 2010



Name									
Attribute	Manager	In ring presence	Following	Type	Alignment	Sex M / F	Wins	Losses	
HEIGHT	WEIGHT		Hair Color	Eye Color					
Languages							<b>POWER</b>		
<b>CHARACTER NOTES</b>							Starting		
Notes							Bloodied		
							Current		

### Dropkick Character Record sheet

Larry Lowe  
Dec 17, 2010



Name									
Attribute	Manager	In ring presence	Following	Type	Alignment	Sex M / F	Wins	Losses	
HEIGHT	WEIGHT		Hair Color	Eye Color					
Languages							<b>POWER</b>		
<b>CHARACTER NOTES</b>							Starting		
Notes							Bloodied		
							Current		

## PLAYING THE GAME

Roll one ten sided die (abbreviated 1d10), to see which of the 10 sets of wrestling move tables that you will use. Then roll one eight sided die (1d8) to determine which of the four tables you will use in that set. Then roll one twenty sided dice (1d20) to see which wrestling move you have made against your opponent from the selected table. You loose power points at a rate of 1 point per every 2 moves you make against your opponent, and one per round, if your opponent has you in a hold, and you cannot roll out of it.

When your current power reaches  $\frac{1}{2}$  of your initial power, you are bloddied from the fight, so record your power and bloodied power where it goes on the character record sheet. When your power gets down to  $\frac{1}{4}$ , you can be pinned. At that point after every move made against you, the referee will roll the pin roll. This is rolled using an 8 sided die (1d8) and using the following table

Roll	Result
1-2	Yes
3-4	No
5-6	No
7-8	Yes

Also if a player is playing a character or characters that holds a grudge with one or more wrestlers that are scheduled to wrestle, he can tell the referee that he is going to interfere into the match. If he decides this, he rolls to see what type of interference he will cause.

Die roll	Result
1 or 2	Distract the referee
3 or 4	Attack a player
5 or 6	Distract a player
7 or 8	Give a player foreign object

When you make a move on your opponent, he must make a roll to determine whether or not he escapes the hold. He can do this using the pin roll table above. If he escapes the hold or reverses it, then the two of you must make the supremacy role. A supremacy role is a role in which you roll 1D8, and you consult the pin table. If he does not escape the hold, you must then roll to see whether or not you keep the same hold on him, or you choose a different move. This role is also a 1D8 roll, and the pin table is used for the results. Should the result indicate that a new hold should be used, which start the process all over again by making the three rolls mentioned above to determine which move or hold that you put on your opponent.

The events described above are usually in most rpg's listed under combat. Since this RPG is almost nothing but combat, we do not need a section called combat. This combat, continues until there is a clear-cut winner. However now we get into the hard part. How do we determine a clear-cut winner? That is simple. The person who loses his or her power down to zero is pretty much considered unconscious. At this point all his or her opponent has to do is pin him or her. If the person being pinned is at zero power, then it is an automatic three count. Unless the person being pinned is at zero, the standard pin roll applies. The other way to determine a clear-cut winner, is if A cover is made and the subsequent pin roll shows that the person was pinned for a three count.

Once we have a clear-cut winner, you will add one to the number of wins listed on his or her character sheet. The loser will add one to the number of losses listed on his or her character sheet. Then the referee will determine who of the characters will battle next. The real object here, is to build a wrestling career and to see how many matches a character can win.

## Managers

Managers are a very important part of the wrestling business. Some former wrestlers go on to become managers when they retire from performing in the ring. A manager has his or her own persona. Any managers managing the players characters, are controlled by the player who plays the wrestlers that the manager manages. If several players are playing, and their characters are wrestling each other then all of the managers should any exist, or played by the player he plays the wrestlers that the manager manages. However, should the players be battling with non player character wrestlers which are run and played by the referee, any managers those characters might have, or controlled by the referee.

Wrestling move tables

Set 1 If you rolled a 1 on the first roll use these 4 tables

1	(Football) Tackle
2	(Lou) Thesz Press
3	(Tight) Rope Walk
4	1/4 Nelson
5	"3/4 Neckbreaker (Stunner, Diamond Cutter) "
6	3/4 Nelson
7	450 splash
8	Abdominal Stretch
9	Abdominal Stretch (manji gatame)
10	Abdominal Stretch (w/ Chinlock)
11	Achilles Tendon Hold
12	Airplane Spin
13	Airplane Spin Toss
14	"Airplane Spin, Crucifix"
15	Amittyville Horror
16	Ankle Lock
17	Arm Bar
18	Arm Breaker
19	Arm Drag
20	"Arm Drag, Over-the-shoulder"

1	"Arm Drag, Top Rope Over-the-shoulder"
2	Arm Lock
3	Arm Scissors
4	Arm Stretch
5	Arm Wringer
6	Armbar (w/ Head Scissors)
7	Armbar (w/ Trapezius Grip)
8	Armbar (Wakigatamae)
9	"Armbar, Crucifix (jujigatamae) "
10	"Armbar, Crucifix (w/ Neck Submission) "
11	"Armbar, Ground (w/ Arm Scissors) "
12	"Armbar, Standing (twist behind back) "
13	"Armbar, Stepmover (w/ Crooked Head) "
14	"Armbar, Stepmover (w/ Rolling Cradle) "
15	Asai Moonsault
16	Asian Spike
17	Atomic Drop
18	Avalanche
19	"Axe Handle, Double (to the chest) "
20	Back Body Drop

1	Back Fist
2	Back Rake
3	Back Roll
4	Back Suplex
5	Backbreaker
6	"Backbreaker, Gorilla Press"
7	"Backbreaker, Hanging "
8	"Backbreaker, Horizontal"
9	"Backbreaker, Stomach on top of head "
10	"Backbreaker, Twisting "
11	BackRoll Press
12	Backslide
13	Backward Victory Roll (Up)
14	Baseball Slide
15	Bear Hug
16	"Bearhug, Belly2Back Upside Down "
17	Bell Clap
18	Belly-To-Back Suplex
19	Belly-To-Belly Suplex
20	Big Boot

1	Big Splash
2	Bionic Elbow
3	Biting
4	Blizzard Suplex
5	Block
6	"Body Press, Front"
7	"Body Press, Top-rope Cross"
8	"Body Press, Top-rope Cross (off partners shoulders) "
9	"Body Press, Top-rope Cross w/180 twist"
10	"Body Press, Top-rope Front"
11	"Body Press, Top-rope Vert-Suplex Cross"
12	Body Scissors
13	Bodyslam
14	Boot Scrape
15	Boston Crab
16	"Boston Crab, Behind the neck single leg"
17	"Boston Crab, Double Leg"
18	"Boston Crab, Single Leg (sitting on folded leg) "
19	"Boston Crab, Single Leg (w/ foot on victim's head) "



Set 2 If you rolled a 2 on the first roll use these 4 tables

1	"Boston Crab, Single Leg w/ armlock"
2	Bow and Arrow
3	Brain Buster
4	Bridge
5	Bronco Buster
6	Bulldog (Headlock)
7	"Bulldog, 2nd-rope"
8	"Bulldog, 3/4 Facelock"
9	"Bulldog, 3/4 Facelock from Fireman's Carry"
10	"Bulldog, 3/4 Facelock in midair (assisted)"
11	"Bulldog, 3/4 Facelock in midair (solo)"
12	"Bulldog, 3/4 Running Up Turnbuckles"
13	"Bulldog, Cross-face Half-Nelson"
14	"Bulldog, Leg Draped Over Neck"
15	"Bulldog, Standing"
16	"Bulldog, Top-rope"
17	"Bulldog, Top-rope (from shoulders)"
18	"Butt Smash, Leaping"
19	"Butt Smash, Leaping off Top Rope "
20	Camel Clutch

1	Cannonball
2	Catapult
3	Chair Shot
4	"Chair, Off The Top Rope"
5	Charging Headbutt
6	Chicken Wing
7	"Chicken Wing, Cross Face"
8	"Chicken Wing, Ground Cross Face"
9	"Chin Lock, Hanging Backbreaker"
10	"Chin Lock, Reverse"
11	"Chin Lock, Reverse Elevated Upsidedown"
12	Chinlock
13	Choke
14	"Choke, Judo Shoulder"
15	"Choke, Judo with body scissors (Kata hajime)"
16	Chokeslam
17	Chop
18	Chop Block
19	"Chop, Double Karate"
20	"Chop, Karate"

1	Claw Hold
2	"Claw, Armpit"
3	"Claw, Chest"
4	"Claw, Face"
5	"Claw, Face Two-handed "
6	"Claw, Mouth"
7	"Claw, Neck"
8	"Claw, Stomach"
9	Clothesline
10	Clothesline (w/ football clip)
11	"Clothesline, (after Irish Whip)"
12	"Clothesline, Leaping"
13	"Clothesline, Leaping (bearhug opponent)"
14	"Clothesline, Leaping Leg"
15	"Clothesline, Leaping Neckbreaker"
16	"Clothesline, Leaping Neckbreaker (off top rope)"
17	"Clothesline, Reverse (Enzui Lariat)"
18	"Clothesline, Ring-rope"
19	"Clothesline, Top-rope"
20	"Clothesline, Top-rope (after Irish Whip)"

1	"Clothesline, Top-rope (off shoulders)"
2	"Clothesline, Top-rope (w/ Bearhug)"
3	"Clothesline, Top-rope Slingshot"
4	Cobra Clutch
5	Corkscrew Leg Drop
6	Corkscrew Moonsault
7	Corkscrew Plancha
8	Corkscrew Elbow
9	Countout (after Atomic Drop)
10	Countout (after Plancha)
11	Cradle
12	Cradle Piledriver
13	"Cradle, Rolling"
14	Cross Body Block
15	Crossface
16	Cross-Face Chicken Wing
17	Crucifix
18	DDT
19	"DDT, 2nd Rope Diving"
20	"DDT, 2nd Rope Spinning"

Set 3 If you rolled a 3 on the first roll use these 4 tables

1	"DDT, 2nd Rope Spinning Reverse"
2	"DDT, Bearhug Cradle"
3	"DDT, Double Underhook"
4	"DDT, Double Underhook Behind Back"
5	"DDT, Double Underhook Vertical"
6	"DDT, Fisherman Suplex"
7	"DDT, Jumping"
8	"DDT, Spiked"
9	"DDT, Springboard Top Rope"
10	"DDT, Top-rope"
11	"DDT, Top-rope (from shoulders)"
12	"DDT, Top-rope Fisherman Suplex"
13	"DDT, Top-rope Reverse"
14	"DDT, Top-rope Spinning "
15	"DDT, Top-rope Vertical Suplex"
16	"DDT, Upside-down Facelock "
17	"DDT, Upside-down Vertical Suplex Facelock"
18	"DDT, Vertical Suplex"
19	"DDT, Vertical Suplex Spike"
20	Death Valley Driver

1	Doomsday Device
2	Double Arm Lock
3	Double Axhandle
4	Double Backbreaker
5	Double Belly-To-Back Suplex
6	Double Choke
7	Double Clothesline
8	Double Drop Kick
9	Double Elow Drop
10	Double Grape Vine
11	Double Gutwrench
12	Double Snap Suplex
13	Double Stomp
14	Double Underhook Powerbomb
15	Double Underhook Suplex
16	Double Vertical Suplex
17	Double-Arm/Front DDT
18	Dragon Screw Leg Whip
19	Dragon Sleeper
20	Dragon Suplex

1	Drop Toe Hold
2	Dropkick
3	"Dropkick, 2nd rope"
4	"Dropkick, Double"
5	"Dropkick, Double Top-rope"
6	"Dropkick, In The Corner"
7	"Dropkick, Top-rope"
8	"Dropkick, Top-rope (off shoulders)"
9	"Dropkick, Top-rope (w/ Vert. Suplex)"
10	Elbow
11	Elbow Drop
12	"Elbow Drop, 2nd-rope (w/ Backbreaker)"
13	"Elbow Drop, Clasped Hands"
14	"Elbow Drop, Running"
15	"Elbow Drop, Spinning"
16	"Elbow Drop, Top-rope"
17	"Elbow Drop, Top-rope (after Powerslam)"
18	"Elbow Drop, Top-rope (backwards)"
19	Elbow Smash
20	"Elbow Smash, (w/ hanging backbreaker)"

1	"Elbow Smash, Top-rope"
2	European Uppercut
3	Eye Gouge
4	Facebuster
5	"Facebuster, Full Nelson"
6	"Facebuster, Sitting"
7	"Facelock, Ground (w/ arm scissors)"
8	"Facelock, Step-over"
9	Falcon Arrow (Michinoku Driver)
10	Fallaway Slam
11	Figure Four Leg Lock
12	Firebird Splash
13	Fireman's Carry
14	Fisherman Buster
15	Fisherman Suplex
16	Fist
17	Fist Drop
18	"Fist Drop, Double Top-rope"
19	"Fist Drop, Top-rope"
20	"Fist, Chest (w/ victim's arm raised)"

Set 4 If you rolled a 4 on the first roll use these 4 tables

1	"Fist, Leaping"
2	"Fist, Spinning"
3	"Fist, Spinning Back-"
4	Flap Jack
5	Flatliner
6	Flying Clothesline
7	Flying Corkscrew Clothesline
8	Flying Cross Body-Block
9	Flying DDT
10	Flying Elbow
11	Flying Headbutt
12	Flying Headscissors
13	Flying Lariat
14	Flying Leap
15	Flying Leg Drop
16	Flying Mare
17	Flying Plancha
18	Flying Shoulder Block
19	Flying Splash
20	Forearm Smash

1	"Forearm Smash, Leaping"
2	"Forearm Smash, Leaping (w/ Bearhug)"
3	"Forearm Smash, Spinning"
4	"Forearm Smash, Spinning Reverse"
5	"Forearm Smash, Top Rope"
6	Frankensteiner
7	"Frankensteiner, Somersault Top Rope"
8	"Frankensteiner, Spinning Top Rope"
9	"Frankensteiner, Springboard Head Scissors"
10	"Frankensteiner, Springboard Top-rope"
11	"Frankensteiner, Standing Top Rope"
12	"Frankensteiner, Top-rope"
13	"Frankensteiner, Top-rope Head Scissors"
14	"Frankensteiner, Top-rope Head Scissors (off partners shoulders)"
15	"Frankensteiner, Top-rope Reverse"
16	Frog Splash
17	Front Chanercy
18	Front Face Lock
19	Front Piledriver
20	Front Slam

1	Front Suplex
2	Full Nelson
3	Full Nelson
4	Full Nelson Suplex
5	"Full Nelson, Double Chickenwing"
6	"Full Nelson, Swinging"
7	Gator Buster
8	German Suplex
9	Giant Swing
10	Gibson Leg Lock
11	Gorilla Press
12	Gorry Special
13	Gourd Buster
14	Grapevine
15	Greco-Roman Arm Lock
16	Gutwrench
17	Gutwrench Powerbomb
18	Gutwrench Superplex
19	Gutwrench Suplex
20	Hair Pull(ing)

1	Half Crab
2	Half Nelson
3	Hammerbomb
4	Hammerlock
5	"Hammerlock, Elevated Back2Back"
6	"Hammerlock, Elevated Belly2Back"
7	Hangman's Neck Breaker
8	"Head Butt, Running Stomach"
9	"Head Butt, Top-rope"
10	Head Spike
11	Head Vice
12	Headbutt
13	Headlock
14	Headscissors
15	Head-To-Turnbuckle
16	Heart Attack
17	Heart Punch
18	High Knee
19	Hip Roll
20	Hip Toss

Set 5 If you rolled a 5 on the first roll use these 4 tables

1	Human Torture Rack
2	Hurracanrana
3	Indian Death Lock
4	Insiguri Kick
5	Inverted Atomic Drop
6	Inverted DDT
7	Irish Whip
8	Jackhammer
9	Japenese Arm Drag
10	Jawbreaker
11	Katahajimi (Tazzmission)
12	Kick
13	Kick (to the face)
14	"Kick, Axe"
15	"Kick, Crescent"
16	"Kick, Double (to the face)"
17	"Kick, Flying Heel"
18	"Kick, Flying Heel (w/ leg sweep kick)"
19	"Kick, Groin (opponents legs spread in ropes)"
20	"Kick, Jumping Front "

1	"Kick, Jumping High (to head)"
2	"Kick, Jumping Reverse (Enzuigiri)"
3	"Kick, Jumping Side (w/ bearhug)"
4	"Kick, Mule"
5	"Kick, Rolling (abise guiri) "
6	"Kick, Running (to the face)"
7	"Kick, Spinning Savate"
8	"Kick, Thrust "
9	"Kick, Thrust (w/ Football Clip)"
10	"Kick, Top-rope (opponent on mat)"
11	"Kick, Top-rope Roundhouse (opponent standing)"
12	"Kick, Top-rope Thrust (opponent stand) "
13	Kitao Driver
14	Knee
15	Knee Drop
16	Knee Drop
17	"Knee Drop, Top-rope"
18	"Knee Drop, Top-rope (w/ Side Slam)"
19	Knee Lift
20	Knee to the Tailbone

1	"Knee, Double (to the ribs) "
2	"Knee, Jumping"
3	"Knee, Running Turnbuckle (opponent upsidedown) "
4	"Knee, Top-rope (opponent standing) "
5	"Knee, Top-rope (to back of head) "
6	Knife-Edge Chop
7	Knuckle to the Back of the Neck
8	Knuckle to the Temple
9	Lateral Press
10	Leg Drop
11	Leg Drop
12	"Leg Drop, (chair on opp. face) "
13	"Leg Drop, 2nd-rope"
14	"Leg Drop, 2nd-rope (opp. on top rope) "
15	"Leg Drop, 2nd-rope (w/ Boston Crab) "
16	"Leg Drop, Stomach"
17	"Leg Drop, Top of cage "
18	"Leg Drop, Top-rope (opp face-down) "
19	"Leg Drop, Top-rope (opp. on top-rope) "
20	"Leg Drop, Top-rope (opponent face-up) "

1	"Leg Drop, Top-rope (w/ Backflip) "
2	"Leg Drop, Top-rope (w/ Bear Hug) "
3	"Leg Drop, Top-rope (w/ Frog Splash) "
4	"Leg Drop, Top-rope (w/ Power Bomb) "
5	"Leg Drop, Top-rope (w/ Side Slam) "
6	"Leg Drop, Top-rope (w/ Somersault & Chair) "
7	"Leg Drop, Top-rope (w/ Somersault & Twist) "
8	"Leg Drop, Top-rope (w/ Somersault) "
9	Leg Lock
10	Leg Split
11	Leg Sweep
12	"Leg Sweep, Side Russian"
13	Leg Whip
14	"Leglock, Ankle Scissors"
15	"Leglock, Boston Crab Grapevine" 16
16	"Leglock, Boston Crab Grapevine (/w arms) "
17	"Leglock, Boston Crab Grapevine (/w bridging chinlock) "
18	"Leglock, Cross-Knee Scissors"
19	"Leglock, Figure four"
20	"Leglock, Figure Four (sitting on legs) "



Set 6 If you rolled a 6 on the first roll use these 4 tables

1	"Leglock, Grapevine"
2	"Leglock, Indian"
3	"Leglock, Indian (upside-down) "
4	"Leglock, Inside Toehold "
5	"Leglock, Standing Ankle"
6	"Leglock, Standing Figure 4 (w/ rollup) "
7	"Leglock, Standing Figure four"
8	"Leglock, Standing Figure Four into pin"
9	Liger Bomb
10	Liontamer
11	Majistral Cradle
12	Mandible Claw
13	"Mannequin Head, Blow To Head With"
14	Mexican Arm Drag
15	Military Slam
16	Million Dollar Dream
17	Missile Dropkick
18	Monkey Flip
19	Moonsault
20	Mosh Pit

1	Neck Breaker
2	"Neck Breaker, Back2Back Fall-away"
3	"Neck Breaker, Belly2Back Fall-away"
4	"Neck Breaker, Belly2Belly Fall-away"
5	"Neck Breaker, Second-rope Somersault"
6	"Neck Breaker, Swinging"
7	Neck Drop Clothesline
8	Neck Twist
9	Nerve Hold
10	Nodowa Bomb
11	Northern Lights Powerbomb
12	Northern Lights Suplex
13	Oklahoma Roll
14	Oklahoma Slam
15	Oklahome Stampede
16	Orange Bomb
17	Oriental Spike
18	Orihara Moonsault
19	Outsider's Edge
20	Overhead Toss

1	Palm Thrust
2	Pancake
3	Pedigree
4	Piledriver
5	Piledriver (from Backdrop)
6	Piledriver (from Vertical Suplex)
7	"Piledriver, After Macarena"
8	"Piledriver, Belly2Belly"
9	"Piledriver, Belly2Belly Sitting "
10	"Piledriver, Body Slam"
11	"Piledriver, Body Slam Btwn Legs"
12	"Piledriver, Elevated Back-suplex"
13	"Piledriver, Front-Face"
14	"Piledriver, Front-Face Dbl Underhook"
15	"Piledriver, Running Double-underhook"
16	"Piledriver, Second-rope Belly2Belly "
17	"Piledriver, Sideways Fallaway Slam"
18	"Piledriver, Sideways Fallaway Slam (from torture rack) "
19	"Piledriver, Spike"
20	"Piledriver, Spinning"

1	"Piledriver, Top-rope Front-Face"
2	"Piledriver, Top-rope Handstand Head-Scissors"
3	"Piledriver, Unprotected Dbl Underhook"
4	Plancha
5	Pole Ram
6	Polish Hammer
7	Power Bomb
8	Power Bomb (from Backdrop)
9	Power Bomb (w/ 2nd rope Neckbreaker)
10	Power Bomb (w/ bridge)
11	Power Bomb (w/ Flying Elbow Drop)
12	Power Bomb (w/ Top-rope Legdrop)
13	"Power Bomb, 2nd-rope"
14	"Power Bomb, 2nd-rope Crucifix"
15	"Power Bomb, 2nd-rope Spike"
16	"Power Bomb, Abdominal Stretch (arm thru legs) "
17	"Power Bomb, Choke Slam " 18
18	"Power Bomb, Crucifix"
19	"Power Bomb, Crucifix (Spike) "
20	"Power Bomb, Crucifix off 2nd Rope"

Set 7 If you rolled a 7 on the first roll use these 4 tables

1	"Power Bomb, Forward"
2	"Power Bomb, Foward Hanging Backbreaker"
3	"Power Bomb, Front-face (face first)"
4	"Power Bomb, Front-face w/ DDT"
5	"Power Bomb, Jumping"
6	"Power Bomb, Jumping (land on knees)"
7	"Power Bomb, Jumping Abdominal Stretch"
8	"Power Bomb, Jumping Back Suplex"
9	"Power Bomb, Jumping Belly2Belly"
10	"Power Bomb, Jumping Crossed Arms"
11	"Power Bomb, Jumping Crucifix"
12	"Power Bomb, Jumping Double Underhook"
13	"Power Bomb, Jumping Gut Wrench"
14	"Power Bomb, Jumping Hanging Backbreaker"
15	"Power Bomb, Jumping Horizontal Backbreaker"
16	"Power Bomb, Jumping Reverse Crucifix"
17	"Power Bomb, Jumping Two-Hand Choke "
18	"Power Bomb, Jumping Vertical Suplex"
19	"Power Bomb, off apron"
20	"Power Bomb, Repeating"

1	"Power Bomb, Running Jumping"
2	"Power Bomb, Slingshot (Facefirst)"
3	"Power Bomb, Spike"
4	"Power Bomb, Spinning Gut Wrench"
5	"Power Bomb, Top-rope"
6	"Power Bomb, Top-rope Crucifix "
7	Powerbomb
8	Powerslam
9	Pump Handle Slam
10	Punch (fist)
11	Quackensmash
12	Rana
13	Release German Suplex
14	Reversal
15	Reverse Chinlock
16	Reverse Grapevine
17	Reverse Neck Breaker
18	Rings of Saturn
19	Rocker Dropper
20	Rocket Launcher

1	Roll-Up
2	"Rollup, (w/ bridge)"
3	"Rollup, Abdominal Stretch"
4	Rope Burn
5	Running Clothesline
6	Running Elbow
7	Running Lariat
8	Running Powerslam
9	Running Senton (Back Splash)
10	Russian Leg Sweep
11	Russian Sikle
12	Samoan Drop
13	Savat Kick
14	Schoolboy
15	Scissor Kick
16	"Scissors, Crooked Head (Twisting)"
17	Scoop Slam
18	Scorpion Death Lock (Sharpshooter)
19	Senton
20	"Senton, 2nd-rope"

1	"Senton, Somersault"
2	"Senton, Top-rope"
3	"Senton, Top-rope Assisted Somersault"
4	"Senton, Top-rope Backflip "
5	"Senton, Top-rope Somersault"
6	"Senton, Top-rope to floor"
7	Shooting Star Press
8	Short Arm Scissors
9	Shoulder Block
10	"Shoulder Block, Top-rope"
11	Shoulder Breaker
12	"Shoulder Breaker, Belly2Back"
13	"Shoulder Breaker, Belly2Belly"
14	"Shoulder Breaker, Hanging Backbreaker"
15	Showboat
16	Side Headlock
17	Side Kick
18	Side Russian Leg Sweep
19	Side Salto
20	Side Slam

Set 8 If you rolled a 8 on the first roll use these 4 tables

1	Sidewalk Slam
2	Sit-Down Powerbomb
3	Sitting Drop Kick
4	Skytwister Press
5	"Slam, 2nd Rope Belly2Belly Bearhug"
6	"Slam, 2nd-rope Fall-away "
7	"Slam, 2nd-rope Power"
8	"Slam, 2nd-rope Power (partner onto opponent)"
9	"Slam, 2nd-rope Throat (nodowa otoshi)"
10	"Slam, Airplane Spin"
11	"Slam, Belly2Belly Bearhug"
12	"Slam, Belly2Belly Bearhug (w/ Knee Drop)"
13	"Slam, Body"
14	"Slam, Body (from Crossface HalfNelson)"
15	"Slam, Body (from Full Nelson)"
16	"Slam, Double Side"
17	"Slam, Fall-away"
18	"Slam, Fall-away (Forward Somersault)"
19	"Slam, Fall-away (w/ Airplane Spin)"
20	"Slam, Front Chest"

1	"Slam, Jumping Vertical Suplex"
2	"Slam, Power"
3	"Slam, Power from Abdominal Stretch"
4	"Slam, Power from Vertical Suplex "
5	"Slam, Press (drop opponent)"
6	"Slam, Running Power-"
7	"Slam, Side"
8	"Slam, Side (Reverse)"
9	"Slam, Throat (nodowa otoshi)"
10	"Slam, Throat (w/ twist and bridge)"
11	"Slam, Throat (w/ twist and leg hook)"
12	"Slam, Throat (w/ twist)"
13	"Slam, Top Rope Throat (nodowa otoshi)"
14	"Slam, Twisting Power"
15	"Slam, Vertical Suplex Power"
16	Slap
17	Sleeper
18	Sleeper Hold
19	"Sleeper, Carotid Choke Technique" 20
20	"Sleeper, Cross-face Half-Nelson"

1	"Sleeper, Cross-face Half-Nelson Spinning"
2	"Sleeper, Cross-face Half-nelson w/ Russian Leg Sweep"
3	"Sleeper, Head/Neck Scissors"
4	"Sleeper, Upside-down Facelock"
5	"Sleeper, Upside-down Facelock"
6	Sleeperwalker Superplex
7	Sleeperwalker Suplex
8	Slingshot
9	Slingshot Moonsault
10	Slingshot Powerbomb
11	Slingshot Suplex
12	Small Package
13	Snap DDT
14	Snap Suplex
15	Snapmare
16	Snow Plow
17	Somersault Plancha/Tope Con Helo
18	Somersault Senton
19	"Spear, Gore"
20	Spin Wheel Kick

1	Spine Buster (Slam)
2	Spinning Cobra Clutch
3	Spinning Toe Hold
4	Splash
5	Splash Mountain
6	"Splash, 2nd-rope Vertical"
7	"Splash, Assisted (Spike)"
8	"Splash, Backflip"
9	"Splash, Double Top-rope"
10	"Splash, Press Slam (Assisted)"
11	"Splash, Running Handspring Backflip"
12	"Splash, Running Turnbuckle"
13	"Splash, Running Vertical"
14	"Splash, Second-rope Vertical"
15	"Splash, Slingshot"
16	"Splash, Slingshot 2nd-rope"
17	"Splash, Slingshot w/ 180"
18	"Splash, Tilt-a-Whirl"
19	"Splash, Top-rope Backflip (w/ chair)"
20	"Splash, Top-rope"

Set 9 If you rolled a 9 on the first roll use these 4 tables

1	"Splash, Top-rope (after Superplex) "
2	"Splash, Top-rope (assisted) "
3	"Splash, Top-rope (off prtr on TR) "
4	"Splash, Top-rope (off shoulders) "
5	"Splash, Top-rope (w/ 180 degree spin) "
6	"Splash, Top-rope (w/ somersault) "
7	"Splash, Top-rope (w/ tuck) "
8	"Splash, Top-rope Backdrop"
9	"Splash, Top-rope Backflip"
10	"Splash, Top-rope Backflip (w/ corkscrew) "
11	"Splash, Top-rope Bkflip (facing ring) "
12	"Splash, Top-rope Slingshot Backflip"
13	"Splash, Top-rope Vertical"
14	"Splash, Vertical"
15	Split-Legged Moonsault
16	Springboard Dropkick
17	Springboard Hur(r)acanrana
18	Springboard Moonsault
19	Springboard Plancha
20	Springboard Spin(ning) Kick

1	Springboard Splash
2	Square Driver
3	Standing Double Grape Vine
4	Standing Drop Kick
5	Star
6	Stardust Press
7	Step-Over Toe Hold
8	STF
9	Stomp
10	"Stomp, 2-Foot Top-rope Backflp Stomach"
11	"Stomp, 2-Foot Top-rope Stomach"
12	"Stomp, Two-Foot Stomach"
13	Stump Puller
14	Suicide Dive
15	Suicide-Plex
16	Sunset Flip
17	"Sunset Flip, Top-rope"
18	Super Belly-To-Back Suplex
19	Super Belly-To-Belly Suplex
20	Super Chokeslam

1	Super Fisherman Buster
2	Super Front Slam
3	Super Front Slam
4	Superkick
5	Superplex
6	Suplex
7	"Suplex, Belly2Back (onto neck/head) "
8	"Suplex, Belly2Back (w/ chokeslam) "
9	"Suplex, Belly2Back (w/ Cradle) "
10	"Suplex, Belly2Back Chicken Wing"
11	"Suplex, Belly2Back Crossed Arms"
12	"Suplex, Belly2Back Crossed Arms (on-shoulders) "
13	"Suplex, Belly2Back CrossFace Chknwing"
14	"Suplex, Belly2Back CrossFace HalfNelson"
15	"Suplex, Belly2Back Double Hammerlock"
16	"Suplex, Belly2Back Folded Leg (w/ bridge) "
17	"Suplex, Belly2Back Full Nelson"
18	"Suplex, Belly2Back Half Nelson"
19	"Suplex, Belly2Back HalfNelsn/Hammrlock"
20	"Suplex, Belly2Back Waistlock"

1	"Suplex, Belly2Back Waistlock (w/ floating bridge) "
2	"Suplex, Belly2Back Waistlock (w/ Thrust Kick) "
3	"Suplex, Belly2Back Waistlock (w/ twist) "
4	"Suplex, Belly2Back Waistlock 180"
5	"Suplex, Belly2Back Waistlock Floatover"
6	"Suplex, Belly2Back Waistlock Slingshot"
7	"Suplex, Belly2Bak Cross-arm Chicken Wing"
8	"Suplex, Belly2Belly"
9	"Suplex, Belly2Belly Top-rope"
10	"Suplex, Belly2Belly Vertical w/ Bridge"
11	"Suplex, Belly2Belly Vertical w/ Bridge (after Top-rope Dropkick) "
12	"Suplex, Belly2Belly Vertical w/ Bridge and Hammerlock"
13	"Suplex, Double Vertical Forward"
14	"Suplex, Double-underhook (chickenwing) "
15	"Suplex, Double-underhook (chickenwing) "
16	"Suplex, Double-underhook floatover"
17	"Suplex, Fisherman"
18	"Suplex, Over-the-Head Body Slam Cradle "
19	"Suplex, Reverse Full Nelson"
20	"Suplex, Side"



Set 10 If you rolled a 10 on the first roll use these 4 tables

1	"Suplex, Slingshot"
2	"Suplex, Top-rope"
3	"Suplex, Top-rope Belly2Back"
4	"Suplex, Top-rope Belly2Belly"
5	"Suplex, Top-rope Chickenwing"
6	"Suplex, Top-rope Double Belly2Back 180"
7	"Suplex, Top-rope Fisherman"
8	"Suplex, Top-rope Gut Wrench"
9	"Suplex, Up-dwn Belly2Back (w/Bridge) "
10	"Suplex, Vertical"
11	"Suplex, Vertical Face-first"
12	Surfboard
13	Surfboard Chinlock
14	Swan Dive
15	Swanton Bomb
16	Swinging Neck Breaker
17	Tarantula
18	Tazmission Taz-Plex
19	Taz-Plex
20	Texas Cloverleaf

1	Thrust Kick
2	Thumb to the Throat
3	Tiger Bomb
4	Tiger Driver
5	Tiger Driver '91
6	Tiger Suplex
7	Tilt-A-Whirl Backbreaker
8	Toe Hold
9	"Toe-Hold, Double Stepover (w/chinlock) "
10	"Toe-Hold, Spinning"
11	"Toe-Hold, Stepover (w/ Chinlock & Armbar) "
12	"Toe-Hold, Stepover (w/ Facelock) "
13	"Toe-Hold, Stepover (w/chinlock) "
14	"Toe-Hold, Upside-dwn Stepovr w/Sleeper"
15	Tombstone Piledriver
16	Tope
17	Top-Rope Cannonball
18	Top-Rope Clothesline
19	Top-Rope Corkscrew Plancha
20	Top-Rope Frankensteiner

1	Top-Rope Piledriver
2	Top-Rope Plancha
3	Top-Rope Powerbomb
4	Top-Rope Rana
5	Top-Rope Rocker Dropper
6	Top-Rope Superplex
7	Tornado DDT
8	Tornado Punch
9	Torso Flip
10	Torturer Crab
11	Tree Of Woe
12	Triple-Jump Moonsault
13	Tumbleweed Leg Drop
14	Turnbuckle Bomb
15	Turnbuckle Smash
16	Turnbuckle Smash
17	Uppercut
18	Vaderbomb
19	Vertical Suplex
20	Victory Roll

1	Walking Crab
2	Whiplash
3	Whipper Snapper
4	Wrist Lock
5	"Wristlock, Quarter-Nelson "