"Generic" Wrestler Cards
By HoustonRulz (Marty Klestadt)

Since a couple of people have asked for them, and since Keith has given the go-ahead, I will shortly (probably later tonight) be posting my "generic" wrestler cards, one wrestler card per post. There are a few things one should note about these cards, and I will list those things in this post and the next.

Note from TRIAD4Evr(JG): I have collected these cards and put them in a single document, but I am including the original text for reference. In a few places, I will add a note, which will be similarly highlighted.

  First off, I do not have the HELPED and OBJECT qualities on these cards; I simply use these particular qualities if the wrestler in question actually has them, e.g. Triple-H has the OBJECT quality (sledgehammer), Ric Flair (when he was a Horseman) has the HELPED quality (gang), etc.

  Wrestler's Personal Repertoire: You'll have to come up with your own gold, silver, and bronze moves, as well as each wrestler's specialty and finishing move. I HAVE assigned points (for the specialty) and a success range (for the finisher) on the cards. As for the gold, silver, and bronze points, I recommend subtracting one point from the wrestler's priority rating (more on the priority rating in the next post) for the gold move, subtracting two points for the silver move, etc. For example, a wrestler with a "5" priority would score four points for his gold move, three for the silver, and two for the bronze. A wrestler with a "2" priority would score one point for the gold move, zero for the silver, and would lose a point for the bronze (zero could be taunting the fans, minus one could be leaving the ring for a breather). However, a "1" priority should be counted as a "0" mathematically. So a "1" priority wrestler would lose one point for the gold move, lose two points for the silver, and lose three points for the bronze.

JG: I don't use zero or negative bronze/silver/gold moves because I don't believe they do justice to the source material. I stick with 1-2-3 for point values. If you want to use these cards exactly as originally written, though, feel free to do so!

  Wrestler's Signature: Assume that any wrestler with a "3" priority or higher has a signature, "2" or "1" priority does not.

JG: Because of the limited offense of low-ranked cards to begin with, and the ease with which a wrestler's move-set can be found on the 'net, I gave every card a signature move. It simply does less damage for lower priority wrestlers. Again, feel free to ignore this if you want to use the cards exactly as originally written.

  TV and Grudge Grades: I have assigned these on the cards as well. You can use them however you wish; they are only a suggested starting point. For me personally, I basically use those grades as constants, but they can be changed on a per-match basis based on what happens on the pre-match charts. Instead of increasing or decreasing the constant TV Grade, I consider it an extra win or loss (depending on the change) vs. a "4" priority wrestler in my "official" monthly ratings of the contenders-- in this way, they are still given a push (or a decline) in the standings. Again, use these Grades on the cards as you wish to.

Now, for folks that don't know, these are a set of 60 wrestler cards I made so that I wouldn't have to make a card for every individual wrestler I wanted to use. I made these "generic" cards based on three factors: the wrestler's priority rating (as in SPWG) which is a measure of their overall skill, the wrestler's weight, and their disposition (face or heel). 5 priority ratings X 6 weight ranges X 2 dispositions = 60 cards.

Here are the definitions of the ranges of the factors:
  Priority Rating: 5= Championship Caliber; top 5 in a fed or top 13 in the PWI 500.
                4= Very Good; #'s 6-14 in a fed or #'s 14-38 in the PWI 500.
                3= Good/Mid-Card; #'s 15-32 in a fed or #'s 39-88 in the PWI 500.
                2= Average; #'s 33-45 in a fed or #'s 89-188 in the PWI 500.
                1= Preliminary/Poor (Jobber); below #45 in a fed and below #188 in the PWI 500.
  Also note that the above ratings assume at least 18 wrestlers in a federation; if your fed has less than 18 wrestlers, roughly the top quartile should be a "5" priority, half of all wrestlers should be a "4" priority, and the bottom quartile should have a "3" priority...any fed with less than 33 wrestlers would not have any "2" priority or "1" priority wrestlers.

==JG: In discussions going back and forth with the original roster, I was told that your traditional "jobber to the stars" wrestlers are actually Priority 2, and only truly "local talent" sorts of jobbers are actually Priority 1 despite the PWI ranking they might have. This certainly makes sense to me. The actual cards follow below; originally each "side" of the table was a card, posted one card per post. They are collected below for your convenience! Where I have made any changes, it will be highlighted. Ignore those highlighted sections if you wish to use the cards exactly as originally written.==

Weight Ranges: There are six of these.
                1= under 237 lbs.
                2A= 237-247 lbs.
                2B= 248-259 lbs.
                2C= 260-299 lbs.
                3= 300-349 lbs.
                5= 350 lbs. and up

  Note that there is no "4" weight range; I used the weight ranges from Retro Wrestling Games as a guide for this part. Also note that the "2" range is split into three parts--I wanted to differentiate between guys that would not be able to lift HEAVY wrestlers no matter what (e.g. Ric Flair), guys that could barely lift them with tremendous difficulty (e.g. John Cena), and guys that could lift HEAVY wrestlers with a little less difficulty (e.g. Lex Luger). The weights themselves are not on the cards, but any wrestler who is "square" agile or does not have the AGILE quality CAN lift a HEAVY wrestler; those who are "circle" agile or "star" agile can NOT lift a HEAVY wrestler.

Disposition: There are two--

        0=Face (Like the Schoolhouse Rock Song, "My Hero, Zero")

        5=Heel

And since these are "generic" cards, when a wrestler "turns" you can use the appropriate card for his new disposition, and this will change his qualities to a small extent.

These cards are numbered in this order: Priority, Weight Range, Disposition.

For example: "Generic Card" #32B0 would be a mid-card wrestler who weighed between 248 and 259 lbs. and who is a face.

"Generic Card" #510 would be a championship-caliber wrestler who weighs under 237 lbs. and is a face (e.g. Rey Misterio Jr. when he was WWE World champion).

One final note about these posted cards: The star quality will be preceded by * and be in all caps. The circle quality will be preceded by () and have caps and lowercase letters. The square quality will be preceded by [] and have all lowercase letters. For example:

  *STAR

  () Circle

  [] square

CARD 555	CARD 550
* CHEAT * HEAVY * POWERFUL * STRONG () Smart * MEAN	*FAVORITE *HEAVY *POWERFUL *STRONG *SMART ()Mean
*SPECIALTY--5 pts.	*SPECIALTY--5 pts.
FINISHER--11-62	FINISHER--11-62
TV--A	TV--A
Grudge--5	Grudge--5

CARD 535	CARD 530
*CHEAT *POWERFUL *STRONG *SMART *MEAN	*FAVORITE *POWERFUL *STRONG *SMART ()Mean
*SPECIALTY--5 pts.	*SPECIALTY--5 pts.
FINISHER--11-62	FINISHER--11-62
TV--A	TV--A
Grudge--5	Grudge--5

CARD 52C5	CARD 52B5
*CHEAT ()Powerful *STRONG *SMART *MEAN	*CHEAT []quick []agile ()Powerful *STRONG *SMART *MEAN
*SPECIALTY--5 pts.	*SPECIALTY--5 pts.
FINISHER--11-62	FINISHER--11-62
TV--A	TV--A
Grudge--5	Grudge--5

CARD 52A5	CARD 52C0
*CHEAT ()Quick ()Agile ()Powerful *STRONG *SMART *MEAN	*FAVORITE ()Powerful *STRONG *SMART ()Mean
*SPECIALTY--5 pts.	*SPECIALTY--5 pts.
FINISHER--11-62	FINISHER--11-62
TV--A	TV--A
Grudge--5	Grudge--5

CARD 52B0	CARD 52A0
*FAVORITE []quick []agile ()Powerful *STRONG *SMART ()Mean	*FAVORITE ()Quick ()Agile ()Powerful *STRONG *SMART ()Mean
*SPECIALTY--5 pts.	*SPECIALTY--5 pts.
FINISHER--11-62	FINISHER--11-62
TV--A	TV--A
Grudge--5	Grudge--5

CARD 515	CARD 510
*CHEAT *QUICK *AGILE *STRONG *SMART *MEAN	*FAVORITE *QUICK *AGILE *STRONG *SMART ()Mean
*SPECIALTY--5 pts.	*SPECIALTY--5 pts.
FINISHER--11-62	FINISHER--11-62
TV--A	TV--A
Grudge--5	Grudge--5

CARD 455	CARD 450
*CHEAT *HEAVY *POWERFUL *STRONG *MEAN	*FAVORITE *HEAVY *POWERFUL *STRONG ()Smart ()Mean
*SPECIALTY--4 pts.	*SPECIALTY--4 pts.
FINISHER--11-46	FINISHER--11-46
TV--B	TV--B
Grudge--4	Grudge--4

CARD 435	CARD 430
*CHEAT *POWERFUL *STRONG *SMART *MEAN	*FAVORITE *POWERFUL *STRONG *SMART ()Mean
*SPECIALTY--4 pts.	*SPECIALTY--4 pts.
FINISHER--11-46	FINISHER--11-46
TV--B	TV--B
Grudge--4	Grudge--4

CARD 42C5	CARD 42B5
*CHEAT ()Powerful *STRONG *SMART *MEAN	*CHEAT []quick []agile ()Powerful *STRONG *SMART *MEAN
*SPECIALTY--4 pts.	*SPECIALTY--4 pts.
FINISHER--11-46	FINISHER--11-46
TV--B	TV--B
Grudge--4	Grudge--4

CARD 42A5	CARD 42C0
*CHEAT ()Quick ()Agile ()Powerful *STRONG *SMART *MEAN	*FAVORITE ()Powerful *STRONG *SMART ()Mean
*SPECIALTY--4 pts.	*SPECIALTY--4 pts.
FINISHER--11-46	FINISHER--11-46
TV--B	TV--B
Grudge--4	Grudge--4

CARD 42B0	CARD 42A0
*FAVORITE []quick []agile ()Powerful *STRONG *SMART ()Mean	*FAVORITE ()Quick ()Agile ()Powerful *STRONG *SMART ()Mean
*SPECIALTY--4 pts.	*SPECIALTY--4 pts.
FINISHER--11-46	FINISHER--11-46
TV--B	TV--B
Grudge--4	Grudge--4

CARD 415	CARD 410
*CHEAT *QUICK *AGILE *STRONG *SMART *MEAN	*FAVORITE *QUICK *AGILE *STRONG *SMART ()Mean
*SPECIALTY--4 pts.	*SPECIALTY--4 pts.
FINISHER--11-46	FINISHER--11-46
TV--B	TV--B
Grudge--4	Grudge--4

CARD 355	CARD 350
()Cheat *HEAVY *POWERFUL []strong []mean	*FAVORITE *HEAVY *POWERFUL []strong
*SPECIALTY--3 pts.	*SPECIALTY--3 pts.
FINISHER--11-34	FINISHER--11-34
TV--C	TV--C
Grudge--3	Grudge--3

CARD 335	CARD 330
()Cheat []powerful []strong []mean	*FAVORITE []powerful []strong []smart
*SPECIALTY--3 pts.	*SPECIALTY--3 pts.
FINISHER--11-34	FINISHER--11-34
TV--C	TV--C
Grudge--3	Grudge--3

CARD 32C5	CARD 32B5
()Cheat []strong []smart []mean	()Cheat []quick []agile []strong []smart []mean
*SPECIALTY--3 pts.	*SPECIALTY--3 pts.
FINISHER--11-34	FINISHER--11-34
TV--C	TV--C
Grudge--3	Grudge--3

CARD 32A5	CARD 32C0
()Cheat ()Quick ()Agile []strong []smart []mean	*FAVORITE []strong []smart
*SPECIALTY--3 pts.	*SPECIALTY--3 pts.
FINISHER--11-34	FINISHER--11-34
TV--C	TV--C
Grudge--3	Grudge--3

CARD 32B0	CARD 32A0
*FAVORITE []quick []agile []strong []smart	*FAVORITE ()Quick ()Agile []strong []smart
*SPECIALTY--3 pts.	*SPECIALTY--3 pts.
FINISHER--11-34	FINISHER--11-34
TV--C	TV--C
Grudge--3	Grudge--3

CARD 315	CARD 310
()Cheat *QUICK *AGILE []strong []smart []mean	*FAVORITE *QUICK *AGILE []strong []smart
*SPECIALTY--3 pts.	*SPECIALTY--3 pts.
FINISHER--11-34	FINISHER--11-34
TV--C	TV--C
Grudge--3	Grudge--3

CARD 255	CARD 250
*HEAVY *POWERFUL	*HEAVY *POWERFUL
()Specialty--2pts. (Circle, NOT star!)	()Specialty--2 pts.
FINISHER--11-22	FINISHER--11-22
TV--D	TV--D
Grudge--2	Grudge--2

CARD 235	CARD 230
[]powerful	[]powerful
()Specialty--2 pts.	()Specialty--2 pts.
FINISHER--11-22	FINISHER--11-22
TV--D	TV--D
Grudge--2	Grudge--2

CARD 22C5	CARD 22B5
()Mean	[]quick []agile
()Specialty--2 pts.	()Specialty--2 pts.
FINISHER--11-22	FINISHER--11-22
TV--D	TV--D
Grudge--2	Grudge--2

CARD 22A5	CARD 22C0
()Quick ()Agile	()Smart
()Specialty--2 pts.	()Specialty--2 pts.
FINISHER--11-22	FINISHER--11-22
TV--D	TV--D
Grudge--2	Grudge--2

CARD 22B0	CARD 22A0
[]quick []agile	()Quick ()Agile
()Specialty--2 pts.	()Specialty--2 pts.
FINISHER--11-22	FINISHER--11-22
TV--D	TV--D
Grudge--2	Grudge--2

CARD 215	CARD 210
*AGILE	*AGILE
()Specialty--2 pts.	()Specialty--2 pts.
FINISHER--11-22	FINISHER--11-22
TV--D	TV--D
Grudge--2	Grudge--2

CARD 155	CARD 150
*HEAVY	*HEAVY
*POWERFUL	*POWERFUL
()Specialty--1 pt.	()Specialty--1 pt.
FINISHER--11	FINISHER--11
TV--F	TV--F
Grudge--0	Grudge--0

CARD 135	CARD 130
[]powerful	[]powerful
()Specialty--1 pt.	()Specialty--1 pt.
FINISHER--11	FINISHER--11
TV--F	TV--F
Grudge--0	Grudge--0

CARD 12C5	CARD 12B5
()Mean (or none)	[]quick
	[]agile
()Specialty--1 pt.	()Specialty--1 pt.
FINISHER--11	FINISHER--11
TV--F	TV--F
Grudge--0	Grudge--0

CARD 12A5	CARD 12C0
()Quick	()Smart
()Agile	
()Specialty--1 pt.	()Specialty--1 pt.
FINISHER--11	FINISHER--11
TV—F	TV--F
Grudge--0	Grudge--0

CARD 12B0	CARD 12A0
[]quick	()Quick
[]agile	()Agile
()Specialty--1 pt.	()Specialty--1 pt.
FINISHER--11	FINISHER--11
TV--F	TV--F
Grudge--0	Grudge--0

CARD 115	CARD 110
*AGILE	*AGILE
()Specialty--1 pt.	()Specialty--1 pt.
FINISHER--11	FINISHER--11
TV--F	TV--F
Grudge--0	Grudge--0

Notes from TRIAD4Evr(JG): I made some modifications to these generic cards to reflect the fact that even the most jobbery of wrestlers once in a while land some offense and/ or hit a specialty or finisher move and to compensate for the fact that a few of the existing templates (the medium weight low ranked wrestlers) had no offense of any kind at all, marked in yellow above. I used () for all of these because even though these jobbers do hit some offense sometimes, it is usually early in the match before the inevitable squash. Feel free to make those symbols * if that makes more sense for your wrestlers and federation style. This is also the case for Specialty moves who, for the lower-Priority wrestlers above, have it as a () quality instead of *as was sometimes the case with older wrestler card sets. If you wish to use the cards exactly as written, ignore the highlighted text above and leave those sections as "none" where applicable. The original author also made the suggestion to adjust the specific qualities granted as needed to reflect the wrestler you might be trying to simulate, and I think that is good advice! Enjoy!