



**Creative Force Wrestling** is a dice-driven wrestling RPG. Outcomes are rolled. Stories are built around them.



## Core Principles

### Integrity Of The Game

Match results are never changed for convenience, momentum, or preference. Once the dice are rolled, the outcome stands. The commissioner rolls once per match and outcomes are final and will be posted online **on the day of the event exactly as they were rolled.**

### Story Over Outcome

A **win** is not a reward.

A **loss** is not a punishment.

Every result is a starting point for story, growth, and creativity.

## Dice Mechanics

### Match Resolution System

All standard CFW matches are decided using a **20-sided dice (d20) system.**

- Each match is resolved through a **best-of-five** roll format.
- Both competitors roll a d20 simultaneously.
- The higher roll wins that round.
- The first competitor to win **three rounds** wins the match.

### [Dice Mechanics Continued]

The official 20-sided, best-of-five dice system used by the Commissioner is available publicly via the Match Randomizer on the Creative Force Wrestling website, ensuring transparency and consistency across all results.

## Example Roll

Below is a sample using the **official CFW 20-sided, best-of-five dice system.**

- **Side A** enters the match with a **+1 bonus**
- **Side B** has no bonus applied

#### Swanny vs Josh Conway

Josh Conway wins the series 2-3.

Format: Best of 5 • d20 • A: none +1 • B: none

**Round 1:** Swanny 11 — Josh Conway 10  
A bonus +1 **Swanny takes it (1-0)**

**Round 2:** Swanny 20 — Josh Conway 5  
A bonus +1 **Swanny takes it (2-0)**



**Round 3:** Swanny 3 — Josh Conway 11  
A bonus +1 **Josh Conway takes it (2-1)**

**Round 4:** Swanny 17 — Josh Conway 18  
A bonus +1 **Josh Conway takes it (2-2)**

**Round 5:** Swanny 2 — Josh Conway 19  
A bonus +1 • (1 rolled)  
**Josh Conway takes it (2-3)**



# CFW OFFICIAL DICE RULES



**Creative Force Wrestling** is a dice-driven wrestling RPG. Outcomes are rolled. Stories are built around them.



## Dice Bonuses

### Philosophy

Roll bonuses are **rare, predictable, and small**.

They exist to reflect **situational context**, not popularity, or preference. Bonuses are **earned or applied by circumstance** never emotion.

- Base roll bonuses will **never exceed +2**.

All bonuses are disclosed when results are published.

### Base Bonuses

Base roll bonuses are applied **automatically** and require no player involvement. They are limited, predefined, and used only to reflect match context.

- **Debut Match: +1**  
A competitor receives a **+1 roll bonus** in their first official CFW match. This bonus applies **once only**.
- **Champion's Advantage: +2**  
A reigning champion receives a **+2 roll bonus** in championship matches.

### Player Controlled Bonuses

Player roll bonuses apply beginning **February 23, 2026**.

Player bonuses are earned through roleplay participation and are applied **in addition to base roll bonuses**.

### Limits

- Player bonuses will **never exceed +2**
- Bonuses reset each match cycle
- Roleplay Bonus: +1 per roleplay

A **+1 roll bonus** is awarded for a roleplay submitted in **#promos** prior to the match.

- Matches are scheduled on a **bi-weekly** basis
- A maximum of **+2** may be earned through roleplay (two roleplays)

### Commissioner-Controlled Characters

The same bonus rules apply.

### Important Reminder:

Dice determine outcomes. No player involvement is required. Story and creativity remain the focus.