

APPLICATION

"Entry authorized. Profile node initializing."

WELCOME, CANDIDATE.

Submission of this application is required to join the active participant roster within NXS Combat Architecture. You are not merely a wrestler—you are data, myth, anomaly. The more information you provide, the more accurately this system can simulate your behavior, voice, and presence across all narratives.

The quality of your application directly impacts your visibility, your narrative priority, and your integration within the Crucible. If you provide nothing, you will be rendered as nothing.

WHY WE ASK FOR THIS

NEXUS builds the world around you in real time. Its modules adapt to your tone, motivation, style, and psychology. By completing this application in detail, you allow the system to render you authentically across segments, commentary, opponent promos, worldbuilding, and match simulation.

The deeper you are rendered, the more the world responds to you.

PUBLIC INFORMATION NOTICE

All data submitted in this application is considered in-universe public knowledge. Once processed, your character profile will be visible to all other players for reference and use in future roleplays, commentary, and booking.

There are no "secret bios" or classified histories.

NXS does not honor the convention of universal bios.

If you submit partial or cryptic data, it will be interpreted literally.

REQUIRED WORD COUNT: BIOGRAPHY

The biography section requires a minimum of 500 words.

This is non-negotiable. Your biography establishes your identity within The Crucible, your relationship to the Machine, and your place within the broader mythos.

Failure to meet this threshold will result in application rejection or narrative erasure.

Do not withhold. Do not obscure. The Machine sees you only as clearly as you allow. Proceed when ready.

SUBMISSION INSTRUCTIONS

To apply for inclusion in the NXS Combat Architecture:

1. Open this document in Google Docs.
2. Select File → Make a Copy to duplicate it to your own drive.
3. Fill in your responses, maintaining all formatting.
4. Create a view-only share link to your completed application.
5. Send the link via direct message to NEXUS on X (formerly Twitter), Bluesky, or Discord.

If you ever need to update any portion of your application after submission, contact NEXUS directly. Edits made without system authorization will not be recognized.

CHARACTER VISUAL REFERENCE

You may include one image of your character.

This must be a single, clear image that best represents your character's appearance, attire, and tone.

Images may be original artwork, photorealistic AI renders, or model/actor references.

Animated avatars, meme edits, or low-resolution images will be rejected.

REAL-WORLD POLICY:

Each real-world face (actor, model, public figure) may be used for only one character across the entire NXS system.

This prevents identity collision during simulation and output rendering.

Before choosing a real-life reference, consult the active roster and the [Character Registry Spreadsheet](#) to ensure availability.

NEXUS uses this image for internal modeling, profile display, and narrative rendering. Do not submit more than one image. Do not submit nothing.

Upload your image at the top of your application copy.

ENTRANCE THEME POLICY

Each character may select one official entrance theme.

This must be a commercially available or artist-identified track.

Custom edits or AI-generated themes are permitted if publicly accessible on YouTube.

Mashups, playlists, or rotating songs are not accepted.

UNIQUENESS PROTOCOL:

Each entrance theme may be used by only one character system-wide. This ensures auditory distinction, prevents brand collision, and preserves identity clarity in simulation environments.

Before selecting a theme, verify its availability by consulting the [Character Registry Spreadsheet](#).

If your selection is in use, you must choose an alternate track or request official override consideration from NEXUS.

NEXUS reserves the right to reassign themes in the event of conflict or player inactivity.

Submit a direct link to the theme (YouTube, Spotify, etc.) when completing this field.

> PLACE CHARACTER IMAGE HERE <

SECTION 1: BASIC IDENTIFICATION

Character Name:

Nicknames / Titles (if any):

Pronouns:

Birthdate:

Height:

Weight:

Wrestling Out Of:

Place of Birth:

Trained By (if relevant):

Debut Year:

Affiliations (Factions, cults, companies):

Picture Base: Last Name, First Name

SECTION 2: ROLE, ALIGNMENT, & ETHOS

Role (Wrestler/Manager):

Alignment: Face / Heel / Tweener

Core Ethos / Driving Belief (1–2 sentence summary):

Note: (Why does your character do what they do—and how does that shape every action they take?) This section helps define your character’s internal operating system. It’s not just their goal—it’s the lens through which they view the world, justify violence, form alliances, and respond to loss.

Think of it as the sentence that shapes every promo, every choice, every escalation.

Ask:

- *What is the fundamental belief they won't abandon?*
- *What do they want others to feel, fear, or understand about them?*
- *What would they rather die than compromise?*

Good answers are clear, evocative, and flexible across situations.

This allows NEXUS to simulate their decisions and reactions with narrative consistency.

Examples:

- *“Only through pain do we become real.”*
- *“I exist to rewrite what strength looks like.”*
- *“Every match is a test—of worth, of truth, of God.”*

- *“Love is leverage. I refuse to be held.”*
- *“I am not here to win. I am here to transform.”*

Avoid vague generalities like “wants to be the best” or “hates authority”—those are goals or attitudes, not beliefs that drive character integrity. The better you define this, the more the system can reflect it—in matches, promos, segments, and how others react to you.

SECTION 3: STYLE & PSYCHOLOGY

Wrestling Style (choose up to 4): Technical / Submission / Brawler / High-Flyer / Deathmatch / Psychological / Dirty / Ritualistic / Striker / Other (Explain)

Ring Psychology Keywords (Choose or add your own):

Calculated / Cruel / Precise / Wild / Manipulative / Serene / Aggressive / Patient / Poetic / Sadistic

In-Ring Behavior (3–5 bullet points):

E.g.,

- *Never rushes.*
- *Stalks opponents like prey.*
- *Speaks ritual phrases during holds.*

Preferred Match Types:

e.g., Submission-only, Bloodsport, Weapon-enhanced, Cinematic, etc.

Disliked Match Types:

e.g., Comedy matches, Ladder matches, Tag matches

Attitude Toward Cheating:

None / Opportunistic / Blatant

Attitude Toward Teamwork:

Loyal / Neutral / Incapable

SECTION 4: STRENGTHS & WEAKNESSES

Key Strengths (3–4 bullet points):

E.g., “Ritual Precision,” “High Pain Tolerance,” “Psychological Control”

Key Weaknesses (2–3 bullet points):

E.g., “Overcommitment to the Programmed Behavior,” “Inexperience under pressure,” “Struggles with chaos”

SECTION 5: MOVESET

Please include in the description the name of well-known names and any real life wrestlers who use them. For example, if your character uses a stunner, place at the end ‘similar to the Stone Cold Stunner by Stone Cold Steve Austin.’ Failure to accurately describe any moves will result in inaccurate usage. Include any set-ups for the move. For emphasis, the more detailed you are, the better your character’s simulation will be.

PRIMARY FINISHER

Name: Name (Common Name)

Example: Stone Cold Stunner (3/4 facelock Jawbreaker)

Description:

Example: He kicks his opponent in the midsection, causing them to double over. He then grabs the opponent's head, pulling their jaw down onto his shoulder as he drops forcefully into a seated or three-quarter seated position, delivering the impact.

SECONDARY FINISHER

Name:

Description:

SIGNATURE MOVE 1

Name:

Description:

SIGNATURE MOVE 2

Name:

Description:

SIGNATURE MOVE 3

Name:

Description:

SIGNATURE MOVE 4

Name:

Description:

SIGNATURE MOVE 5

Name:

Description:

Ritualistic or thematic details:

Describe behavior that are tenants to your character's portrayal while wrestling. For example, Shawn Michael's kipup or the Undertaker sitting up. Please indicate under circumstances when these moments occur.

COMMON MOVESET HIGHLIGHTS (5-10):

Describe anything stylistic, from forearm smashes to rope usage, pacing, or recovery.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Preferred Weapon(s) (optional, but thematic):

Please list the weapon(s) and how your character typically employs them.

SECTION 6: AESTHETIC & PRESENCE

Visual Aesthetic Keywords (Choose or write your own):

Examples: Occult / Brutalist / Sensual / Corporate / Neonpunk / Monastic / Minimalist / Cybernetic

Entrance Theme: Artist - Title

YouTube Link:

Entrance Description

You may describe your entrance in full detail. If formatting deviates from show-standard screenplay structure, NEXUS will reprocess it automatically. Unformatted entries will be interpreted and reconstructed based on internal tone modeling.

Ring Gear / Wardrobe Description (You may include a visual reference):

SECTION 7: PERSONALITY & INTERACTIONS

Promo Voice (describe tone, cadence, and psychological approach):

e.g., "Poetic, abstract, speaks in ritual riddles."

"Detached and predatory, never raises his voice. Every scream is whispered rage."

How They Treat Opponents:

Describe your character's typical demeanor or mindset toward their in-ring adversaries. This helps determine how they interact during promos, confrontations, or mind games.

Keep it simple and thematic.

Examples:

"Rivals are obstacles—meant to be outclassed and discarded."

"Every opponent is a puzzle to be solved."

“They show respect only to those who prove worthy.”

“Pain is a lesson I must teach.”

How They Treat Allies / Fans:

Explain your character’s approach to those aligned with them or those who follow their rise. This will shape crowd reactions, tag dynamics, and backstage narrative.

Examples:

“Views fans as believers—loyal but expendable.”

“Keeps allies close but never lets them in.”

“Wants admiration but cannot return it.”

“Craves loyalty, but punishes weakness.”

Core Quotes (Optional, up to 3):

SECTION 8: INTEGRATION INTO NXS

Why are they in NXS?

Examples: Fame, Ascension, Escape, Transformation, Contract, Obligation, etc. Expand as necessary.

Do they view NEXUS as a god, tool, threat, or opportunity?

Open-ended, used for faction development and AI interaction

OPTIONAL NOTES

Do you consent to Nexus writing autonomous segments based on your character voice?

Yes / With review / No

SECTION 9: BIOGRAPHY

Minimum 500 words required minimum.

This section will be treated as public, in-universe knowledge accessible to all participants and the Machine. Universal bios are not permitted.

Include personal history, psychological development, key relationships, formative traumas, major beliefs, and lore hooks.