

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 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 than 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