

WORLD WIDE WRESTLING: GUEST STARS

*This mini-supplement was made possible by the members of the
World Wide Wrestling RPG Google+ Community.
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PLAYING A GUEST STAR

From celebrity guest stars to one-time-only appearances, professional wrestling has a rich tradition of one-off characters that can significantly alter the course of ongoing storylines.

The rules presented here enable you to play a Guest Star for a one-Episode appearance in a game of the World Wide Wrestling RPG. Guest Star is used as a blanket term to describe anyone who wants to play in a single Episode, but not create a whole new wrestling character.

You just pick which Guest Star you want to play, come up with a name, and you're ready to play!

If you wish to continue playing past a single session, it is recommended that you create a wrestling character using the standard Gimmicks.

GUEST STAR ROLES

THE SPECIAL REFEREE

THE RING ANNOUNCER

THE CELEBRITY GUEST

THE COMPANY EXECUTIVE

THE AUDIENCE PLANT

THE SPECIAL HOST

EXISTING CHARACTERS AS GUEST STARS

If your current wrestling character is going to be a Guest Star in an Episode (for example, they're named a Special Referee for a match), replace their Role Move (Babyface, Heel or Advanced) with the Guest Star Role that applies for the duration of the Episode.

USING THIS SUPPLEMENT

Each page of this document contains the details for two of Guest Star Roles. They can be printed and cut or folded in half, and handed to the player who's going to play the Guest Star for the Episode.

*This is a mini-supplement for the World Wide Wrestling Roleplaying Game,
by Nathan D. Paoletta.*

Find out more at ndpdesign.com/wwwrpg

MAKING A NEW GUEST STAR

You come up with who you are, your overall look and whether you have any entrance music.

All Guest Stars have the following stats: Look +2, Power -2, Real +1, Work -2

All Guest Stars start with +1 Heat with everyone on the roster. Guest Stars don't count as Babyface or Heel; rather, they pick which of the Guest Star Roles best fits their one-off appearance. Each Role is essentially a set of custom Moves that the player uses in addition to the Basic and In-Ring Moves used by all characters.

Guest Stars start with +3 Audience. If they happen to hit +4 they DO NOT bump anyone else out of the Top Spot, and they are not counted for the overall promotion Audience check at the start of the Episode. If they happen to hit 0, well, they were only booked for one show anyway.

Guest Stars start with 2 Momentum (as per their +3 Audience). They do not have Injury or Advancement rules.

ADVANCED ROLE: THE PART-TIMER

You officially "retired" from in-ring competition, but you just can't quit this business. When you come back to the promotion it's to work a specific program. Even though everyone knows you'll be gone again soon, just having your name on the marquee sells tickets. And this time, you have clout.

When you use your creative control clause to change the direction of your storyline, roll +REAL.

- ★ **On a 10+** you get to book how your feud will progress in the upcoming Episode (this one, or the next one). Creative works out how this impacts the rest of the booking, but for you and your opponent, what you say goes. Gain +2 Momentum.
- ★ **On a 7-9** Creative doesn't budge on the booking, but you and your opponent get to figure out how to make it work without outside interference. Gain +1 Heat with each other.
- ★ **On a Botch** you're out of touch. You book the next Episode of your feud, but it just confuses the fans. As soon as your plan unfolds on screen you and your opponent both lose -1 Audience.

THE SPECIAL REFEREE

Whether because a normal referee has no chance of maintaining order, or in order to give one of the competitors an unfair advantage, you've been tapped to adjudicate a highly-anticipated match. Will you call it right down the middle?

NAME & LOOK:

ENTRANCE (IF ANY):

HEAT: (start at +1 with everyone on the roster)

_____	☐	_____	☐	_____	☐
_____	☐	_____	☐	_____	☐

When you **Cut A Promo** you can add a stipulation to the upcoming match on any 7+ result, in addition to the regular result.

During the match you are refereeing, you can spend Momentum to add to any competitors roll, for any reason.

Once the booking of the match is revealed, you can spend 2 Momentum to re-book it on the fly (whether it's for the other wrestler to win, for you to put the boots to both of 'em, a run-in from a third party, or anything else you want to see).

AUDIENCE:

You start the Episode at +3 Audience. You do not count for Creative's Audience Growth check.

+4 ☐ You do not get Advances or make the Over Move.

* Top Spot: You do not bump people out of the Top Spot.

+3 ☐ Start the Episode with +2 Momentum.

+2 ☐ Start the Episode with +1 Momentum.

+1 ☐ Start the Episode with +1 Momentum.

0 ☐ Well, you were only booked for one Episode anyway.

STATS:

LOOK + 2

POWER -2

REAL +1

WORK -2

MOMENTUM:

THE RING ANNOUNCER

You get very little camera time, but your voice is a key component of the fabric of the show. When you do get some screen time, how will you take advantage of it?

NAME & LOOK:

ENTRANCE (IF ANY):

HEAT: (start at +1 with everyone on the roster)

_____	☐	_____	☐	_____	☐
_____	☐	_____	☐	_____	☐

You introduce every competitor as they come to the ring. Pick who you favor for the upcoming match; if you introduce them in glowing terms, they gain +1 Momentum.

When you have an off-camera conversation with someone and they follow your advice, they gain +1 Momentum.

When you make an appearance on camera and use the opportunity to add a new wrinkle to an ongoing storyline, the subject of your segment gains +1 Heat with whoever you want.

AUDIENCE:

You start the Episode at +3 Audience. You do not count for Creative's Audience Growth check.

+4 ☐ You do not get Advances or make the Over Move.

* Top Spot: You do not bump people out of the Top Spot.

+3 ☐ Start the Episode with +2 Momentum.

+2 ☐ Start the Episode with +1 Momentum.

+1 ☐ Start the Episode with +1 Momentum.

0 ☐ Well, you were only booked for one Episode anyway.

STATS:

LOOK + 2

POWER -2

REAL +1

WORK -2

MOMENTUM:

THE CELEBRITY GUEST

Whether this was your idea or your agents, you're getting paid to entertain a whole new audience. Theoretically you're bringing more eyeballs to their product, but what are you getting out of it?

NAME & LOOK:

ENTRANCE (IF ANY):

HEAT: (start at +1 with everyone on the roster)

_____		_____		_____	
_____		_____		_____	

When you **WORK THE AUDIENCE**, replace the 10+ result with this: On a 10+, everyone in the segment gains +1 Momentum (including you).

You can book a segment that focuses on your thing, whatever it is (your movie, your TV show, your new album release, whatever it is you're famous for). As long as nobody botches a roll, everyone in the segment gains +1 Momentum at the end. If somebody does botch a roll, you lose all your Momentum.

You won't be booked to wrestle a full match, but you'll be set up to work a spot or two with someone. When you're in the ring roll **+REAL** for everything you do. If you botch, your opponent receives the resulting Hard Move.

AUDIENCE:

You start the Episode at +3 Audience. You do not count for Creative's Audience Growth check.

+4 You do not get Advances or make the Over Move.

* Top Spot: You do not bump people out of the Top Spot.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Well, you were only booked for one Episode anyway.

STATS:

LOOK + 2

POWER -2

REAL +1

WORK -2

MOMENTUM:

THE COMPANY EXECUTIVE

You are legitimately one of the key behinds-the-scenes players, making sure the company stays solvent, hits it's metrics and keeps finding new audiences. Every once in a while you make an appearance, but what exactly do you bring the to on-camera product?

NAME & LOOK:

ENTRANCE (IF ANY):

HEAT: (start at +1 with everyone on the roster)

_____		_____		_____	
_____		_____		_____	

You have Creative's ear. When Creative preps the Episode, they must consult with you and get your input into the storylines and segments they have in mind. Creative must incorporate your feedback into the booking.

Most of your powers revolve around doling out punishment. When you fine, suspend or even **FIRE** someone on camera, they're gone from the Episode, but they gain +1 Audience out of sympathy for their plight.

When you unfairly privilege one wrestler over another (with an announcement, a match stipulation, or some kind of backstage deal), they gain +1 Heat with each other.

AUDIENCE:

You start the Episode at +3 Audience. You do not count for Creative's Audience Growth check.

+4 You do not get Advances or make the Over Move.

* Top Spot: You do not bump people out of the Top Spot.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Well, you were only booked for one Episode anyway.

STATS:

LOOK + 2

POWER -2

REAL +1

WORK -2

MOMENTUM:

THE AUDIENCE PLANT

Whether a local talent looking to impress the bookers or simply a superfan with connections, you've been tapped to play a small but integral role in an ongoing storyline. You don't have a whole lot to do, but can you hold up your end of the deal?

NAME & LOOK:

ENTRANCE (IF ANY):

HEAT: (start at +1 with everyone on the roster)

_____		_____		_____	
_____		_____		_____	

When Creative books the show, they'll let you know what you're booked to do during the Episode. Creative should listen to your input but they'll give you final marching orders before the Episode begins.

When you talk to the wrestlers backstage, roll **+REAL**. On a 10+ you make a good impression, gain +2 Momentum. On a 7-9 you get some friendly advice, gain +1 Momentum. On a botch, you get treated...poorly.

When you make your surprise appearance, roll **+Look**. On a 10+ you nail it. Everyone in the segment gains +1 Momentum. On a 7-9 you do the job. Your opponent or the subject of your interference gains +1 Momentum. On a botch, you're never working for this company again. Your opponent or the subject of your interference loses all of their Momentum.

AUDIENCE:

You start the Episode at +3 Audience. You do not count for Creative's Audience Growth check.

+4 You do not get Advances or make the Over Move.

* Top Spot: You do not bump people out of the Top Spot.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Well, you were only booked for one Episode anyway.

STATS:

LOOK + 2

POWER -2

REAL +1

WORK -2

MOMENTUM:

THE SPECIAL HOST

Nobody is really quite sure why a wrestling show needs a special host, but your agent negotiated a contract and now you're committed. Thankfully you actually want to be there. Once the cameras are on, what will you actually add to the performance?

NAME & LOOK:

ENTRANCE (IF ANY):

HEAT: (start at +1 with everyone on the roster)

_____		_____		_____	
_____		_____		_____	

You need to be present while Creative books the show. Creative does not have to take your input into consideration, but you're aware of what's planned. You should use this is a chance to plan out how you want to approach the Episode.

You appear in every segment, either as a short lead-in or as the central part of it. Your appearances are strictly introductory or peripheral. If you want to interfere in the events of the segment, you must spend 1 Momentum.

Whenever you **Cut A Promo**, the subject of your promo gains 1 Momentum on any 7+ result, in addition to the normal result.

AUDIENCE:

You start the Episode at +3 Audience. You do not count for Creative's Audience Growth check.

+4 You do not get Advances or make the Over Move.

* Top Spot: You do not bump people out of the Top Spot.

+3 Start the Episode with +2 Momentum.

+2 Start the Episode with +1 Momentum.

+1 Start the Episode with +1 Momentum.

0 Well, you were only booked for one Episode anyway.

STATS:

LOOK + 2

POWER -2

REAL +1

WORK -2

MOMENTUM: