

WHEEL OF FORTUNE

TABLETOP RPG SYSTEM RULES

Hello and thank you for choosing the Wheel of Fortune Tabletop RPG System™! It is designed to not only let you play through America's Game, but also allow for ridiculous and unbelievable things to happen. By nature of the game, it is meant for 3 Contestants and a Show Master, but that isn't to say that more players couldn't be possible. Many things are not set in stone, such as player stats. This is to give more control over to the Show Master to create a fluid and exhilarating experience.

Creating a Character

Players need to select the following attributes for their characters:

Name
Occupation
Town/City
Race
Personality/Alignment
Deity
Build
Age
Gender
Height
Weight
Eye Color
Hair Color
Skin Tone

Players may add any additional details about their character if they wish.

Inventory

Players may select up to 5 [Pocket Stuff] items for their starting inventory. All players start with a Wheel of Fortune Ticket Stub item. Money is also held in the player's inventory. The type of items are categorized as follows:

POCKET STUFF

Lint
Keys
Wallet
Phone
Valet Ticket
Ballpoint Pen
Cough Drop
Loose Change

TEMP PRIZES
½ Car Token
Vacation Wedge
Goodie Wedge
Million Dollar Wedge
Wild Card

PERMA PRIZES
New Car
Vacation Package (May be used to boost stats in a future show)
Shopping Spree (roll D4 to determine prize from sponsor [see Sponsor Table])

CONTRABAND
Knife
Pistol
Heroine

Cocaine
Cheat Sheet
Wireless Detonator
Anthrax
Smoke Bomb
Caltrops
Kinder Egg

DESPERATION
Ransom Note
Blackmail Letter
Foreclosure Notice
Pink Slip
Damning X-Rays
Remote Controlled Pacemaker

Levels

Players start out at LVL 0. They may increase their LVL by solving puzzles or accomplishing other feats which the SM (Show Master) deems worthy of awarding EXP.

LEVEL	EXP NEEDED
1	100
2	250
3	500
4	800
5	1150

6	1550
7	2000
8	2500
9	3100
10	3800

Abilities

Players may gain certain abilities starting at LVL 1. Some may be used once per turn, others can only be used once per round, and some are only available once per show. Each player may have at most 1 Show ability, 1 Round ability, and 2 Turn abilities. For quite a bit of money, players may also get instant abilities. For that price, you can have as many as you want.

“^” indicates the above skill is a prerequisite for that ability.

NAME	TYPE	COST	DESCRIPTION
Hint	TURN	\$5,000	Reveal a letter on the board automatically
First Aid	TURN	\$5,000	Roll to save a person's life from minor harm
^Paramedic	TURN	\$10,000	Roll to save a person's life from nominal harm
^^Surgeon	SHOW	\$20,000	Roll to save a person's life from major harm
Gambler	SHOW	\$25,000	Multiply your current turn winnings by D4, Lose on 1
^Gambler II	SHOW	\$50,000	Multiply your current turn winnings by D6, Lose on 1
^^Gambler III	SHOW	\$100,000	Multiply your current turn winnings by D8, Lose on 1
^^^Gambler IV	SHOW	\$200,000	Multiply your current turn winnings by D10, Lose on 1
Distraction	ROUND	\$5,000	Roll to distract another person
^Hypnotist	ROUND	\$25,000	Roll to change or read someone's mind
^^Telepathy	ROUND	\$100,000	Roll to take control over another person for a turn
^^^Inception	SHOW	\$1,000,000	Roll to make a person believe whatever you want

^^^^Pyrokinesis	SHOW	\$2,000,000	Roll to set things on fire with your mind
Pied Piper	SHOW	\$5,000	You are king of the rats for a turn
^Animal Commune	SHOW	\$20,000	You are able to communicate with animals this round
^^Animal Transformation	SHOW	\$100,000	Roll a D20 to attempt to become an animal of your choice. You remain this animal until you roll an even number.
Vowel Haggler	TURN	\$5,000	Roll to purchase Vowels for a fraction of the price
^Vowel Bundle I	SHOW	\$10,000	Guess 2 Vowels when buying a Vowel
^^Vowel Bundle II	SHOW	\$15,000	Guess 3 Vowels when buying a Vowel
^^^Vowel Bundle III	SHOW	\$20,000	Guess 4 Vowels when buying a Vowel
^^^^Vowel Bundle IV	SHOW	\$25,000	Guess 5 Vowels when buying a Vowel
Vowel Con	SHOW	\$10,000	Guessing Vowels correctly gives you money
Time Warp	SHOW	\$50,000	Turn back the hands of time and redo a turn
^Time Warp Warp	ROUND	\$100,000	Turn back the hands of time and redo a turn
Ancestral Advice	SHOW	\$15,000	Contact your ancestors for pro tips
Sleuth	TURN	\$10,000	Once per room, you may roll to find hidden items
Laundry Time	SHOW	\$5,000	You may clothesline a person with 100% success
Booming Voice	SHOW	\$5,000	Your incredible projection can stun and deafen
Forced 5	SHOW	\$5,000	You force someone to high five you
Achilles Heel	TURN	\$50,000	You are invincible except for your heel for this turn
Summon Celebrity	SHOW	\$50,000	Pay 1d20 x \$10,000 to make a celebrity appear
Swap Face	SHOW	\$50,000	Roll 1d20 to attempt to swap faces with someone
Midas Touch	SHOW	\$1,000,000	Whatever you touch turns to gold
Fido Touch	SHOW	\$1,000,000	Whatever you touch turns into a dog
Tidal Touch	SHOW	\$1,000,000	Whatever you touch turns to water
Bridal Touch	SHOW	\$1,000,000	Whatever two things you touch are now married

Thing Forge	SHOW	\$500,000	A craftsman makes a custom item for you, roll 1d4 for success (1 fails)
Lucky Duck	TURN	\$10,000	Roll a d20 in addition to normal rolls, 20 = success
^Lucky Penny	TURN	\$20,000	Roll a d12 in addition to normal rolls, 12 = success
^^Luck Stroker	TURN	\$30,000	Roll a d10 in addition to normal rolls, 10 = success
^^^Rabbit's Foot	TURN	\$40,000	Roll a d8 in addition to normal rolls, 8 = success
^^^^Blarney Stone	TURN	\$50,000	Roll a d6 in addition to normal rolls, 6 = success
^^^^^Four-Leaf Clover	TURN	\$100,000	Roll a d4 in addition to normal rolls, 4 = success
Delivery	SHOW	\$5,000	Pay 1d4 x \$100 to order an ordinary item to be delivered next show
^Express Delivery	SHOW	\$8,000	Pay 1d6 x \$100 to order an ordinary item to be delivered this show
^^Private Courier Delivery	SHOW	\$10,000	Pay 1d8 x \$100 to order an ordinary item delivered immediately
Special Delivery	SHOW	\$10,000	Pay 1d10 x \$1000 to order a special item to be delivered next show
^Special Express Delivery	SHOW	\$20,000	Pay 1d12 x \$1000 to order a special item to be delivered this show
^^Special Courier Delivery	SHOW	\$30,000	Pay 1d20 x \$1000 to order a special item delivered immediately

Players may gain and upgrade their abilities on the ability tree by spending dollars.

Players may also upgrade the ability type for the following prices:

SHOW to ROUND = \$100,000

ROUND to TURN = \$500,000

Outside of the normal show flow, ability types are translated as follows:

SHOW may be used once per SESSION

ROUND may be used thrice per SESSION

TURN may be used INSTANTLY

Stats

On the character record sheet is a section with the player's vital stats on it, represented by tokens placed on circles. A player's stats always start anew each show and will change often. To determine initial stats for a player, roll a [D4+1] for each stat. It is broken into 3 separate segments: *Morale*, *Health*, and *Nerves*.

Morale is a reflection of the strength of your spirit. It can help you pull through a tough spot.

Health is your physical well-being. Are you sick? Do you have high cholesterol? Cankles?

Nerves is how anxious or excited you are. Lose control of yourself and it will only lead to embarrassment.

Rolling

Unlike many other tabletop RPGs, the Wheel of Fortune Tabletop RPG™ does not have character base stats. Instead, players roll different dice depending on the type of action they are performing. While this is entirely up to the SM, the general rule is as follows:

D4	Menial Tasks
D6	Common Tasks
D8	Charisma / Banter
D10	Spinning Wheel
D12	Abilities
D20	Divine Intervention / Glory / The Spiritual or Metaphysical

Basic Game Flow

The Wheel of Fortune Tabletop RPG System™ game mostly reflects that of the wildly popular TV show.

Mostly.

Toss-Up Round

Each show starts with a Toss-Up Round, in which players will each try to solve a puzzle while letters are being revealed on the board. The winning player will go first, then turn order will proceed clockwise thereafter. The winning player of that round will begin in the Standard Round.

Standard Round

Players take turns spinning the wheel, guessing letters, buying vowels, and trying to be the first to solve the puzzle. If they guess incorrectly or land on a Bankrupt or Lose-A-Turn wedge, then their turn is forfeit. After a certain number of rounds have been played (to be determined by the SM), the player with the most accumulated money moves onto the Bonus Round.

All players keep their earnings for the round. The player who solves the puzzle doubles their money earned that round.

Bonus Round

The player is given a puzzle with RSTLNE filled in, they may then guess up to 3 consonants and an additional vowel. Once those letters are revealed, the player will have 20 seconds to try and solve the bonus puzzle. To determine what their prize is or would have been, that player then rolls a [D10] + [SM Shows Played to Date] x 10,000.

If a player has landed on and maintained the Million Dollar wedge throughout the show, then rolling a 10 will grant them the million dollar prize.

All players keep their earned money at the end of a show and add it to their inventory. The winner doubles their earnings that round.

Spinning the Wheel

A player rolls a [D10] to spin the wheel. Whatever they roll is added to their [LVL Bonus] and then multiplied by 100 to figure out the dollar amount value. If the player critically fails (rolls a 1), then they have bankrupted. If the payer critically succeeds (rolls a 10), they then roll a [D10] to figure out what special wedge they have landed on according to the wedge table for the current round.

Wedge Table Example:

1-3	Current Value
4-7	Prize
8	½ Car
9-10	\$10,000

If a player rolls another 10, then they roll one last [D10] with the following loadout:

1-9	Current Value
10	Million Dollar Wedge

Buying Vowels

A player may buy a vowel on their turn for \$250.

Wedge Bestiary

Bankrupt	You lose all of your accumulated money this round
Lose-A-Turn	Your turn is passed to the next player
Free Play	You may guess a letter, including vowels, without repercussions. Spin again after
Express	Keep guessing letters until you lose or solve the puzzle. You may choose to enact this wedge or not
Prize	Gives you a prize for a correct letter guess

Sponsor Table

This shows an example of which items may be awarded for Prize wedges. The player having landed on the Prize wedge will roll a [D12] to determine the Sponsor, then a [D4] to determine the specific prize.

SPONSOR	ITEM I	ITEM II	ITEM III	ITEM IV
Sony	5 CDs	Walkman	DSLR Camera	85" Bravia TV
Maxwell House	Cup of Coffee	Pot of Coffee	Keg of Coffee	50 Gal. Drum
Disney	Plushie	Disney Tickets	Annual Pass	Mickey Suit
Princess Cruises	Toy Cruise Ship	Intricate Model	1 Day Cruise	Yacht

		Cruise Ship		
Fandango	Gift Card	Year of Snacks	Private Showing	Home Theater
ProFlowers	1 Rose	1 Dozen Roses	Year of Flowers	Flowers Forever
Hawaiian Tropic	Sunscreen	Tanning Oil	Hibiscus Plant	Private Island
Camping World	Keychain	Lantern	Tent	RV
Yankee Candle	Tea Candle	Girthy Candle	Welding Torch	Flamethrower
Body Glove	Swimsuit	Wetsuit	Surfboard	Wavepool
Julian Pie Company	1 Pie of Your Choosing	5 Pies of Your Choosing	Pie Oven	Private Pie Chef
Wonka Candy Company	Chocolate Bar	Gift Basket	Wonka Hat	Green-Haired Orange Midget

Companions

In the unlikely event that a player gets a companion.

Companions will often take orders from a player, but they do have a mind of their own too. If asked to do anything too outlandish it may take some real convincing to talk them into it.

Income

Typically, players will earn money by playing shows and solving puzzles. However, some players may have external sources of income which they accrue periodically. This will be dependent on what character they create.

Categories are as follows:

INCOME TYPE	FREQUENCY	AMOUNT
Unemployed	NA	NA
Small Business Owner	Show	(D20 + LVL) x 10
Business Owner	Show	(D20 + LVL) x 100
Large Business Owner	Show	(D20 + LVL) x 1000

Salary	Per Show	(Baseline + LVL) x 100
Commision	When selling goods	D6 x 10 = % of Sale

Once a business is a large business, you may add another franchise for \$100,000 for each additional franchise. This is calculated as $([x] D20 + LVL) \times 1000$ where [x] is the number of franchises.

For example, Jeff Goldblum is a level 7 contestant with 2 franchises. He rolls 2 D20s and gets a 9 and a 15.

$$24 \text{ [roll]} + 7 \text{ [level]} = 31$$

$$31 * 1000 = \$31,000$$

Combat

Upon entering combat, each player rolls a $[D20 + LVL]$ for initiative. This number is their HP for this fight alone. The player with the lowest number goes first. When it is a player's turn, they will state what they wish to do. The SM will determine the difficulty of the action and require a roll to see if it succeeds or fails.

WEAPON TYPE	HIT CHANCE	DAMAGE
Hands	1d6	1d6
Melee	1d6	1d10
Thrown	1d10	1d10
Missile (guns)	1d12	1d20
Area of Effect	1d8	1d12