

By: Tony Figueroa

<b>Bass Armstrong</b>		
<b>Homeland:</b> USA <b>Style:</b> Pro-Wrestler	<b>Concept:</b> Hulk Hogan <b>Signature:</b> Macho pose	<b>Job:</b> <b>Team:</b> Armstrong
Str: 6 Dex: 3 Sta: 6	Cha: 4 Man: 4 App: 3	Per: 3 Int: 3 Wit: 5
<b>Techniques</b> <b>Punch:</b> 3 <b>Kick:</b> 3 <b>Block:</b> 3 <b>Grab:</b> 6 <b>Athletics:</b> 4 <b>Focus:</b> -	<b>Glory</b> 10 <b>Honor</b> 2 <b>Rank</b> 9 (FS) <b>Chi</b> 1 <b>Willpower</b> 10 <b>Health</b> 20 <b>Experience</b> -	<b>Backing</b> Resources Sensei <b>Flaws:</b> - <b>Merits:</b> -
<b>Talents</b> <b>Alertness:</b> 4 <b>Interrogate:</b> 2 <b>Indimidate:</b> 6 <b>Insight:</b> 3 <b>Streetwise:</b> 1 <b>Subterfuge:</b> 4 <b>Performance:</b> 6	<b>Skills</b> <b>Blindfight:</b> - <b>Drive:</b> 4 <b>Leadership:</b> 4 <b>Stealth:</b> - <b>Survival:</b> -	<b>Knowledge</b> <b>Investigate:</b> 1 <b>Medicine:</b> 2 <b>Mysteries:</b> - <b>Style Lore:</b> -
<b>Maneuvers</b> (Speed, Damage, Move)		
<b>Siberian Bear Crusher</b> (1 Will, 3, 15, 5) KD <b>Valley Drop</b> (1, 16, 1) Jump w/victim 4 hexes, KD <b>Pile Driver</b> (1, 16, 1) KD <b>Spinning Pile Driver</b> (2 Will, 1, 19, 2) KD <b>Iron Claw</b> (4, 16, 1) 1 Will <b>Flying Tackle</b> (2, 12, 6) KD, +2 next grab if victim doesn't stand back up in same round as Flying Tackle <b>Suplex</b> (3, 14, 1) KD <b>Siberian Suplex</b> (3, 14x2, 1) 1 Will, KD <b>Kipup</b> <b>Jump</b> <b>Ground Fighting</b>		
<b>Combos</b>		
Flying Tackle (2) to Iron Claw (6/8) dizzy Fierce (2) to Fierce (4) to Fierce (6) dizzy Flying Tackle (2) to Siberian Bear Crusher (5/7) to Valley Drop (5) dizzy Jab (5) to Jab (7) to Short (8) dizzy Jab (5) to Jab (7) to Siberian Suplex (7) dizzy Block (7) to Iron Claw (8) to Iron Claw (8) dizzy Block (7) to Fly Tackle (6) to to Siberian Suplex (7/9) dizzy		

<b>Bayman</b>		
<b>Homeland:</b> USA <b>Style:</b> SF, Sambo	<b>Concept:</b> Arm-breaker <b>Signature:</b> Cracks shoulders	<b>Job:</b> - <b>Team:</b> -
Str: 5 Dex: 5 Sta: 5	Cha: 3 Man: 4 App: 4	Per: 3 Int: 3 Wit: 4
<i>Techniques</i> <b>Punch:</b> 4 <b>Kick:</b> 4 <b>Block:</b> 4 <b>Grab:</b> 4 <b>Athletics:</b> 4 <b>Focus:</b> -	<b>Glory</b> 7 <b>Honor</b> 4 <b>Rank</b> 6 <b>Chi</b> 1 <b>Willpower</b> 8 <b>Health</b> 16 <b>Experience</b> -	Backing 3 Resources 4 Sensei 4 Sambo 3 SForces 3 <b>Flaws:</b> - <b>Merits:</b> -
<i>Talents</i> <b>Alertness:</b> 4 <b>Interrogate:</b> 4 <b>Indimidate:</b> 4 <b>Insight:</b> 3 <b>Streetwise:</b> 1 <b>Subterfuge:</b> 3	<i>Skills</i> <b>Blindfight:</b> 2 <b>Drive:</b> 4 <b>Leadership:</b> 4 <b>Stealth:</b> 4 <b>Survival:</b> 4	<i>Knowledge</i> <b>Investigate:</b> 3 <b>Medicine:</b> 3 <b>Mysteries:</b> - <b>Style Lore:</b> 2
<i>Maneuvers</i> (Speed, Damage, Move)		
<b>Back Hand</b> (4, 11, 2) <b>Stomach Pump</b> (4, 13, 1) [ <b>Multi-part arm-cracker</b> ] <b>Suplex</b> (4, 11, 1) <b>Double-Hit Punch</b> (3, 9x2, 3) <b>Neck Choke</b> (3, 12, 1) <b>Headbite</b> (5, 10, 1) [ <b>Submission Hold</b> (+1, +1, 1)] <b>Overhead Smash Kick</b> (4, 12, 1) KD <b>Handstand Kick</b> (3, 13, 2) KD Aerial <b>Knee Basher</b> (3, 12, 1) KD <b>Grappling Defense</b> (8, -, 3) <b>Kipup</b> <b>Jump</b> (7, -, 4)		
<i>Combos</i> Jab (6) to Back Hand (6) to Stomach Pump (8) Short (5) to HS Kick (5) to 2H Punch (7) 2H Punch (3) to Fierce (5) to Headbite (9) Short (5) Overhead Smash Kick (6) to Suplex (8) Jab (6) to Headbite (7) Forward (4) to Block (10) to Knee Bash (9) Suplex (4) to Stomach Pump (6) Headbite (5) to Suplex (6) to Neck Choke (7) Knee Bash (3) to Stomach Pump (6) Stomach Pump (4) to Suplex (6) Neck Choke (3) to Head Bite (7) Grappling Defense (8) to Head Bite (7) to 2H Punch (7)		

<b>Helena Fame</b>		
<b>Homeland:</b> Europe <b>Style:</b> Pi Qua Quan	<b>Concept:</b> Revenging Opera Singer <b>Signature:</b> action pose	<b>Job:</b> Opera singer <b>Team:</b> None
Str: 4 Dex: 5 Sta: 4	Cha: 3 Man: 4 App: 5	Per: 4 Int: 4 Wit: 4
<b>Techniques</b> <b>Punch:</b> 5 <b>Kick:</b> 4 <b>Block:</b> 3 <b>Grab:</b> 3 <b>Athletics:</b> 5 <b>Focus:</b> 3	<b>Glory</b> 6 <b>Honor</b> 7 <b>Rank</b> 8 <b>Chi</b> 4 <b>Willpower</b> 8 <b>Health</b> 14 <b>Experience</b> 354	Fame 3 Resources 4 Sensei 2 <b>Flaws:</b> Enemies (2), Vengeance (2) <b>Merits:</b> -
<b>Talents</b> <b>Acting:</b> 3 <b>Alertness:</b> 3 <b>Interrogate:</b> 3 <b>Insight:</b> 3 <b>Subterfuge:</b> 3	<b>Skills</b> <b>Drive:</b> 2 <b>Security:</b> 3 <b>Singing:</b> 5 <b>Stealth:</b> 2	<b>Knowledge</b> <b>Arena:</b> 2 <b>Investigate:</b> 3 <b>Mysteries:</b> 1 <b>Style Lore:</b> 1
<b>Maneuvers</b> (Speed, Damage, Move)		
<b>Back Hand Smack</b> (5, 11, 3) <b>Elbow Smash</b> (7, 11, 1) <b>Fist Sweep</b> (4, 12, 3) <b>Palm Smash</b> (3, 12, -) KB 2 hexes <b>Wild Boulder Punch</b> (1 Chi, 3, 13, -) KB hexes = damage <b>Wheel Punch</b> (5, 10x2, 4) <b>Punch Stance, Crouching Punch Stance</b> <b>Foot Sweep</b> (3, 11, 3) <b>Spinning Foot Sweep</b> (1 Will, 3, 11, -) <b>Double-Hit Kick</b> (3, 9x2, 4) <b>Lightning Leg</b> (1 W, 3, 9x3, -) <b>Throw</b> (3, 9, 1) <b>Jump</b> Jab (7, 8, 5), Strong (5, 10, 5), Fierce (4, 12, 4) Short Kick (6, 8, 5)		
<b>Combos</b> Crouch Stance Combo: Strong Punch (5) to Back Hand (8) to Wheel Punch (10) diz Crouch Stance Combo: Wheel Punch (5) to Strong (8) to Fist Sweep (9) diz Stance Combo: Jab (7) to Palm Smash (6) to Wild Boulder (8) Stance Combo: Back Hand (5) to Fist Sweep (7) to Palm Smash (8) Jab (7) to Elbow Smash (9) to Wild Boulder (7) dizzy Jumping Short (6) to Crouch Stance Wheel Punch (7) to Lightning Leg (7) diz Jumping (then) Crouching Jab (6) to Foot Sweep (5) Block (9) to Throw (7)		

**Tina Armstrong**

<b>Homeland:</b> USA <b>Style:</b> Sambo	<b>Concept:</b> Model, Wrestler <b>Signature:</b> Sexy pose	<b>Job:</b> <- <b>Team:</b> Armstrong
Str: 5 Dex: 4 Sta: 5	Cha: 4 Man: 4 App: 5	Per: 3 Int: 3 Wit: 4
<b>Techniques</b> <b>Punch:</b> 3 <b>Kick:</b> 4 <b>Block:</b> 3 <b>Grab:</b> 5 <b>Athletics:</b> 4 <b>Focus:</b> -	<b>Glory</b> 8 <b>Honor</b> 4 <b>Rank</b> 6 <b>Chi</b> 1 <b>Willpower</b> 9 <b>Health</b> 16 <b>Experience</b> -	Backing (AdAg) 3 Resources 5 Sensei 4 <b>Flaws:</b> - <b>Merits:</b> -
<b>Talents</b> <b>Alertness:</b> 3 <b>Interrogate:</b> - <b>Indimidate:</b> 3 <b>Insight:</b> 3 <b>Streetwise:</b> 1 <b>Subterfuge:</b> 3 <b>Peformance:</b> 5	<b>Skills</b> <b>Blindfight:</b> - <b>Drive:</b> 3 <b>Leadership:</b> - <b>Stealth:</b> - <b>Survival:</b> -	<b>Knowledge</b> <b>Investigate:</b> - <b>Medicine:</b> 1 <b>Mysteries:</b> - <b>Style Lore:</b> 3

*Maneuvers* (Speed, Damage, Move)

**Suplex** (4, 12, 1) KD  
**Throw** (3, 10, 4) KD, Throw 5  
**Thigh Press** (3, 14, 1) KD  
**Flying Tackle** (4, 10, 6) KD  
**Spin Throw** (3, 14, 1) Throw 9, KD  
**Mega Driver** (2, 15, 1) KD  
**Stomach Pump** [leglock combo] (4, 14, 1)  
**Headbite** (5, 11, 1) [*Submission Hold Variant* (+1, +1, One)]  
**Buffalo Punch** (2, 13, 1)  
**Knee Strike** (5, 11, 1)  
**Drop Kick** (3, 13, 2) KD  
**Double-Hit Knee** (4, 9x2, 2)  
**Fly Drop Kick** (1 will, 3, 13, 6) KD, not vs same hex or adjacent  
**Air Smash** (3, 13, 3) land in same hex, Aerial, avoid FB  
**Grappling Defense** (8, -, 3)  
**Jump** (7, -, 4)  
**Kipup**

**Combos**

Flying Tackle (3) to Spin Throw (5/7) to Buffalo Punch (6) (dizzy)  
 Move (7) to Forward (6) to Drop Kick (7)  
 Jab (6) to Suplex (6) to Headbite (9)  
 Jab (6) to Headbite (7) to Stomach Pump (8)  
 Knee Strike (5) to 2H Knee (6) to Stomach Pump (8) (dizzy)  
 Drop Kick (3) to Suplex (6) to Thigh Press (7)  
 Suplex (4) to Knee Strike (7) to Suplex (8)

Headbite (5) to Headbite (7) to Stomach Pump (8)

Suplex (4) to Suplex (6) to Mega Driver (6)

Mega Driver (2) to Head Bite (6) to Suplex (8)

Air Smash (3) to Fly Tackle (5) to Spin Throw (7/9)

Block (8) to Thigh Press (7) to Spin Throw (7)

Block (8) to Suplex (8) to Suplex (8) dizzy