



FABULOUS MOOLAH

Height: 5'5" - Weight: 138 lbs.
Columbia, South Carolina

Endurance: 20

Strength: 18

Weight: 3

Gain Control: 10

Disqualification: 6

Finishing Move:

SCHOOL GIRL ROLL-UP -2

OFFENSE 6-10

Requires the *World Wrestling Game* available at
http://www.rpgnow.com/default.php?manufacturers_id=477

- 1 Airplane Spin. P-2
- 2 Choke on the ropes. -1
- 3 SCHOOL GIRL ROLL-UP. -2
Follow up with a Pin Attempt.
- 4 Abdominal Stretch. -1 [DOUBLE TEAM]
- 5 Face Slap. -1 [TAG]
- 6 Kick to the stomach. -1
- 7 Elbow to the back of the head. -1
- 8 Belly-To-Belly Suplex. P-2
- 9 Hairpull Takedown. P-2
- 10 Cat Claws. -1 [MANAGER / VALET INTERFERENCE]
- 11 SCHOOL GIRL ROLL-UP. -2
Follow up with a Pin Attempt.
- 12 Hip Toss. P-2
- 13 Thumb to the eye. -1 [DOUBLE TEAM]
- 14 Chop to the chest. -1
- 15 Vertical Suplex. P-2
- 16 Knee Drop. -1
- 17 Back Body Drop. P-2
- 18 Toss through the ropes. -2
Continue the match using the OUTSIDE THE RING card. Opponent
can not make a Gain Control roll on this move.
- 19 Leg Splitter. -1
- 20 SCHOOL GIRL ROLL-UP. -2
Follow up with a Pin Attempt.

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FREDDIE BLASSIE

Height: 5'10" - Weight: 230 lbs.
St. Louis, Missouri

Endurance: 18

Strength: 18

Weight: 2

Gain Control: 8

Disqualification: 7

Finishing Move:

SOUTHERN NECKBREAKER P-2S

OFFENSE 6-10

Requires the *World Wrestling Game* available at
http://www.rpgnow.com/default.php?manufacturers_id=477

- 1 Eye Rake. -1 [MANAGER / VALET INTERFERENCE]
- 2 Closed Fist. -1
- 3 Belly-To-Back Suplex. P-2
- 4 Bites Forehead. -1
- 5 Boot to the back. -1 [TAG]
- 6 Stomach Claw. -1
- 7 SOUTHERN NECKBREAKER.P-2S
If the Power roll is successful, then the opponent takes 2 points of Damage to
his Endurance before rolling for Submission.
- 8 Whip through the ropes. -2
Continue the match using the OUTSIDE THE RING card. Opponent can not
make a Gain Control roll on this move.
- 9 Fireman's Carry. P-2
- 10 Hairpull. -1 [DOUBLE TEAM]
- 11 Strangle Hold. -1
- 12 Kick 'em while he's down. -1
- 13 Choke on the ropes. -1
- 14 SOUTHERN NECKBREAKER.P-2S
If the Power roll is successful, then the opponent takes 2 points of Damage to
his Endurance before rolling for Submission.
- 15 Knee Drop. -1
- 16 Arm Bar Flip. P-2
- 17 Knee Lift. -1 [DOUBLE TEAM]
- 18 Back Body Drop. P-2
- 19 SOUTHERN NECKBREAKER.P-2S
If the Power roll is successful, then the opponent takes 2 points of Damage
to his Endurance before rolling for Submission.
- 20 Nerve Pinch. -1

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