

Fire ProWrestling D (Import) Sabu Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: SABU
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Version 1.2

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NOTE: This guide views and prints best with a monospace typeface.

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==VERSION HISTORY==
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1.2 - Added "Run-Up Post" moves to the Movelist section.

1.1 - Added more history. Minor formatting changes and corrections.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF SABU==
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Sabu is the "suicidal, homicidal, genocidal maniac" best known for his insane, death-defying matches in ECW. Trained by his real-life blood relative The Sheik, Sabu has had his neck broken, his jaw crushed and wired shut, his skin shredded by barbedwire and scarred by various instruments of torture, and still he cannot be stopped. For that reason, Sabu is one of the most feared gladiators ever to step into the squared circle.

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==SECTION 2: SKILL AND PARAMETER STATS==
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SKILL

Real Name.....Sabu (Terry Brunk)

FPD Name.....Tattoo

Promotion.....none

FPD Promotion.....Freelance

Size.....Small

Class.....Free
 Height.....185 cm
 Weight.....103 kg
 Country.....America*
 Birthdate.....12.12.1963
 Stance.....Technical
 Offensive Skill.....Heel
 Return Skill.....Junior
 Critical Type.....Finisher
 Special Skill.....None
 Recovery.....Medium
 Recovery (when bleeding).....Fast
 Respiratory.....Above
 Respiratory (when bleeding).....Above
 Awareness.....Medium
 Awareness (when bleeding).....Strong
 Neck Strength.....Medium
 Arm Strength.....Low
 Waist Strength.....Low
 Foot Strength.....Low
 Movement Speed.....Medium Fast
 Ascend Speed.....Fast
 Ascend Skill.....Jump

* = Although Sabu is said to hail from Bombay, India, Fire Pro D is obviously listing his real country of origin (he's from Detroit).

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....4	Punch.....6
Kick.....4	Kick.....6
Suplex.....2	Suplex.....4
Submission.....1	Submission.....3
Stretch.....3	Stretch.....5
Power.....4	Flying.....8
Instant-P.....8	Crush.....3
Arm Power.....4	Vs Lariat.....4
Technical.....7	Technical.....7
Rough.....6	Rough.....8
Ground.....3	Ground.....2

TOTAL SKILL POINTS (on a scale from 0-300): 144

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 ==SECTION 3: MOVELIST==
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NOTE: This movelist is my direct translation of the Japanese Fire Pro D Player's Guide, there may be some minor errors. If I was unable to translate, I looked up the move in Edit Mode.

Specialty moves are marked with [S]. Finisher is marked with [F].

STRIKES

Standing (X).....Face Slap
 Standing (A).....Kick
 Standing (B) + d-pad.....Rolling Sobat
 Standing (B).....One Spin Dropkick
 Standing (X) + (A).....Fire Breath

Running (X).....Double Leg Tackle
Running (A).....Flying Knee Kick
Running Counter (X).....Shoulder Throw
Running Counter (A).....Huracanrana Pin
Running to corner.....Body Splash

GRAPPLES

Grapple (X).....Face Scratch
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Leg Tackle
Grapple (X) + Down.....Judo Slam
Grapple (A).....Chin Crush
Grapple (A) + Up.....Kamisori Brainbuster
Grapple (A) + Left/Right.....DDT
Grapple (A) + Down.....Piledriver
Grapple (B).....Cobra Hold
Grapple (B) + Up.....Huracanrana Pin
Grapple (B) + Left/Right.....Bulldogging Headlock
Grapple (B) + Down.....Jumping DDT
Grapple (X) + (A).....Jumping Tombstone Piledriver
Back Grapple (X).....Headbutt to back of head
Back Grapple (A).....Face Crash
Back Grapple (B).....Rolling Prawn Hold
Back Grapple (B) + Up/Down.....REVERSE FRANKENSTEINER [S]
Back Grapple (B) + Left/Right.....Backdrop
Back Grapple (X) + (A).....German Suplex
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Kangaroo Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Choke Attack
Opponent Face Up at Head (B).....Guillotine Drop
Opponent Face Up at Feet (A).....Moonsault Pin
Opponent Face Up at Feet (B).....Kick to groin
Opponent Face Down at Head (A).....Camel Clutch
Opponent Face Down at Head (B).....Guillotine Drop
Opponent Face Down at Feet (A).....Roll over and pin
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Sunset Flip

MOUNT MOVES

Mount Position (X).....Mount Headbutt
Mount Position (A).....Mount Knuckle Arrow
Mount Position (B).....Mount Elbow Butt
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Face Punch
Front Facelock Attack (A).....Body Punch
Front Facelock Attack (B).....Striking Knee Lifts
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Headbutt
Back Mount Position (A).....Back Mount Knuckle Arrow
Back Mount Position (B).....Back Mount Elbow
Back Mount Position Counter.....Evade

POST AND APRON MOVES

Post (X).....Diving Guillotine Drop

Post (A).....MOONSAULT PRESS [F]
Post (B).....Missile Kick
Post (X) + (A).....Diving Kneel Kick
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....Moonsault Press
Corner Grapple (B) + Up.....AVALNC. FRANKENSTEINER [S]
Corner Grapple (B) + Left/Right....Kushizashi Shoulder
Corner Grapple (B) + Down.....HOLLYWOOD STAR PRESS [S]
Front Avalanche Counter.....Face Scratch
Back Avalanche Counter.....Body Press Reversal
Apron Grapple from inside.....Hammer Blow to chest
Apron Grapple from outside.....Shoulder Butt
Running to out of bounds.....TOPE CON HILO [S]
Slingshot to outside.....Swan Dive Plancha
Slingshot to inside.....Swan Dive Body Attack

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W.Dropkick
Two Platon Back Grapple.....W.Backdrop
Two Platon Corner.....B.Drop + D.Neckbreaker
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Beatdown

PERFORMANCE

Analog Stick Left.....Sabu pose (kneel, point to sky)
Analog Stick Right.....gets down on all fours
Analog Stick Up.....bends elbows, swings arms
Analog Stick Down.....adjusts wristbands

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Sabu is a risk taker, so your strategy should be to entertain with high risk moves, take chances coming off the top rope, and if possible, shed blood (both yours and your opponent's!).

Sabu is one of the few wrestlers in Fire Pro D whose stats actually improve when he's bleeding! As Sabu, you'll want to reach under the apron for weapons constantly, toss 'em into the ring and hope your opponent is foolish to try and bust you open!

Sabu's arm, waist and neck strength are all low, so working a fast match is to his advantage. And don't forget his aerial ability! His post climbing stats are maxed, so feel free to fly the friendly skies whenever necessary!

STRIKES

One of the coolest moves in Fire Pro is breathing fire at the enemy, and of course Sabu can do it! If you're going to use strikes at all, might as well go for the whole enchilada and sizzle your opponent to a crisp! =) Otherwise, stay close and go for the grapple.

GRAPPLES

Sabu works best from a corner grapple. As you can see from the movelist above, two of his Specialty moves are from this position.

Get used to doing lots of Irish whips and head smashes into the corner to set up a corner grapple with Sabu.

Most of Sabu's strong grapples evolve around head-crushing moves such as DDTs and piledrivers. If your opponent happens to have low neck stamina, he could be in trouble!

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==SECTION 5: CLOSING==
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In closing, I would like to thank:

* ViperMask, who borrowed my formatting for his great Tiger Mask FAQ.
In return I borrowed some of his! =)

* www.puroresu.com and www.wwf.com for historical reference.

* www.gswf.org for Skill and Parameter stats.

* CJayC and GameFAQs for hosting this guide.

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