

CONTENDERS



A ROLE-PLAYING GAME OF BLOOD, SWEAT,
PAIN & HOPE.

By JJ Prince

CONTENDERS

DEMO

GM acts as facilitator, starting and ending the scenes and playing the NPCs.

Try and let the players have input into the particulars of each scene.

Scene 1

Rico - Connection

Visits father Paulo.

Spend 3 Cash vs 2 Pain.

Scene 2

Promotion - AJ & Malloy

The promoter is Weasel, keep it focussed, start offering 3 rounds, don't go above 6.

Scene 3

Threat (Brawl) - Hawk jumps Powers

Pain vs Pain.

Hawk has heard a rumour that Sam Powers is helping the developers.

Scene 4

Fight in the small basement ring of the Full Moon club. Try and have everyone present.

AJ vs Malloy

CONTENDER SHEET

RICO FERNANDEZ

<p>HOPE</p> <p>CONNECTION 1 1 CONTENDER 0</p>	<p>PAIN</p> <p>2</p>
<p>CASH</p> <p>3</p>	<p>REP</p> <p>2</p>

IN-RING TRAITS

<p>TECHNIQUE</p> <p>MAXIMUM 4 CURRENT</p>	<p>POWER</p> <p>MAXIMUM 2 CURRENT</p>
<p>COVER</p> <p>MAXIMUM 3 CURRENT</p>	<p>CONDITIONING</p> <p>MAXIMUM 4 CURRENT</p>

CONNECTIONS

Father Paulo & the church of Santa Maria.

Hope: To restore the church and return it to its glory days.

Hope 1

Fear: The church falls into disrepair and is replaced by a tacky drive through wedding chapel.

CONTENDER SHEET

Rico

Born in the slums of Mexico city, Rico learned to trust in his fists and the will of God. After a couple of low key matches in Mexico, Rico crossed the border and made his way to the Desert City. The only friend he has here is Father Paulo, the priest who runs the tiny church of Santa Maria on the edge of Desert City. Paulo is struggling to keep the church going—it is in need of serious repairs.

SCENES

CONNECTION
(CASH VS PAIN; HOPE+)

WORK
(PAIN V CASH; CASH+)

TRAINING
(CASH; IN-RING TRAIT+)

PROMOTION
(SCHEDULE A MATCH)

THREAT
BRAWL (PAIN VS PAIN; PAIN+, REP+)
CONNECTION (PAIN, CASH, HOPE;
SCHEDULE A MATCH WITH A STIPULATION)

FIGHT
BOXING MATCH (HOPE+, PAIN+, REP+)

MATCH SUMMARY

TACTICS

PUNCHERS CHOICE (AGGRESSIVE)
♥ HEARTS: DOMINATE 1 - DAMAGE 5

WORK OFF THE JAB (BALANCED)
♠ SPADES: DOMINATE 3 - DAMAGE 3

BOB & WEAVE (DEFENSIVE)
♦ DIAMONDS: DOMINATE 5 - DAMAGE 1

STREET STYLE (DIRTY TACTICS)
♣ CLUBS: DOMINATE 4 - DAMAGE 4

DAMAGE SUCCESSES

0 OR LESS: EVEN; 0 VPS

1-2: MARGINAL ADVANTAGE; 1 VP

3-4: SIGNIFICANT ADVANTAGE; 2 VPS

5 OR MORE: KO OR TKO; WINS THE MATCH

CONTENDER SHEET

AJ SIMMONS

HOPE CONNECTION 2 CONTENDER 0 2	PAIN 2
CASH 2	REP 2

IN-RING TRAITS

TECHNIQUE MAXIMUM 2 CURRENT	POWER MAXIMUM 5 CURRENT
COVER MAXIMUM 2 CURRENT	CONDITIONING MAXIMUM 4 CURRENT

CONNECTIONS

Charlie, a street kid

Hope: Get Chuck off the streets and into school. Hope 2

Fear: Charlie becomes another statistic.

CONTENDER SHEET

AJ

A physically powerful African American, AJ grew up on the mean streets of South Central LA. After his brother Zach was killed in a gangland shooting, AJ had to get out of California. Somehow he ended up in Desert City, where he is desperate to make it as a boxer.

SCENES

CONNECTION
(CASH VS PAIN; HOPE+)

WORK
(PAIN V CASH; CASH+)

TRAINING
(CASH; IN-RING TRAIT+)

PROMOTION
(SCHEDULE A MATCH)

THREAT
BRAWL (PAIN VS PAIN; PAIN+, REP+)
CONNECTION (PAIN, CASH, HOPE;
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FRANCIS MALLOY AKA "MAD FRANK"

<p>HOPE</p> <p>CONNECTION 2 CONTENDER 0</p> <p>2</p>	<p>PAIN</p> <p>1</p>
<p>CASH</p> <p>2</p>	<p>REP</p> <p>3</p>

IN-RING TRAITS

<p>TECHNIQUE</p> <p>MAXIMUM CURRENT</p> <p>3 </p>	<p>POWER</p> <p>MAXIMUM CURRENT</p> <p>2 </p>
<p>COVER</p> <p>MAXIMUM CURRENT</p> <p>3 </p>	<p>CONDITIONING</p> <p>MAXIMUM CURRENT</p> <p>5 </p>

CONNECTIONS

Dawn Stella—nightclub singer and coke fiend

Hope: Marry Dawn and return to New York a hero.

Hope 2

Fear: To be left alone with nothing.

CONTENDER SHEET

Frank

A second generation Irish immigrant, Malloy was thrown out of the NYPD following a scandal. He has left that life behind and fallen back on his pugilistic skills. His tenacity and troubled past has already earned him something of a reputation.

SCENES

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(SCHEDULE A MATCH)

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THOMAS HAWK

<p>HOPE</p> <p>CONNECTION 2 CONTENDER 0</p> <p>2</p>	<p>PAIN</p> <p>3</p>
<p>CASH</p> <p>2</p>	<p>REP</p> <p>1</p>

IN-RING TRAITS

<p>TECHNIQUE</p> <p>MAXIMUM 1 CURRENT</p>	<p>POWER</p> <p>MAXIMUM 4 CURRENT</p>
<p>COVER</p> <p>MAXIMUM 4 CURRENT</p>	<p>CONDITIONING</p> <p>MAXIMUM 4 CURRENT</p>

CONNECTIONS

His ancestors graves - sacred burial ground.

Hope: Win the lawsuit and retain the rights to his tribal land. Hope 2

Fear: The developers win and build on the land.

CONTENDER SHEET

Hawk

A native American of Apache descent, Hawk lives on a reservation just outside Desert City limits. However, due to a legal loophole, Hawk's ancestors burial ground is under threat from developers. Hawk desperately needs cash to hire a decent lawyer. He has no formal boxing training but sees no alternative to get the funds.

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MICHAEL POWERS "THE POWERS"

HOPE CONNECTION 2 3 1 CONTENDER	PAIN 2
CASH 1	REP 2

IN-RING TRAITS

TECHNIQUE MAXIMUM CURRENT 3	POWER MAXIMUM CURRENT 3
COVER MAXIMUM CURRENT 4	CONDITIONING MAXIMUM CURRENT 3

CONNECTIONS

Brother Sammy, nightclub owner in debt to the mob.

Hope: Pay off the debts and get the Full moon club back to being the best in town. Hope 2

Fear: Him and Sammy end up sleeping with the fishes.

CONTENDER SHEET

Mike

Mike has lived in Desert City all his life. He's very popular here and regarded as a golden boy. Unfortunately, his brother Sammy, owner of the Full Moon nightclub is not so popular. Sam is in debt to the mob and needs Mike to bail him out.

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