



# DOINK

Height: 6' 1"  
 Weight: 243 lbs.  
 ???

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. arm wringer - 1 2. hip toss - 1 3. fireman's carry- 2 (pw) 4. headlock takedown - 2 5. leg trip - 2 (ag) 6. face rake - 2 (ch B)	1. hurt - 2 2. dazed - 1 (tag) 3. dazed - 1 4. DOINK - 2 5. dazed - 1 6. dazed - 1
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. elbow drop - 2 2. eye poke - 2 3. into the ropes 4. shoulder throw - 2 (ch C) 5. power slam - 3 6. belly to belly suplex - 3	1. hurt - 2 2. DOINK - 2 3. hurt - 2 4. hurt - 2 5. hurt - 2 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. inverted atomic drop - 2 2. deathjump (c) 3. out of the ring (c) 4. STF - 3 5. Fujiwara arm bar - 3 6. STUMP PULLER (+1)	1. down - 3* 2. down - 3 3. PIN 6 (3) 4. hurt - 2 5. hurt - 2 6. down - 3 (lv)

Ropes -B  
 Turnbuckle - B  
 Ring - B  
 Deathjump - C  
 Disqualification - 5

Agility 0  
 Power 0  
 Cage 4



\* Once per match, roll 2 dice. On a roll of 2-7 a Doink clone appears and distracts the opponent. Doink sneaks up behind him and hits a big move. Doink rolls on level 3 offense. On rolls of 8-12 play normally.

