

# Fire ProWrestling D (Import) Chris Benoit Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: CHRIS BENOIT  
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Version 1.3

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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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1.3 - Combos added to Strategy, courtesy of Richard Bownes.

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

1.1 - Minor formatting changes and corrections.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF CHRIS BENOIT==  
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The "Canadian Crippler" Chris Benoit is both well known and well respected in the U.S. and abroad for his awesome ring work and technical ability. After paying his dues as the masked wrestler Pegasus Kid in New Japan Pro Wrestling, he lost his mask in a "mask vs. mask" match with Jyushin Lyger. He then went on to win Japan's Super J-Cup tournament in 1994 with a victory over the Great Sasuke.

Benoit later headed to the States to work for ECW and WCW before finally landing a job with the World Wrestling Federation, where he is known as "the greatest technical wrestler in the sport today".

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

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Real Name.....Chris Benoit

FPD Name.....Ritz Genoa  
 Promotion.....WWF  
 FPD Promotion.....WFW  
 Size.....Small  
 Class.....Free  
 Height.....175 cm  
 Weight.....100 kg  
 Country.....Canada  
 Birthdate.....05.21.1967  
 Stance.....Power  
 Offensive Skill.....Junior  
 Return Skill.....All around  
 Critical Type.....Finisher  
 Special Skill.....None  
 Recovery.....Fast  
 Recovery (when bleeding).....Medium  
 Respiratory.....Above  
 Respiratory (when bleeding).....Below  
 Awareness.....Medium  
 Awareness (when bleeding).....Medium  
 Neck Strength.....Medium  
 Arm Strength.....Medium  
 Waist Strength.....Medium  
 Foot Strength.....Medium  
 Movement Speed.....Medium Fast  
 Ascend Speed.....Medium Fast  
 Ascend Skill.....Jump

PARAMETER - OFFENSE

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Punch.....6  
 Kick.....3  
 Suplex.....7  
 Submission.....6  
 Stretch.....8  
 Power.....6  
 Instant-P.....8  
 Arm Power.....5  
 Technical.....7  
 Rough.....6  
 Ground.....3

PARAMETER - DEFENSE

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Punch.....7  
 Kick.....5  
 Suplex.....5  
 Submission.....5  
 Stretch.....6  
 Flying.....9  
 Crush.....5  
 Vs Lariat.....5  
 Technical.....6  
 Rough.....7  
 Ground.....4

TOTAL SKILL POINTS (on a scale from 0-300): 172

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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

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Standing (X).....Horizontal Chop  
 Standing (A).....Toe Kick  
 Standing (B) + d-pad.....American Hook  
 Standing (B).....Dropkick

Standing (X) + (A).....Low Dropkick  
Running (X).....Shoulder Tackle  
Running (A).....Flowing Takedown Lariat  
Running Counter (X).....Back Switch  
Running Counter (A).....Tilt-A-Whirl Backbreaker  
Running to corner.....Lariat

#### GRAPPLES

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Grapple (X).....Elbow Smash  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Flying Mare  
Grapple (X) + Down.....Hammer Blow  
Grapple (A).....Headbutt  
Grapple (A) + Up.....Kamisori Brainbuster  
Grapple (A) + Left/Right.....Leg Grab Enzuigiri  
Grapple (A) + Down.....Pendulum Backbreaker  
Grapple (B).....Backslide Pin  
Grapple (B) + Up.....Northern Lights Suplex  
Grapple (B) + Left/Right.....CRIPPLER CROSSFACE [F]  
Grapple (B) + Down.....Skewer DDT  
Grapple (X) + (A).....WILD BOMB WHIP [S]  
Back Grapple (X).....Neck Smash  
Back Grapple (A).....Sheer Drop Backdrop  
Back Grapple (B).....Cobra Twist  
Back Grapple (B) + Up/Down.....TRIPLE GERMAN SUPLEX [S]  
Back Grapple (B) + Left/Right.....German Suplex  
Back Grapple (X) + (A).....Dragon Suplex  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Back Switch

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Pin  
Opponent Face Up at Head (B).....Mount Knuckle Arrow  
Opponent Face Up at Feet (A).....Sharpshooter  
Opponent Face Up at Feet (B).....Kick to groin  
Opponent Face Down at Head (A).....CROSSFACE [S]  
Opponent Face Down at Head (B).....Stomping  
Opponent Face Down at Feet (A).....Kamagatame  
Opponent Face Down at Feet (B).....Roll over and pin  
Running at Downed Opponent (B).....Elbow Drop

#### MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Sharpshooter  
Mount Position (B).....Jackknife Hold  
Mount Position Counter.....Arm Lock  
Front Facelock Attack (X).....Striking Knee Lifts  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Powerbomb Whip  
Front Facelock Attack Counter.....Hammerlock  
Back Mount Position (X).....Back Mount Headbutt  
Back Mount Position (A).....Back Mount Knuckle Arrow  
Back Mount Position (B).....Reverse Powerbomb  
Back Mount Position Counter.....Rolling Prawn Hold

#### POST AND APRON MOVES

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Post (X).....SUPER DIVING HEADBUTT [S]  
Post (A).....Diving Body Press  
Post (B).....Missile Kick  
Post (X) + (A).....Diving Guillotine Drop  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....Avalanche Brainbuster  
Corner Grapple (B) + Left/Right...Tombstone Piledriver  
Corner Grapple (B) + Down.....Avalanche Backdrop  
Front Avalanche Counter.....Tombstone Piledriver  
Back Avalanche Counter.....Flipping Prawn Hold  
Apron Grapple from inside.....In-Ring Brainbuster  
Apron Grapple from outside.....Out-of-ring Brainbuster  
Running to out of bounds.....Tope Suicida  
Slingshot to outside.....Plancha Suicida  
Slingshot to inside.....Flying Body Attack

#### DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....Double Powerbomb  
Two Platon Back Grapple.....W. Backdrop  
Two Platon Corner.....Highjack Piledriver  
Three Platon Front Grapple.....Triple Beatdown  
Three Platon Back Grapple.....Triple Beatdown  
Three Platon Corner.....Triple Impact

#### PERFORMANCE

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Analog Stick Left.....adjusts wristbands  
Analog Stick Right....."throat slit" gesture  
Analog Stick Up.....crosses then extends arms  
Analog Stick Down.....raises finger (Number One)

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==SECTION 4: STRATEGY==

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#### GENERAL STRATEGY

Overall, Chris Benoit is a very versatile and well rounded wrestler. He has no weaknesses to speak of offensively or defensively, which means you can use him in a variety of ways. You should probably spend most of your time sticking close to your opponent, going for the grapple or poking with short range strikes.

#### STRIKES

At close range, use Benoit's Horizontal Chop, just as he does in real life. The Toe Kick is a decent long range strike. I always stay away from dropkicks in Fire Pro as they are hard to connect with unless the opponent is stunned, not to mention you always end up on the ground.

#### GRAPPLES

Although Benoit has many weapons, when it comes to grapple moves, it's all about one move - the Crippler Crossface. Nothing is better than locking it on and seeing that big yellow "CRITICAL!" pop up on your screen! =) Note that there is an "opponent face down" variation of the Crossface, but it's just another stretch move, it can't Critical like the grapple version.

After a grapple, you should climb the post for Benoit's Super Diving

Headbutt every now and then. You won't believe the range this move has!

#### COMBOS

Note: These are not combos in the "fighting game" sense of the word, as grapples can be countered and opponents can recover in between moves. These combos are more akin to natural wrestling combinations for this particular wrestler.

Also, unlike fighting games, Fire Pro D combos are easier to perform when the opponent is worn down as his recovery time is longer.

- 1) German Suplex -> Diving Headbutt
- 2) Diving Headbutt -> Crippler Crossface

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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! =)
- \* Richard Bownes for combo contributions.
- \* [www.puroresu.com](http://www.puroresu.com) and [www.wwf.com](http://www.wwf.com) for historical reference.
- \* [www.gswf.org](http://www.gswf.org) for Skill and Parameter stats.
- \* CJayC and GameFAQs for hosting this guide.

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