

WWF No Mercy Steve Blackman Character FAQ

by Brakker Z

Updated to v1.2 on Feb 28, 2001

WWF No Mercy Character Guide for:

```

  _____
  ( _____ \
  || _____ \| ( | _____ ( | | | | | | |
  || _____ \| | | | | _____ | |
  | _____ \ | | | | | | _____ | | \|
  || _____ \| | | / \ ( | ) | | \| / \ \ / \ | \ | |
  || _____ \| | | / ( ) \ | ( | | \| / \ \ \ / ( ) \ | \ |
  ( _____ / ( | ) ( | ) ( | ) ( | ) ( | ) ( | ) | \ | \ |

```

Version 1.0

Date: 09/04/2001

Written By: Nomad Z 2000

System: Nintendo 64

E-Mail: joshuamccammon@hotmail.com

I. Steve Blackman's Bio

If silence were a weapon, Steve Blackman would be lethal. Hey, wait a minute...he is the "Lethal Weapon"!

Blackman may go down in history as the only WWF Superstar who had his character and personality developed around the fact that he doesn't possess either. A man who is about as exciting as a convent on a Friday night, Blackman is interested in only one thing---kick'n ass.

After an alliance with Al Snow didn't quite work out-although it did earn him one hot date-Blackman decided to go to the place where he should have probably been all along, the Hardcore division. Although watching Steve in a Hardcore match may not be as funny as watching Head Cheese beat up a midget dressed up in a wedge of Swiss cheese, it certainly is as unbelievable.

With the precision of a Rolex watch, Blackman dismantles his opponents with anything he can get his hands on. Kendo sticks, garbage can lids, his fists, it doesn't matter. With the quickness he possesses thanks to years of martial arts training, Blackman usually puts his opponents away before they even have a chance to get on the offensive.

II. Blackman's Moves

GRAPPLING

-Weak Front Grapple-

A: Club to Neck
A+L/R: Chop 01
A+Up: Elbow to Back of Head
A+Down: Scoop Slam
B: Knee Strikes 02
B+L/R: Double Underhook Suplex (F)
B+Up: Snap Suplex
B+Down: Rib Breaker
-Strong Front Grapple-
A: Headlock
A+L/R: Belly to Back Suplex (F)
A+Up: Back Body Flip
A+Down: Small Package
B: Manhattan Drop
B+L/R: Arm Wrench w/ Hook Kick
B+Up: Stall Suplex
B+Down: Guillotine Choke (F)
Special: Butterfly Lock (F)
-Weak Rear Grapple-
A: Backdrop
A+D-pad: Backdrop
B: Pendulum Back Breaker (F)
B+D-pad: Pendulum Back Breaker
-Strong Rear Grapple-
A: Sideslam (F)
A+D-pad: Sideslam
B: German Suplex Pin
B+D-pad: German Suplex Pin
Special: Abdominal Stretch Pin
-Reversals-
Back Weak Grapple Counter: Elbow Strike
Back Strong Grapple Counter: Russian Leg Sweep

STANDING

-Weak Striking-
B (Arm): Elbow Strike
B+D-pad (Arm): Chop 01
B (Leg): Spinning Crescent Kick
B+D-pad (Leg): Front Kick 02
-Strong Striking-
B: Dropkick 01
B+D-pad: Haymaker to Body
A+B: Sidekick 03 (F)
-Reversals-
Ducking Attack: Sweep (F)
-Counter Attacks-
Counter Punch: Strong Attack [B+D-Pad]
Special Counter Punch: Front Special Grapple
Counter Kick [A]: Pushing Takedown Counter
Counter Kick [B]: Elbow Crush Counter
Special Counter Kick: Standing Ankle Lock
-Walking Moves-
Walking Moves: Generic 01

RUNNING

-Running Attacks-

Down-C+[B]: Shoulder Block
Down-C+[A+B]: Jumping Back Elbow Smash
D-Pad + Down-C + [B]: Diving Shoulder Block
D-pad + Down-C + [A+B]: Jumping Karate Kick (F)
-Running Grapple-
Down-C + A (Front): Neck Breaker
Down-C + A (Back): Bulldog
-Running Ground Attack-
Facing Up: Elbow Drop 01
Facing Down: Stomp
Sitting Up: Stomp
Sitting Down: Stomp
-Evasion-
Evasion: Roll

GROUND

-Upper Body Submission-
Facing Up: Clutching Punch
Facing Down: Sitting Reverse Armbar
Sitting Up: Sleeper Hold
Sitting Down: Camel Clutch
Facing Up (Special): Armbar 01 (F)
Facing Down (Special): Rear Naked Choke
-Lower Body Submission-
Facing Up: Side Leg Lock
Facing Down: Bow and Arrow Lock
Facing Up (Special): None
Facing Down (Special): None
-Ground Attack-
Facing Up: Jumping Punch (F)
Facing Down: Falling Headbutt
Sitting Up: Kick
Sitting Down: Knee Drop 03

TURNBUCKLE

-Turnbuckle Attack-
B: Middle Kick 01
D-Pad + B: Chop 01
Down-C + B: Clothesline R 01
Down-C + A + B: Jumping Karate Kick
-Corner Counter-
Irish whip to Corner Counter: Sling Over Opponent
-Tree of woe Attack-
B: Middle Kick 01
D-Pad + B: Front Kick 05
Down-C + B: Jumping Karate Kick
-Front Turnbuckle Grapple-
A (Weak): Shoulder Thrusts
B (Weak): High Kick
A (Strong): Foot Choke
B (Strong): Multiple Clotheslines
Control Stick: Hard Knee Strikes
-Back Turnbuckle Grapple-
A (Weak): Forearm Smash
B (Weak): Forearm Smash
A (Strong): Super Backdrop

B (Strong): Super Backdrop
Control Stick: Super Backdrop
-Counter Grapple-
Front Counter: Throw
Back Counter: Super Backdrop
-Flying Attack-
Standing Opponent: Double Axe Handle
Standing Opponent to outside: Double Axe Handle
Standing Opponent (Special): Missile Dropkick
Laying Opponent: Knee Drop
Laying Opponent to Outside: Knee Drop
Laying Opponent (Special): None
-Turnbuckle Inside Attack-
Turnbuckle Inside Attack: None
-Turnbuckle Taunt-
Corner Taunt: Taunt 008
Turnbuckle Taunt: Taunt 002

RINGSIDE

-Grapple to Apron-
Weak Grapple: Club to Chest
Strong Grapple: Suplex to Inside
Special Grapple: None
Counter Grapple: Suplex Reversal to Inside
-Rope Inside Attack-
Rope Inside Attack: None
-Flying Attack to outside-
A: Vaulting Body Press
Down-C + [A]: Baseball Slide
Down-C + D-Pad + [A]: Baseball Slide
-Running Diving Taunt-
Control Stick: None
-Rebound Flying Attack-
A: None

APRON

-Apron Attack-
To Inside: Middle Kick
To Outside: Strong Kick
-Grapple from apron-
Grapple (Weak): Arm Breaker
Grapple (Strong): Guillotine
Grapple (Special): None
Counter Grapple: Suplex Reverse
-Flying Attack from apron-
A: Dropping Elbow
Down-C + [A]: None
-Flying Attack to ring-
Standing Opponent: None
Laying Opponent: None
Standing Opponent (Special): None
-Apron Taunt-
Taunt: Taunt 001

IRISH WHIP

-Irish whip Attack-

B: Sidekick 02

-Irish whip Grapple-

Tap A (Weak): Scissor Sweep

Hold A (Weak): Monkey Toss

Tap A (Strong): Powerslam 01

Hold A (Strong): Spinebuster

Control Stick (Strong): Front Special Grapple

TAUNTS

-Taunt-

Up + Control Stick: Taunt 150

Left + Control Stick: Taunt 150

Right + Control Stick: Taunt 150

-Special Taunt-

Control Stick: Taunt 015

-Ducking Taunt-

Control Stick: Taunt 014

-Celebration Taunt-

Celebration: Taunt 150

-Entry Way Taunt-

Taunt: NONE

DOUBLE TEAM

-Double Team Grapple-

Front Grapple: Double Suplex

Back Grapple: Double Atomic Drop

Sandwich Grapple: Double Piledriver

Irish whip Grapple: Double Arm Drag

-Double Team Attack-

Double Team Attack: Doomsday Device

Attack to outside: Doomsday Device

Attack to ring: None

-Reversals-

Counter Attack: Punching Reversal

III. Appearance/Fighting Style/Parameter

APPEARANCE

Name: Steve Blackman

Short Name: Blackman

Alias: Lethal Weapon

Picture: Blackman

Height: 6'2"

Weight: 245 lbs.

Music: Blackman

Titantron: Blackman

Body: Medium 01 (4th)

Head: Male 02

Face: Male 39

Hair: Short 01 (6th)

Front Hair: Front Hair 32
Facial Hair: 26
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Gi 01 (Default)
Upper Body: None
Tattoo: None
Gloves: None
Wristbands: Wrist Band 01 (White)
Elbow Pad: None
Knee Pad: None
Feet: Boots 03 (Default, Default)
Entrance Attire: None
Weapons/Props: None

FIGHTING STYLE

Stance: Wrestling
Ring Entry: Normal
Counter/Reversals: Heavy
Speed: Fast
Submission Skills: Normal
Irish Whip Evasion: Yes
Recovery Rate: Normal
Bleeding: Normal
Reaction to Blood: Normal
Endurance: Normal
Turnbuckle Climbing: Climbing
Jumping Distance: Normal
Specific Weapon: Kendo Stick

PARAMETER

-Offense-

Head: 2
Body: 2
Arms: 3
Legs: 4
Flying: 3

-Defense-

Head: 2
Body: 3
Arms: 3
Legs: 2
Flying: 1

ALLYS/ENEMYS

50%: Random
30%: Random
20%: Random

Ally: None

IV. Credit and Copyright Information

This was an original work by Nomad Z 2000. Please do not use this on your website unless you ask me. If you ask me, and give full credit, and don't alter this document in any way, I will let you use it. If you want to use the format for your own Character Guides, please give proper credit. Thanks.

End of FAQ

This document is copyright Brakker Z and hosted by VGM with permission.