

Fight Night Arena

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So, the start of the new series. Based around Monday Night Combat. So, the template you can copy and you can check the FNA Lists to see the available spaces. I shall go over it, and then tell you if it's list-worthy or not. So, enjoy.

Provided by Fanart Central.

<http://www.fanart-central.net/stories/user/shadowsofvoltage/57836/Fight-Night-Arena>

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0 - Sheet Template

FIGHT NIGHT ARENA

CHARACTER SHEET

-----PROFILE-----

Name:

Age:

Species:

Gender:

Occupation:

Height:

Weight:

Notable DNA:

Class: (Assault, Support, Tank, Sniper, Gunner, Assassin, Anti Assassin, Peircer)

Description:

Personal Quote:

Health: (The more the amount of health, the less speed he can have, max: 300, min: 100)

H-Boost: (Add 100 health to the overall health)

Speed: (Max is 100% MUSTN T BE CROSSED)

(Any other info like spin up time and cool down times if you wish,)

Main Weapon:

Secondary Weapon: (Weaker projectile weapon or melee weapon)

Equipment: (Grappling hook, Binoculars, Pick-Up Locator (ONE ONLY))

Abilities: (Up to three, MUST BE FAIR Cannot have Cannot die naturally)

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Kill Taunt Name:

-----**WEAPONS**-----

*Each weapon can only have up to 15 stars each, add one star to one category each time, can be upgraded 3 times to both weapons. Make sure that the upgrade star is in **BOLD**.*

Main Weapon:

Name:

Description:

Speed:

Damage:

Range:

Ammo Capacity:

Weight:

Special Effects:

Responses:

Kill Taunt:

Secondary Weapon:

Name:

Description:

Speed:

Damage:

Range:
Ammo Capacity:
Weight:

Special Effects:
Taunt Movements:
Responses:

-----**TAUNT LINES**-----

Make as many as you want and create any other categories if you want.

After a single kill and continues to kill:

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-
-

Whilst on a killing spree:

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-
-

Attacking the enemy s Money-Ball:

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-
-

His/Her team s Money-Ball get s attacked:

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-
-

Attacks Sureshot the Mascot, shooting pick-ups from him (Sureshot is invincible, cannot be killed):

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-

-

Battle-Cry:

-
-
-

Battle Win:

-
-
-

Battle Loss:

-
-
-

Picking Up A Health Pick-Up:

-
-
-

Picking Up A Ammo Pick-Up:

-
-
-

Domination Lines (All Character Specific):

-
-
-

Revenge Lines:

-
-
-

Unassigned responses:

-

-
-

After getting healed by Ghost:

-
-
-

1 - UPDATES AND INFORMATION!!!

IMPORTANT FOR THOSE WHO DON'T UNDERSTAND!

Ah, I shall explain ze 15 stars.

You get fifteen stars to use for the power, speed etc. and you can only use that many. Once you've leveled up the weapon, you get to add another star to the fifteen stars already available and you put that star onto one of the categories. For example, if your second level upgrade is that you get some more ammo capacity, you add a Bold fonted star to the category, indicating that that is the leveled up part. Also, you cannot commit taunt kills during stock stage of your main weapon. Only when it's upgraded to level one you can do taunt kills.

Three individual taunt kills, with three variations.

Level status

Stock--->Level 1--->Level 2--->Level 3.

Sureshot is the mascot of FNA. Shoot him and you get all sorts of things like ammo packs, money and health kits. He moves around and can also fight back, so watch out.

The money-ball is the main target for both teams. Each side has one. The team's goal is to destroy the opposition's Money-ball, before they do the same to yours. Add the comments to it when either your character's money-ball is being attacked, or if he's attacking the enemy money-ball itself.

The secondary weapon. You can choose either a weaker projectile weapon, or a melee weapon of their choice.

The Support, Tank, Peircer and Gunner classes are the only ones who can build tower defenses around the money ball. If your character is one of these classes, add either "When building a Machine Gun Tower", "When building a Rocket Launcher Tower" and "When building a Grenade Launcher Tower" to the list of taunt lines. Be warned. Building these cost money.

NEW CONTENT!!!- Picking Up Money. This is the business. Money will help you buy all sorts of stuff, like the towers. This also helps with the upgrade of the weapons. Don't worry about the costs as this will be sorted out by my hand, and the costs are all the same for everybody who is upgrading.