

Big B's Arena

Introduction

Big B's arena caters to the bloodlust of humanity and is located well outside of the influence of the law. Those willing to make some money through betting might find this a good place to go as do those who want to risk their lives for money.

Location

The arena is situated in an abandoned indoor swimming pool in the ruins of Neckarhausen, with the windows taped closed to avoid attracting attention. The place is usually guarded by Big B's goons, even during the day when it is not in use. In fact, B maintains his rooms in the former showers. The place looks run down, walls covered with graffiti and the air inside damp and smelling of blood and sweat.

Typical Fights

There are several scenarios offered with different betting modes and different prices involved for the fighters.

- **Beastfight:** A pitfighter battles a wild animal, usually an Ontos. He can flee at any time to give up, climbing the stairs to escape. If he slays the beast, he gains an item of average worth, otherwise he or his friends have to pay an item of high worth. Betting is normal but must be against the house which always bets on the Ontos.
- **Duell:** Two pitfighters battle against each other, the winner gets a price, usually of average value. Betting is between members of the audience or against the bank. The battle ends when one side gives up or is dead.

- **Threesome:** A team of two pitfighters fights against a single opponent who has to survive for 1 minute. The house bets on the team, guests may bet against the house. The battle ends when one side gives up, is dead, or the time is up.

In addition, the environmental conditions in the arena vary at random, usually without any prior knowledge on behalf of the pitfighters:

1. The floor of the pit is made slippery with oil, all movement requires an athletics check vs. 2 to avoid falling, modify by movement mode as usual but do not count as an action.
2. The pit is filled with water up to the hip. All movement is halved and the crowd screams "Drown the fucker!" during the whole fight.
3. The pit is all dry and suspiciously dry.
4. Wires are drawn at random intervals, any movement has a 2 in 6 chance to trip a fighter, in the heat of combat, the wires are impossible to spot.
5. Spike-covered iron grates are attached to the walls, anybody bumping into them takes 1d6 x 5 damage.
6. Roll twice, ignore unrealistic results.

Big B

Big B is a tall guy of incredible girth who wears a suit made of ontos fur and leather. His chest is usually naked except for dangling gold chains. B has a buzzcut dyed bright orange and is usually surrounded by several half-naked girls.

While Big B controls most of the crime in the surrounding area of Seck, he is a relatively easy-going guy save for the fact that he likes to impress others with his wealth in not-so-subtle ways. However, those who cross him will suffer greatly in his dungeons at the hands of his henchman called the

"Toeclipper". Assume Big B to have all relevant skills at level 3 and most non-magical lores at level 2. INF and KNO are at +1.

Resident Pitfighters

Big B's Pitfighters are mostly experienced but not seasoned veterans - there is simply too much death and permanent injury involved in pitfighting to (CP: 17, SP: 25)

Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	-1	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	6	AD	7

Skills

Name	Level	Cpx
Athletics	1	1
Barter	1	1
Combat Sense	2	1
Defence	2	1
Ettiquette (Streetwise)	1	1
Hand-to-Hand	2	1
Melee	2	1
Notice	1	1
Stealth	2	1
Throwing	1	1

Individual Fighters

- **Fishhead:** A tall and skinny guy with a fishlike face and a long, pierced tongue. Cold and calculating, Fishhead usually waits for the enemy to make his first move. His favoured weapons are the arm blades.
Specials: Athletics 3, specialisation

on arm blades, arm blades (AD+4, Acc/Parry 0), no armour

- **Amok:** A hulking brute with insane eyes, wearing a hockey mask and a leather bondage suit. Amok cares little for tactics and tries to kill his enemies in spectacular ways. His favoured weapon is the sledge hammer.

Specials: Build +2 (dmgs. +1), sledgehammer (Acc -1, Parry -2, AD+16), leather armour (AR: 5)

- **Puzzle:** This pitfighter is small but muscular and covered with ritual scars in a puzzle pattern. Puzzle likes to taunt his enemies and dodge away to use his throwing daggers at the right moment. Besides the throwing knives, Puzzle uses a hatchet.

Specials: Defence 4, hatchet (Acc/Parry 0, AD+7), throwing knives (AD+3, Rng. Str+1, Parry -1, Acc -1 when thrown)

- **Dynamo:** A fat guy of Turkish origin who towers over everybody else and is ugly as hell. He usually wears light scale armour and uses a trash can lid as shield. His favoured weapon is a machete.

Specials: Build +3 (dmg +3), machete (AD+8), scale armour (Enc -1, AR: 10), light shield (Parry +2, AR: 10)