

## AMANDA RAINTREE

Amanda grew up on a Midwestern reservation, wrestling and playing with the other children, but quickly realized that she wanted more out of life. She was fascinated with the outside world.

When Amanda turned 18 she left for college in Los Angeles against her parents' wishes. The city was a brilliant and frightening change of atmosphere for her. Yet she attacked her studies vigorously. Needing an outlet for physical activity, Amanda got involved with UCLA's exemplary sports program. Recognizing her natural talents, the track and field coaches put her on a training program intended to help her reach her maximum potential. The end result after her first year of college was a very imposing, 5'11", 160 lb. Native American Indian.

Amanda had a lot of big plans for the outside world, but she never forgot about home. Thus, when she heard that her reservation had been sold to a natural resources company (backed by Shadooloo), she was shocked. When she heard that her parents had died during a protest, she was absolutely floored. When she finally heard about the legendary T. Hawk, she was inspired. She has been aiding his cause by making waves in the Street Fighter circuit ever since.

Amanda joined Team Raven to reach the inside track of the fight circuit. She is also hoping to find others who have similar grudges against Shadooloo.

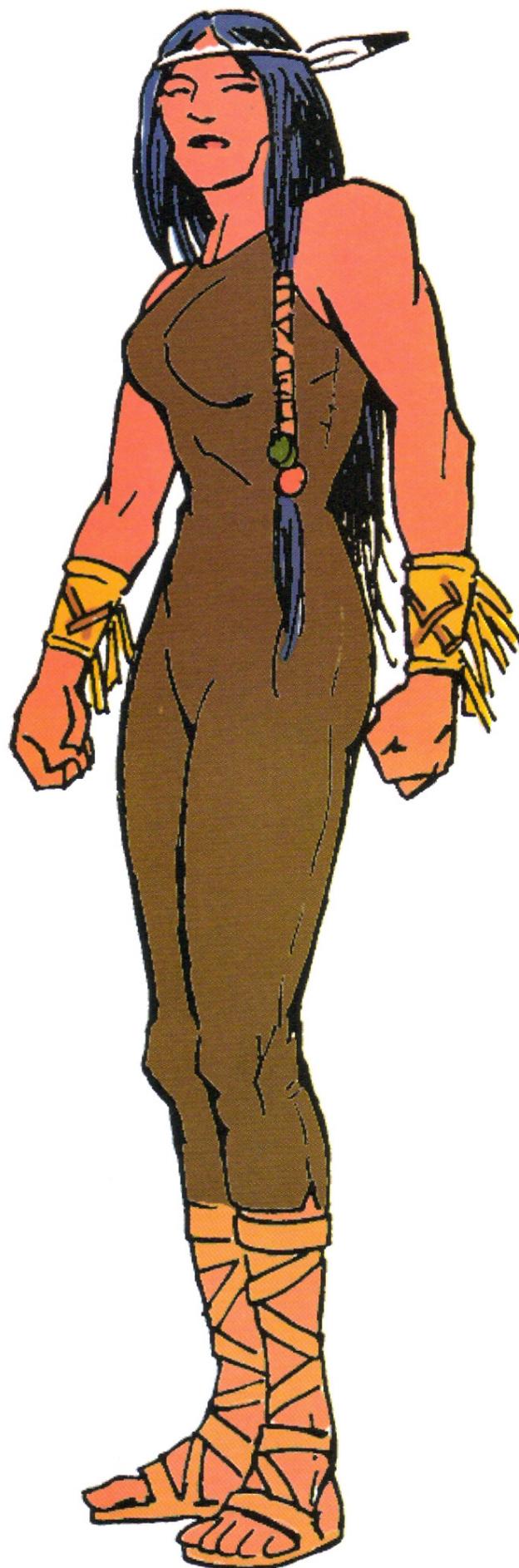
**Image:** A tall, powerfully built Native American Indian. Amanda is a remarkable specimen of human conditioning. She wears her long dark hair in braids and dresses casually in running shorts and a t-shirt, except when she has a match. Then she dresses in a form-fitting one-piece uniform, with sandals on her feet and feathers in her hair.

**Roleplaying Notes:** You stand out in a crowd and are accustomed to it. You used to be carefree and spirited; now you are driven and goal-oriented. However, upon occasion, the thrill of an exotic new city overwhelms you and you revert to your old happy-go-lucky self for a while.

**Quote:** *What are you looking at?*

## TEAM RAVEN

Team Raven is a team of new Street Fighters who, despite their lack of experience, have a lot of potential. The team is one of many managed by Hans Gordon, of Gordon Productions. Gordon Productions is a top-notch management team that has access to all the major arenas and contacts with nearly every tournament director in the business.



# STREET FIGHTER

**Name:** AMANDA RAINTREE  
**Player:** NPC  
**Chronicle:** HIGH STAKES

**Style:** NATIVE AMERICAN WRESTLING  
**School:** INDIAN RESERVATION; UCLA  
**Stable:** GORDON PRODUCTIONS

**Team:** RAVENS  
**Concept:** NATIVE AMERICAN AMAZON  
**Signature:** LEAVES A FEATHER ON OPPONENT'S UNCONSCIOUS BODY

## ATTRIBUTES

### PHYSICAL

**Strength** ●●●●○  
**Dexterity** ●●●○○  
**Stamina** ●●●○○

### SOCIAL

**Charisma** ●●○○○  
**Manipulation** ●○○○○  
**Appearance** ●●●○○

### MENTAL

**Perception** ●●○○○  
**Intelligence** ●●●○○  
**Wits** ●●●○○

## ABILITIES

### TALENTS

**Alertness** ●○○○○  
**Interrogation** ○○○○○  
**Intimidation** ●●●○○  
**Insight** ●●○○○  
**Streetwise** ○○○○○  
**Subterfuge** ●○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○

### SKILLS

**Blind Fighting** ●●○○○  
**Drive** ○○○○○  
**Leadership** ●○○○○  
**Security** ○○○○○  
**Stealth** ●●●○○  
**Survival** ●●●○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○

### KNOWLEDGES

**Arena** ○○○○○  
**Computer** ○○○○○  
**Investigation** ○○○○○  
**Medicine** ●●○○○  
**Mysteries** ●●○○○  
**Style Lore** ○○○○○  
 \_\_\_\_\_ ○○○○○  
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## ADVANTAGES

### BACKGROUNDS

**ALLIES** ●●●○○  
**MANAGER** ●○○○○  
**SENSEI** ●○○○○  
 \_\_\_\_\_ ○○○○○  
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### TECHNIQUES

**Punch** ●○○○○  
**Kick** ○○○○○  
**Block** ●●○○○  
**Grab** ●●●○○  
**Athletics** ●●●○○  
**Focus** ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○

### SPECIAL MANEUVERS

**THROW** \_\_\_\_\_  
**JUMP** \_\_\_\_\_  
**NECK CHOKE** \_\_\_\_\_  
**SUPLEX** \_\_\_\_\_  
**COMBO: (DIZZY) JUMP-SUPLEX-NECK CHOKE** \_\_\_\_\_  
 \_\_\_\_\_  
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### CHI

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### WILLPOWER

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### HEALTH

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 □□□□□□□□  
 ●●○○○○○○○○  
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## MANEUVERS AND POWERS

	Speed	Damage	Move
<b>Punch: Jab</b>	5	4	3
<b>Strong</b>	3	6	3
<b>Fierce</b>	2	8	2
<b>Kick: Jab</b>	-	-	-
<b>Forward</b>	-	-	-
<b>Roundhouse</b>	-	-	-
<b>Grab</b>	3	7	1
<b>Block</b>	7	(+2 SOAK)	0
<b>Movement</b>	6	0	6
<b>THROW</b>	1	9	1
<b>JUMP</b>	6	0	3
<b>NECK CHOKE</b>	2	10	1
<b>SUPLEX</b>	3	9	1
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