

Living Room Games' Capcom® World Tournament Free Demo Pack



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Welcome to the Capcom® World Tournament

Introduction

This Demo Pack is meant for review purposes only, and does not reflect how the final product will appear when it is released. Many sections have been truncated and are intentionally left incomplete. This is intended only to give the reader a general idea of what the finished product will entail. The art that is used has only been placed as filler and has not yet been authorized by Capcom®.

This section, **Welcome to the Capcom® World Tournament**, will help get you started by introducing you to some of the concepts and terminology used in tabletop gaming and more specifically for Capcom® World Tournament.

Fighter Creation shows some of the steps needed to create a character for use in this system. Fighter creation is further broken down into Archetypes and Occupations.

The **Combat** chapter provides information on how to fight in and out of the arena.

Combat Styles demonstrates how the different disciplines of martial arts styles are detailed, how each fighter can learn them, and how Special Moves and Super Moves are created.

Finally, there is the **Fighters** section, where you will find sample information on two of your favorite Capcom® fighting game characters generated and ready to play.

What Is Roleplaying?

Still with us? Great! That means that you haven't roleplayed before, right? Or if you have, it's been a long time and you don't remember much about it? Don't worry about it. Lots of people have never gamed before, and many of them never will – which is a shame because gaming, when done well, can be a lot of fun. And it's a different kind of fun than you'll get from movies or computer games or any other type of entertainment.

So what is roleplaying, exactly? The simple answer is: it's a game where everyone creates and takes on the role of various characters. Think of it as a cousin to the play, but you get to make up your character rather than reading an established part. The biggest difference is that you also get to make up your dialogue and your character's actions. So instead of reading from the script "I told you to get out!" and following the script's stage directions of walking over to the door, opening it, and gesturing angrily outside, you get to decide what your character says and does. It should fit the scene, of course; the key is to get inside your character's head and figure out what he or she would really do in that situation.

The **Capcom® World Tournament Roleplaying Game** (RPG) is what's called a "tabletop roleplaying game," or a "pen-and-paper game." It's referred to as a tabletop game because it's usually played sitting around a table. Players don't act out their character's actions, but instead simply describe them – you'd tell the others that you're walking over to the door, rather than actually getting up and walking around. That's because all of the players are gathered around the table together, and getting up would mean that some of them couldn't actually see what you were doing, or hear what you were saying. It's also because roleplaying games often involve fantastical elements, and those are a lot easier to describe than to actually reproduce. Can you actually perform Ryu's *Shinku Tetsumakisenpukyaku* or Sagat's *Tiger Cannon*? Probably not. But your character might be able to, in which case you can announce what you're doing and describe it for everyone.

The best thing about a roleplaying game is that it's fully interactive. When you're playing the video game, you have only a restricted set of options. Your character can kick someone, punch someone, taunt someone, maybe even run away from someone, but can you offer them a bribe to let you win? Can you convince them that the two of you are really on the same side? In an RPG, your character can do anything that's within his physical and mental scope. If he wants to bribe someone to throw a fight, he can try that. All you have to do is announce what your character is doing, and say whatever your character says. But the outcome is never certain. In the video game, if you perform a certain combination move your opponent is knocked out. In the RPG, he might duck at just the right moment, or come up with some new counterattack, or simply be tougher than you expected. When you offer him a bribe, he might take it, but he also might refuse it – or he might start haggling over the amount. That's because the other character is also being played by someone, rather than by a computer, and the other player has full control over that character. It makes things much more versatile and much more interesting.

What Do the Players Do?

Each player is responsible for the actions and dialogue of his own character. He creates the character, based on the rules of the game and any restrictions set by the Referee (or Ref), but he can do anything he wants within that framework. For example, if the Ref says that American military personnel are allowed as characters, the player could create a Navy SEAL, or an Army Ranger, or a Marine. He could make the character male or female – most people play their own gender because it's easier, but some players like the challenge of playing against type. The player gets to decide the character's appearance, history, skills, and personality traits. Does the character swear a lot? Does he smoke cigarillos (small, cigarette-sized cigars) or chew gum in-

cessantly? Little quirks like this make the characters more interesting, because they provide more depth. If everyone's playing "a tall, powerfully-built man with blond hair pulled back in a ponytail, wearing jeans, a black T-shirt, boots, and a leather jacket," that's not much fun – how do you tell them apart? But if one character is short and portly and another is tall and slender and a third is also short but extremely muscular, you won't easily mistake them for one another.

The player has to keep track of what his character's doing. This is more than just the dramatic stuff. While it's good to know that your character has two pistols on him and a katana, you also need to know that he hasn't eaten for two days or slept for three. That's going to affect him – how he acts, what he says, how he feels, how well he fights. The Ref will try to remember all of this, but he's watching every character in the game, so he may forget details. That's why he expects each player to remember their own character's details, and to correct him if he forgets something or makes a mistake.

Some players try to talk with whatever accent their character has, to better capture the flavor of their dialogue. That's great, but if you're not comfortable with the accent, don't worry about it. The important thing is to say what your character would say. The other players can imagine the accent, just as they're imagining the actions the characters are taking.

One tricky thing for most new gamers is speaking "in-character" versus "out of character" (sometimes abbreviated as IC and OOC respectively). If someone else asks you "do you want a soda?" they're probably asking you, the player,

if you actually want something to drink. But if they say "Get the hell out of my seat, before I blow you away!" they're probably speaking as their character, not actually yelling at you to move. Accents do help here, obviously, but even without them you'll learn to recognize the difference between in-character dialogue and out-of-character conversation. Part of the problem, of course, is that character dialogue should actually be spoken, instead of described: "Get out of my chair, scum!" instead of "I yell at him to get out of my chair." The first version is more active, more direct, and more in-character. But it's also closer to "Do you want a soda?" or "Hey, watch it with the elbow!" Some players use hand signals, like the classic "Time-Out" gesture (both hands open, fingers flat and together, one hand across and palm-down while the other presses up into it to form a T) to indicate when they're not talking as their character. Others just rely on their friends to know the difference.

What Does the Ref Do?

Most of the people in a game group are players, which means that they each get to play one character. But one person has more responsibility. That's the Ref. Being a Ref is a lot of fun, but it's also a bit of work. Why? Because you get to come up with the storyline, and describe locations, events, and incidental characters.

Go back to the notion of this being a play. Everyone else is playing a character. But you, as Ref, are the director. You're also the playwright, but don't worry – you don't have to write too much, because each player handles the actions and dialogue for his own character. You come up with the basic plot, and help the players bring their characters into the story. Then, whenever a player tells you what his character says or does, you describe how any incidental charac-

Cheating

Most video games have cheat codes available somewhere. You can make it so that Ken is immune to fireball attacks, or can't be hit by anything solid, or his attacks hit twice instead of once. That can be fun in a video game because it lets you find out what's at the end of the game – you get to see the hidden characters and the closing text that you might otherwise miss. But RPGs are different. In an RPG, you cheat by lying about your dice rolls or neglecting to mention that your character was already wounded or claiming that you had brought an extra clip of ammo with you. This may keep your character alive and allow him to win where otherwise he would have died or been defeated. But it's not much fun for anyone. It's not fun for you, because you had to resort to cheating to win. In the video game, that might be because the opponents are simply built to win every time. But in an RPG, where the Ref is running the opponents and trying to keep things fair, you should have a reasonable shot at winning. If you lose, it's not because the deck was stacked against you, but because you didn't come up with a good strategy and take advantage of your character's strengths. Don't cheat to correct that – think about what went wrong and come up with a better plan the second time around.

Lots of gamers do cheat. They usually think no one has noticed. The truth, however, is that the other players and the Ref do notice. It's pretty obvious that the player is cheating, when a character always rolls what he needs to succeed and never gets wounded and always has the right money or weapons or gear on him. And, even if they don't say anything, everyone else will be disappointed, because part of the fun of the game is the challenge, the risk, and the fact that your character can fail. And the fact that, just like a real person, your character can forget to buy a train ticket or forget to eat or miss his morning bus. These mistakes make things more interesting, because they make the characters more believable. And since everyone else's characters are in the same boat, they all fit together – as opposed to the one character who never fails and so isn't very believable.

ters respond. Not the main characters, mind you; that's for the players to handle. You get to do everyone else. These are the "extras," the bit parts like the man who sells papers on the corner or the waiter in the restaurant or the cop who gives them a speeding ticket.

Ah, but you get more interesting characters, too. Because, as Ref, you get to play the villains. That's right, all the villains – from the little man who tries to mug a character one night to the local crime boss to M. Bison himself. The players are the protagonists, and you get the antagonists, which means that, while they're each only playing one character, you're doing anywhere from several to several dozen. Don't worry, though; this isn't as bad as it sounds. We'll talk about this more in the **Characters** section, later in this book, but you're really only worrying about one or two characters at a time.

The other thing that you do as the Ref is describe the outcome of an action. Roleplaying games use dice to help determine whether someone succeeds at an action. The dice represent the random luck factor – we can nail a three-point shot on the courts one day and trip over our own feet the next, not because we lost all agility but because we just had a random bit of bad luck or clumsiness. Dice do the same thing in the game – they ensure that any team could beat any other team on any given day, but that a good team is more likely to win. As the Ref, it's your job to decide when dice rolls are necessary, what skill or ability should be used, and how difficult the roll will be. Then, after the player rolls (or after you roll, if one of your characters was the one acting), you get to describe to everyone what happens. For example, one of the characters dives to catch a small vial containing a rare drug that can cure his partner's illness. You have the player make a Dexterity check, and decide that the vial is small and hard to see, so the difficulty is high (a 15, for example). The player rolls, gets a 12, adds his Dexterity bonus (a +2), and gets a 14. Close, but not quite. Now you describe the outcome: "You throw yourself forward, hands outstretched, eyes focused on that precious vial. Your fingers strain toward it, and brush against it...but you can't quite reach it. It falls to the floor and shatters, the serum staining the floorboards, as you land heavily yourself, tiny splinters of glass imbedding themselves in your hand and forearms."

If this sounds hard, don't worry. Refereeing is a lot of fun. The key is to have an idea of what's going on in the world and to the characters, to keep track of what everyone's doing, and to have fun playing all the secondary characters and antagonists. Once things start moving and everyone gets into their characters, you'll discover that it's pretty easy to keep the game rolling, and that the players will help you remember what their characters are up to at the time.

The Referee is known by many names in many other games, but we feel that in the context of **Capcom® World Tournament**, that this is an appropriate choice. Besides setting the flavor for the world, the Referee should also be the one who enforces the rules. We'll provide budding Refs with a few more pointers on how to run games later in the **Referee's Section**.

Playing d20

Capcom® World Tournament uses the basic d20 System™ created by the Wizards of the Coast™, but modified for the Capcom® universe. This is the same system that's used for *Dungeons and Dragons™*. It's a very easy system to learn and use. The key is this – any time a character is trying to do something and needs to see if he succeeds or not, he rolls a d20 (a twenty-sided die). Just one die. The Ref sets a difficulty, which is usually between 5 and 20; 5 being easy, 10 being average, 15 being tough, and 20 being challenging. The player rolls the d20 and adds in appropriate numbers (skill levels, bonuses from an ability, attack bonus, etc.) to get a total. If that total is equal to or above the difficulty, the character succeeds. Easy.

Some rolls will be opposed rolls, which means two characters are involved in actively blocking one another, like when two people are wrestling. The roll is still the same, but now instead of a fixed difficulty whoever got the higher total wins.

Other dice are used in the d20 System, of course. But these are only used to determine how well something was done, like how far a character jumped or how much damage he did with his fist. The basic roll, to see if he failed or succeeded, is always a d20.

The only other thing you need to know to play **Capcom® World Tournament** is how character details are divided up.

Attributes are the basic descriptors, like Strength and Intelligence; they define the character's innate physical, mental, and social abilities. Attributes start at 3 and go up, with human average being 10-11. Low attributes cause penalties to related actions, while high attributes grant bonuses, so someone really strong would get a bonus to climbing, while someone really weak would be at a penalty.

Skills are anything the character can learn, like how to follow tracks in the woods, or how to tie a square knot, or how to read an ancient language. Skills can be ranked anything from 1 upwards, with 1 rank being a novice.

Feats are special abilities characters can gain, which usually either give them a bonus to particular skills or actions or else grant them an unusual ability or a special move (these would be the equivalent to signature moves in a video game).

An **Archetype** is an iconic descriptor that best fits your character concept in a single word. This is the most basic aspect of your fighter, which also serves to define his or her combat capabilities, including saving throws and attack bonuses. Archetype levels are measured in Belt Ranks from white belt (Jukyu) on up (See Belt and Rank Chart on page XX). The corresponding level to your Archetype's Belt Rank in common d20 parlance is your fighter's Effective Character Level (ECL).

Styles are the martial arts combat techniques that your fighter is learning. Different schools enable your fighter to learn certain types of special moves and super moves and may allow him or her to develop other abilities. The number of Belt Ranks spent in studying a style determines the fighter's Style Rank (measured using the same Belt and Rank Chart, page XX). A fighter's combined Style Ranks should add up to the fighter's Belt Rank.

Occupation is the character's job when he or she is not touring the World Tournament circuit. The fighter's occupation determines how many points he has to spend on skills and which feats he gets to choose from each time he gains a new Belt Rank, and possible other special abilities.

Finally, **Defense** is the character's protection against physical attacks. When trying to hit someone, the difficulty is their Defense (or DEF).

Those are the basics of your character. I know the bits about Skills and Feats and Defense can sound a bit confusing at first, but once you've seen the list of options and written your selections down on a character sheet it will make a lot more sense. And remember, the d20 is the key.

Other Basic Terms

Here are a few basic terms and phrases connected to gaming. You'll probably hear these often during your games, and certainly if you go to conventions or talk to other gamers.

NPC: Stands for "non-player character." This is any character run by the Ref instead of by a player.

PC: "Player-character." A character that is run by one of the players.

Tabletop: This type of RPG, which is usually played while sitting around a table. The name also comes from the fact that maps, character sheets, and other items are often strewn about on the table.

Character Sheet: The piece of paper that has all of the details about a particular character—physical description, skills, abilities, equipment, and anything else the player may want to have on hand.

Dice: The small, oddly shaped pieces of plastic you roll to check on the success of an action. Most non-gamers are only used to six-sided dice. RPGs often have a wider variety, including the four-sided, the ten-sided, and the twenty-sided.

d: An abbreviation for "dice." If you see "2d4," for example, it means "two four-sided dice."

RPG: An abbreviation for "roleplaying game."

OOC: An abbreviation for "out-of-character," or when a player or the Ref is talking not as a character but as themselves.

IC: An abbreviation for "in-character," or when a player or the Ref talks as their character.

Ref: An abbreviation for "Referee," the person running the game.

Session: One meeting of a game group. A game can last for only a single session, meaning that the group gets together, starts playing, and finishes the story before leaving, or it can last for several sessions.

One-Shot: A game that lasts only one session.

Adventure: A session or sessions linked together as a single story. Most action movies can be considered as adventures; they have several scenes, but one story throughout.

Campaign: A long-running game, usually with several adventures. A series of action movies, like the Terminator films, would be a campaign.

Scene: Action that takes place in a single location. If the location changes, or if everyone leaves and then returns at some later time, the scene ends and a new scene begins.

Player Knowledge: Something the player knows but the character may not. For example, if you're running a Street Fighter game and M. Bison appears, the player knows that he's the guy running the tournament. But if the character has never met Bison or even heard of him, he won't know who this guy is or why he's important.

Mook: An inconsequential side character. These characters are often thrown in to fill in the roles of extras and thugs. Individually, they are unimportant to the scene, but combined they are there to fill in as obstacles and scenery for the player characters.

The Significance of Ranks and Belts

Colored belts and sashes are a more modern method of recognizing rank and experience for many forms of martial arts. With such a wide assortment of forms and schools, there is currently no singularly accepted ranking system. Therefore, in the interest of uniformity, a character's level of experience in Capcom® World Tournament is based on a variation of a karate ranking system: a white belt and a black belt, and several degrees of ranks within each (See below).

The use of colored belts for ranking martial arts students has only been around for around 100 years. Traditional advancement rewarded the student with scrolls or scripture denoting secrets of that particular school's techniques, but it offered no visual cue to denote a student's level of experience or seniority within a school. Colored belt ranks were gradually implemented to not only allow for a way to measure rank and experience, but also as a way to make the practice of martial arts appealing to the uninitiated public. Even today, a black belt rank can inspire some amount of awe among the common folk.

Level	Belt Rank	Title	Japanese Title	Level	Belt Rank	Title	Japanese Title
1st	White Belt	10th Kyu	Jukyu	11th	Black Belt	1st Dan	Shodan
2nd	White Belt + 1 Black Stripe	9th Kyu	Kukyu	12th	Black Belt + 1 White Stripe	2nd Dan	Nidan
3rd	White Belt + 2 Black Stripes	8th Kyu	Hachikyu	13th	Black Belt + 2 White Stripes	3rd Dan	Sandan
4th	White Belt + 3 Black Stripes	7th Kyu	Shichikyu	14th	Black Belt + 3 White Stripes	4th Dan	Yondan
5th	White Belt + 4 Black Stripes	6th Kyu	Rokukyu	15th	Black Belt + 4 White Stripes	5th Dan	Godan
6th	White Belt + 5 Black Stripes	5th Kyu	Gokyu	16th	Black Belt + 5 White Stripes	6th Dan	Rokudan
7th	White Belt + 6 Black Stripes	4th Kyu	Yonkyu	17th	Black Belt + 6 White Stripes	7th Dan	Shichidan
8th	White Belt + 7 Black Stripes	3rd Kyu	Sankyu	18th	Black Belt + 7 White Stripes	8th Dan	Hachidan
9th	White Belt + 8 Black Stripes	2nd Kyu	Nikyu	19th	Black Belt + 8 White Stripes	9th Dan	Kudan
10th	White Belt + 9 Black Stripes	1st Kyu	Ikkyu	20th	Black Belt + 9 White Stripes	10th Dan	Judan

In the system that we are adapting for Capcom® World Tournament, the white belt of a beginning student represents an untainted purity. White is symbolic of sacredness, which reflects the untarnished spirit of one who is about to immerse himself in the art of warfare. As the student becomes more experienced in his style, the black stripes are representative of the stains of combat wear and constant usage (One legend has it that black belts come about because a student's white belt becomes so dirtied and worn after years of use). A white belt student aims to learn and master the styles and techniques of his school.

When a student finally achieves the first black belt rank (shodan), this is not necessarily an indication that he has attained mastery of his style. Rather, the student should have come to an understanding at this point that there is still so much to learn. The black is symbolic of a void, of nothingness. Once a student earns a black belt, he strives to achieve purity of mind, body and spirit, to fill this black void with knowledge and experience. From white, to black, to white again, this full-circle path can be seen as a representation of the dual-nature of the Chinese yin-yang (or "in-yo" in Japanese).

Note that just because the traditional ranking system ends at 10th dan, it doesn't mean that one cannot attain anything higher. Dr. Jigoro Kano, to whom the creation of the belt ranking system can be accredited, himself achieved the rank of 12th dan (though he is the only person known to have reached that point to this day). He believed that once someone has moved beyond the 10th dan, they have transcended beyond the need for colors and ranking. This is the embodiment of the purity of mind, body, and spirit that brings that person back full circle towards the white belt.

Fighter Creation

This chapter details the information you will need to create your own fighter in Living Room Games' **Capcom® World Tournament**. You have several options when you begin your fighter creation process. Will you make a fighter that uses brute strength to throw your opponent around or crush them? Will you use speed to be every place that your opponent's fists aren't? Will you use your smarts to turn your opponents' punches against them?

There are also a number of mundane occupations your character can follow while they advance their fighting techniques. You can join the ranks of the Student, someone who is refining their skills and abilities in school. Another choice is the Military, which encompass both your local law enforcement and combat soldiers. The Athlete makes use of their physical prowess and dexterity in competition. There is the

Brawler, for whom fighting is their life and the sum of their existence. Finally, there is the Civilian, who fills in all of the gaps that remain. All of these choices are covered in Chapter 4.

The steps that you will use to create your characters are as follows:

- Choose or Roll Attributes (See Below)
- Choose Archetype (Chapter 3, page XX)
- Choose Occupation (Chapter 4, page XX)
- Choose Starting Ability (Chapter 4, page XX)
- Choose Occupational Feats (Chapter 4, page XX)
- Choose General Feats (Chapter 5, page XX)
- Choose Occupational Skills (Chapter 6, page XX)
- Choose Martial Arts Style (Chapter 7, page XX)
- Choose Special Move (Chapter 8, page XX)
- Choose Starting Gear (Chapter 9, page XX)

Darkstalker Characters

The rules that we have outlined in this chapter are for creating human characters more specifically for the Street Fighter, Rival Schools and Final Fight universes. Rules for creating original Darkstalker characters will be detailed in the **Darkstalkers Grimoire**. In the meantime, the Darkstalkers characters included in the Fighters chapter will be incomplete.

To begin the process behind these choices, you will first need to know how to generate your character. First, you will need to determine your basic attribute scores. We offer two possibilities in determining how many points you will get for your attributes: Point Buy and Random Generation.

Once you have your attribute scores, you can then choose your Archetype, Occupation, skills, feats, and combat styles.

Point Buy fighter creation

This method of creating fighters under the d20 system allows you to spend points to purchase your basic six stats for your character. Because fighters in the Capcom® World Tournament setting are especially exceptional, they receive 35 points to spend on their basic stats. For this reason, we do not offer any option to sell down attributes. Anyone with significantly below-average stats will most likely fare poorly in a Capcom® World Tournament setting. Each attribute starts at eight (8), then you spend points according to the chart below to increase them.

For examples on how each attribute affects your character, refer to the following section **Basic Stat Information**.

Point buy chart:

9 – 14: 1 point (per attribute point)
15 – 16: 2 points (per attribute point)
17 - 18: 3 points (per attribute point)

Random Point Generation

This method is one of many possibilities that your Referee could allow you to use in generating your characters attribute scores. Roll a 4d6, add the three highest values together, and record the total. Repeat this process five more times for a total of six scores. Distribute these values amongst your six attributes.

! Be sure to spend all of your points! Anything left over will be lost. !

Basic Statistic Information

All fighter attributes are defined by six basic stats. They are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

Each partially describes your fighter's innate abilities and affects some of his or her actions.

The human average for every attribute is 10. The natural maximum for normal humans is 18, and the natural minimum is 3.

Each attribute for most fighters will have a modifier ranging from -1 to +4. The modifier is the number you apply to the die roll when your fighter tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a *bonus*, and a negative modifier is called a *penalty*.

Attribute Modifiers

Attribute Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
etc...	



STRENGTH (STR)

Strength measures your fighter's muscle and physical power. This ability helps fighters prevail in combat. Strength also limits the amount of equipment your fighter can carry. You apply your fighter's Strength modifier to:

- Melee attack rolls.
- Damage rolls when striking unarmed, or using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks while wielding a weapon receive only one-half the fighter's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus.)
- Climb and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for smashing through boards and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is important for fighters who want to react quickly and for anyone who wants to be a skilled ranged combatant. You apply your fighter's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with guns, bows, throwing knives, and other ranged weapons.
- Defense (DEF), provided that the fighter can react to the attack.
- Reflex saving throws, for avoiding attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Jump, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your fighter's health and stamina. A Constitution bonus increases a fighter's hit points, so this ability is important for all classes. You apply your fighter's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1 – that is, a fighter always gains at least 1 hit point each time he or she advances a Belt Rank).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill that has Constitution as its key ability.

If a fighter's Constitution score changes enough to alter his or her Constitution modifier, the fighter's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your fighter learns and reasons. It's important for any fighter who wants to have a wide assortment of skills. You apply your fighter's Intelligence modifier to:

- The number of languages your fighter knows at the start of the game.
- The number of skill points gained each belt rank (Your fighter will always get at least 1 skill point per belt rank).
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, and Search checks. These are the skills that have Intelligence as their key ability.
- Make it easier to learn new skills outside of those acquired through level advancement.

WISDOM (WIS)

Wisdom is a measure of a fighter's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. If you want your fighter to have acute senses, put a high score in Wisdom. You apply your fighter's Wisdom modifier to:

- Will saving throws.
- Treat Wound, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.
- Grant bonus experience points whenever experience awards are received.

CHARISMA (CHA)

Charisma measures a fighter's force of personality, persuasiveness, personal magnetism, ability to lead, and/or physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. You apply your fighter's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, and Perform checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Allow the character to learn more Occupational Feats outside the fighter's chosen occupation.

When an attribute score changes, all skills and abilities associated with that score change accordingly. A fighter does not retroactively get additional skill points for previous levels if she increases her Intelligence.

These attribute scores are a quantification of otherwise nebulous features (comparing strength might be easy, but how do you accurately measure and scale how wise one person is compared to someone else?). This is to help you as the player more clearly define your fighter's physical and mental attributes.

EXAMPLE

Julia decides that she wants her fighter to be fairly well balanced, with some emphasis on speed and agility in both wit and body. She chooses to put a couple of extra points into DEX and CHA (realizing that Charisma is the key attribute for Bluff, one of her concepts for her character with a quick wit), while keeping the other scores at a modest, above-average level. She assigns 4 points each to STR, WIS, and INT, bringing each of those attribute scores to 12. She assigns 5 points to CON, bringing that score to 13. She puts 8 points into DEX and 10 points into CHA, bringing those scores to 15 and 16, respectively. Double-checking her math, she has spent $(4*3)+(5*1)+(8*1)+(10*1) = 35$ points. So far, her character looks like this:

STR: 12 (+1)
DEX: 15 (+2)
CON: 13 (+1)
INT: 12 (+1)
WIS: 12 (+1)
CHA: 16 (+3)

Meanwhile, Bosco chooses to use the random point generation rules to determine character statistics. He wants his fighter to be tough in every sense of the word, so he decides ahead of time to put emphasis on Strength, Constitution, and Wisdom (because it influences his fighter's Willpower). He rolls his 4d6 six times, and generates the following scores after dropping the lowest die for each roll: 14, 13, 12, 8, 16, 15. He then distributes the scores among his attributes. So far, his character looks like this:

STR: 15 (+2)
DEX: 13 (+1)
CON: 16 (+3)
INT: 12 (+1)
WIS: 14 (+2)
CHA: 8 (-1)

Choosing Your Archetype

Once you have determined your basic stats you then need to choose your fighter's Archetype. Each Archetype is an iconic description that represents the most basic concept that your **Capcom® World Tournament** fighter can easily fit into. Once you have chosen your Archetype, you will never have the opportunity to change it. Choose carefully!

When exporting Capcom® World Tournament fighters into other games in the d20 System, all fighters are assumed to possess the Improved Unarmed Combat or Combat Martial Arts feats (depending on the type of campaign).

You will see a lot of terminology used in the Archetypes section. Here is a list of those terms, and what they all mean:

Starting Bonus (Penalty): This lists the bonuses that your character receives when you choose this Archetype. In some cases, this may also include a penalty.

Hit Die: The die type used by fighters of the class to determine the number of hit points gained each time they earn a new Belt Rank. A player rolls one die of the given type and then adds the fighter's Constitution modifier to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower (due to penalties), a character will always gain at least 1 hit point.

A starting fighter automatically gets the maximum number of hit points rather than rolling (the Constitution modifier is still applied).

Base Attack Bonus (BAB): This is your fighter's raw ability to hit a target in a melee situation, which also determines the maximum number of attacks your character can have.

Saves: These are your fighter's saving throws. Saving throws are often required in situations where your fighter must react to, or counteract, an in-game effect. The three saves are:

Fortitude Save (Fort): The base save bonus for Fortitude saving throws. The fighter's Constitution modifier also applies.

Reflex Save (Ref): The base save bonus for Reflex saving throws. The fighter's Dexterity modifier also applies.

Willpower Save (Will): The base save bonus for Will saving throws. The fighter's Wisdom modifier also applies.

Defense (Def): The fighter's bonus to Defense. The fighter's Dexterity modifier and equipment bonus also applies.

Good, Average, Poor: These describe the extent of your fighter's progression for determining base attack bonus, saves, and defense as they increase in rank.

Occupational Feat: Every Occupation offers a selection of class abilities to choose from. A fighter gains the ability to learn a new Occupational Specialty upon earning a new Belt Rank. Some Occupational Specialties have prerequisites that must be met before a fighter can select them.

Special Move: Every Martial Arts Style offers a selection of Special Moves types to choose from. These Special Moves represent the special combat maneuvers that the fighters learn as a part of training in their martial art. Some Special Moves have prerequisites that must be met before a fighter can select them.

Ability Progression Table:

This table details how a fighter improves as they gain Belt Ranks.

Level	BAB			Saves and Def			Special Abilities
	Good	Average	Poor	Good	Average	Poor	
Jukyu	+1	+0	+0	+2	+1	+0	Occupational Specialty
Kukyu	2	1	1	3	2	1	Occupational Specialty OR Special Move
Hachikyu	3	2	1	3	2	1	Occupational Specialty
Shichikyu	4/1	3	2	4	3	1	Occupational Specialty OR Special Move
Rokukyu	5/2	3	2	4	3	2	Occupational Specialty
Gokyu	6/3	4/1	3	5	3	2	Occupational Specialty OR Special Move
Yonkyu	7/4/1	5/2	3	5	4	2	Occupational Specialty
Sankyu	8/5/2	6/3	4/1	6	4	3	Occupational Specialty OR Special Move
Nikyu	9/6/3	6/3	4/1	6	5	3	Occupational Specialty
Ikkyu	10/7/4/1	7/4/1	5/2	7	5	3	Occupational Specialty AND Special Move
Shodan	11/8/5/2	8/5/2	5/2	7	5	4	Occupational Specialty
Nidan	12/9/6/3	9/6/3	6/3	8	6	4	Occupational Specialty OR Special Move
Sandan	13/10/7/4/1	9/6/3	6/3	8	6	4	Occupational Specialty
Yondan	14/11/8/5/2	10/7/4/1	7/4/1	9	7	5	Occupational Specialty OR Special Move
Godan	15/12/9/6/3	11/8/5/2	7/4/1	9	7	5	Occupational Specialty
Rokudan	16/13/10/7/4/1	12/9/6/3	8/5/2	10	7	5	Occupational Specialty OR Special Move
Shichidan	17/14/11/8/5/2	12/9/6/3	8/5/2	10	8	6	Occupational Specialty
Hachidan	18/15/12/9/6/3	13/10/7/4/1	9/6/3	11	8	6	Occupational Specialty OR Special Move
Kudan	19/16/13/10/7/4	14/11/8/5/2	9/6/3	11	9	6	Occupational Specialty
Judan	20/17/14/11/8/5/1	15/12/9/6/3	10/7/4/1	12	9	7	Occupational Specialty AND Special Move

There are eight Archetypes for Capcom® World Tournament: The Powerhouse, The Acrobat, The Tank, The Tactician, The Natural, The Showman, The Mystic, and The Abomination.

Archetype Listings

The Powerhouse

The Powerhouse fighter represents someone who specializes in using brute strength, whether through the impact of their blows or by forcing their opponents out of the ring. Boxers, wrestlers, weightlifters, and other athletes are often Powerhouses, but this Archetype can also include bouncers, construction workers, and anyone else for which muscle is their first line of offense. Their focus is on Strength.

Example: E. Honda

Starting Bonus: +2 Strength

Hit Die: d10

Base Attack Bonus: Average

Fortitude Save: Good

Reflex Save: Poor

Willpower Save: Average

Defense: Average

The Acrobat

The Acrobat fighter represents someone who is nimble and quick. They tend to be able to react quicker, dodge better, or perform incredible feats of agility. Circus performers, tumblers, and gymnasts are obvious examples of Acrobats, but they can also be any athlete that specializes in speed (for example, a sprinter) or anyone else who is light on their feet. Their focus is on Dexterity.

Example: Chun-Li

Starting Bonus: +2 Dexterity

Hit Die: d8

Base Attack Bonus: Good

Fortitude Save: Poor

Reflex Save: Good

Willpower Save: Poor

Defense: Good

The Tank

The Tank's specialty is in his or her ability to absorb and resist damage. Tanks are the kinds of fighter that can shrug off a punch or take a beating and keep on ticking. Tanks can go for long hours enduring physical punishment, suffer injuries that would cripple lesser folk, and even drink to great excess without passing out. Their primary focus is on Constitution.

Example: Zangief

Starting Bonus: +2 Constitution

Hit Die: d12

Base Attack Bonus: Poor

Fortitude Save: Good

Reflex Save: Poor

Willpower Save: Poor

Defense: Good

The Tactician

The Tactician is a fighter who is able to analyze a combat situation and make the best of what is available. In a battle of attrition, they have the ability to find a way to come out on top. Many Tacticians have a military background, but some are merely well-read students of strategy or have a sneaky sense of taking the upper hand in a fight. Their primary focus is on Intelligence.

Example: Guile

Starting Bonus: +2 Intelligence

Hit Die: d8

Base Attack Bonus: Average

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Good

Defense: Average

Special (Choose One):

Tactical Advantage: The fighter wins all ties on any contested roll when in a combat situation.

Strategic Advantage: All fractions are rounded in the fighter's favor. Combat use only.

The Natural

The Natural has an innate aptitude to be an excellent combatant, not from raw power or agility, but because they excel at being able to sense their opponents' intentions. They are generally better at being able to read their foe's moves and react to them appropriately. Naturals come from all walks of life, and while many of them actively hone their abilities, some simply have no need. Their primary focus is on Wisdom.

Example: Ryu

Starting Bonus: +2 Wisdom

Hit Die: d8

Base Attack Bonus: Average

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Average

Defense: Good

Special (Choose One):

Indominable Spirit: When the fighter's Groove reaches Level 3, her attacks become more powerful. Add 2 to all damage rolls for as long as the Groove remains at Level 3.

Sixth Sense: +2 to Sense Motive during Staredowns.

The Showman

The Showman influences the heart and mind of people through their actions. They usually stand out in combat because of their flashy moves or because of their ability to baffle their opponent. Glory and an audience are what a Showman craves, but that doesn't mean that they can't fight without one. Showmen can be circus performers, professional athletes, actors, or any other person for whom attention and acclaim are more important than any other goal. Their focus is on Charisma.

Example: Ken

Starting Bonus: +2 Charisma

Hit Die: d8

Base Attack Bonus: Good

Fortitude Save: Average

Reflex Save: Average

Willpower Save: Average

Defense: Average

Special (Choose One):

Flashy Finish: On the use of any Fierce Special Attack, the fighter may add an Elemental effect to it, granting an additional d4 + Wis bonus damage.

Deceptive Stance: +3 to Bluff during Staredowns.

EXAMPLE

Now that Julia has her fighter's attribute stats defined, she looks through her list of options for her fighter's Archetype and decides that The Showman best fits the concept she has in mind. As her character starts to take shape, it now looks like this:

STR: 12 (+1)

DEX: 15 (+2)

CON: 13 (+1)

INT: 12 (+1)

WIS: 12 (+1)

CHA: 18 (+4)

Hit Points: 9 (Maximum HD Value [d8], +1 from Constitution bonus)

Base Attack Bonus: +0

Fortitude Save: +2 (+1 from Constitution bonus, +1 for the Showman's Average Fortitude Save progression)

Reflex Save: +3 (+2 from Dexterity bonus, +1 for the Showman's Average Reflex Save progression)

Willpower Save: +2 (+1 from Wisdom bonus, +1 for the Showman's Average Willpower Save progression)

Defense: +3 (+2 from Dexterity bonus, +1 for the Showman's Average Defense progression)

Bosco decides that with his fighter's concept as the tough-as-nails character, he is going to be the Tank. Looking at the Tank's bonuses and stat progression chart, this is how his character looks:

STR: 15 (+2)

DEX: 13 (+1)

CON: 18 (+4)

INT: 12 (+1)

WIS: 14 (+2)

CHA: 8 (-1)

Hit Points: 16 (Maximum HD Value [d12], +4 from Constitution bonus)

Base Attack Bonus: +0

Fortitude Save: +6 (+4 from Constitution bonus, +2 for the Tank's Good Fortitude Save progression)

Reflex Save: +1 (+1 from Dexterity bonus, +0 for the Tank's Poor Reflex Save progression)

Willpower Save: +2 (+2 from Wisdom bonus, +0 for the Tank's Poor Willpower Save progression)

Defense: +3 (+1 from Dexterity bonus, +2 for the Tank's Good Defense progression)

Choosing Your Occupation

Now that you have chosen your fighter's Archetype, it's time to pick an Occupation. An Occupation represents your fighter's background and helps to answer the question of how you learned to fight. Were you a member of an elite Special Forces team? Are you a punk who enjoys picking fights on the street? Or are you a researcher trying to rediscover the ancient combat secrets of Atlantis? There are some special sections listed under each Occupation. Refer to the definitions below for an explanation of these sections.

Adventures: This section gives a brief explanation of why each of these Occupations might become involved in a life of adventure. It is taken for granted that your characters will not want to live an ordinary life. Instead this section seeks to explore why your life will be anything but normal.

Background: This section explores how you come to get involved in each Occupation and what might be your motivation for staying. A background gives a character depth and helps to explain why you have chosen to become a fighter.

Occupational Skills: This section of each Occupation provides a list of Occupational Skills and their key abilities. It also gives the number of Skill Points a fighter earns at the first Belt Rank and at each additional Belt Rank. A fighter's Intelligence modifier is applied to determine the total Skill Points gained for each Belt Rank, though the fighter will always gain at least 1 Skill Point per Belt Rank.

A first-level fighter starting in an Occupation begins with a number of Skill Points equal to the listed value plus the Intelligence modifier, multiplied by 4. This represents the total accumulation of skills learned up to this point in the fighter's life.

The maximum number of ranks a fighter can have in an Occupational Skill is the fighter's Belt Rank level +3. A character can also buy skills from other Occupations' skill lists. The fighter must spend two Skill Points in these Cross-Occupational Skills, and a character can only buy up to half their level plus one rank.

Weapon and Armor Proficiencies: These are the weapon and armor proficiencies that an Occupation gains automatically at first level.

Starting Gear and Available Funds: This is a basic listing of what the character is able to start with in his career based on item categories (See page XX for more on Items and Item Categories). Anything that is left unspent can go into Available Funds for spending in the future.

Salary: Assuming the fighter's financial status remains unchanged, and they remain in good standing within their Occupation, this is a listing of item categories detailing what she will be able to obtain each week throughout her career. These renewable resources are not stackable (i.e., if you miss one week, those item limits can not be added onto the next

week). One-half of anything left unspent out of renewable resources can go into Available Funds (Item categories that have no spending limit do not count towards this).

Starting Abilities: These are the feats that your fighter may choose from when starting in this Occupation. You may pick only one of the abilities listed in this section. She may choose a second ability after remaining in this Occupation for 10 Belt Ranks. These abilities do not stack unless otherwise noted.

If this is not your first Occupation (i.e., the character is multi-classed), then you must stay in this Occupation for ten consecutive Belt Ranks before you may take a corresponding starting ability.

Occupational Feats: Every Occupation offers a selection of Occupational Feats to choose from. These are feats that a fighter gains the opportunity to learn a specialty upon achieving each new Belt Rank. Many Occupational Feats are considered to be extraordinary abilities. Some abilities have prerequisites that must be met before a fighter can select them. Proper planning could allow a character to advance quite far into an Occupational Specialty tree early on. Consider your concept carefully!

A General feat can always be taken in place of an Occupational Specialty. Unless otherwise specified, all Occupational Feats can only be taken once.

Fighters can choose feats from other Occupations, but never more than two from any one Occupation in the course of a character's life – if you find yourself desiring more, you should consider a change in careers! For example, a student could take Military Occupational Feats by joining the ROTC, attending Boot Camp (not always voluntarily), or joining the Boy Scouts/Girl Scouts.

Unemployment

A character that loses his job, for whatever reason, loses all the benefits that come with the job. A character that gains any Belt Ranks while unemployed loses any access to Occupational Feats for that level (though they may still take any General feat in lieu of an Occupational specialty). Skills may be purchased as if they were all Cross-Occupational Skills (2 Skill Points per Rank), with the exception of any skill that was earned through a previous feat. The character's Salary during periods of unemployment is enough to earn 5 Bargain level item slots per week.

This packet only contains information on one available occupation: the Athlete. More occupations will be available in the full version of the book!

Occupation Listings

Athlete

For the dedicated athlete, life is competition. They are focused on personal perfection – body and mind unified towards the ultimate goal of victory. Sometimes flashy and flamboyant, sometimes quiet and introspective, athletes all strive to be winners. To be winners, they must prove themselves against other athletes. The true athlete is always ready to take on all comers. The true athlete knows that life itself is a grand tournament, one that they will master.

Adventures: Because of their pursuit of prowess and victory, athletes are natural-born adventurers. Eager to prove themselves or to unearth the ultimate technique, athletes are always on a quest for perfection. Exactly what perfection means varies from athlete to athlete. Whether defined by conspicuous wealth, public fame, or personal triumph, athletes must decide what they hope to win.

Background: Every athlete needs a motivation. Why is the athlete so driven to win? Are they trying to prove that they are the greatest? Are they seeking revenge against a hated rival who humiliated them as a child? Or are they merely seeking to be the richest street fighter of them all? Once you understand your character's drive, you will understand where they are coming from and what they are fighting for.

Occupation Skills: The athlete's Occupation Skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha or Str), Jump (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Perform (Cha), Pilot (Dex), Profession (Wis), Read/Write Language, Repair (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), and Tumble (Dex).

Skill Points at 1st Belt Rank: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Belt Rank: $8 + \text{Int modifier}$.

Weapon and Armor Proficiency: An athlete starts with Simple Weapon Proficiency and Armor Proficiency (Light)

Starting Gear and Available Funds: The Athlete can begin with up to 10 items in the Bargain and Standard categories each, up to 5 items under Premium, up to 2 items in the Expensive category, and 1 item under the Classy category.

Salary: Assuming the Athlete's financial status doesn't change, he has enough funds to buy any number of items in the Bargain category at any time. The Athlete is also able to purchase up to 10 items of the Standard category per week.

Starting Abilities:

Sponsorship
Rousing Cheer
The Zone

Starting Ability Descriptions:

Sponsorship

Thanks to either minor corporate backing or purses taken from tournaments, the athlete has more cash and credit than the average character. The Athlete is able to purchase any Bargain or Standard category item anytime without restriction, and up to 5 Premium items a week. They also receive a one-time bonus of 3 times the Charisma bonus for items in the Expensive range.

Rousing Cheer

You are an athlete that performs best when basking in the adulation of your fans. When performing in the presence of an audience, if the athlete scores a critical threat on an attack or rolls a natural 20 on any other roll, he can attempt to stimulate the crowd. He rolls a straight Charisma test against a DC 15, and if successful, the crowd goes wild. With the crowd's support, on the athlete's next round, the athlete gains a +1 morale bonus to all actions. For every five Belt Ranks that a fighter remains as an athlete, he gains an additional +1 to this effect. For example, a starting character with the Rousing Cheer ability gains an additional bonus at 5th Kyu, 1st Dan, and 6th Dan. An audience constitutes any number of fans and supporters of the athlete cheering him on.

The Zone

The Zone is the state of an extraordinarily focused mind, body, and spirit. During any stressful situation (i.e., combat) the athlete may spend an All-Out Action to concentrate. Make a Concentration check against a DC 20. If successful, the Athlete gains a +4 to STR **or** DEX for 3 rounds. These effects can be stacked.

Special: The Zone cannot be used in non-stressful situations.

Occupational Specialty Tree:

- Archaic Weapons Proficiency
- Armor Proficiency
- Assist
 - Double Play
 - Triple Play
 - Teammate I
 - Teammate II
- Catch
 - Golden Glove
 - Intercept
 - Save!
- Combat Reflexes
- Cult of Personality
 - Grudging Respect
 - Contract
- Dodge
 - Agile Riposte
 - Improved Feint
 - Fake-out
 - Mobility
 - Spring Attack
- Endurance
- Equipment Use
 - Equipment Super
 - Slapshot
 - Batter Up
- Game Plan
 - Coach
 - Hat Trick
 - Beating The Buzzer
 - Desperation Move
- Heroic Surge
 - Adrenaline Rush
 - Pain Resistance
- Icon
- Increased Speed I
 - Increased Speed II
- Personal Firearms Proficiency
- Power Attack
 - Improved Bull Rush
 - Tackle
- Surface Vehicle Operation
 - Surface Vehicle Expertise
- Track Star
- Vehicle Expert
 - Defensive Driving
 - Vehicle Dodge
- Weapon Finesse
- Weapon Focus
 - Greater Weapon Focus

SHOWDOWN COMBAT

Welcome to the meat and muscle of the Capcom® World Tournament, the combat section. Here, we present with you a whole new dimension to tabletop combat: Showdown Combat. In the first half of this chapter, we will be detailing the basics of Showdown Combat, and giving players enough information to conduct fast and furious battles without being weighed down by hefty rules. In the latter half, we will be going further in depth into the intricacies of combat, detailing all of the special rules and circumstances that can be added to enhance the Showdown Combat experience.

Combat in the real world occurs in a matter of seconds, perhaps minutes. Even prolonged engagements can be broken down into several smaller segments, where combatants might pause to catch their breath or wait for reinforcements to arrive, while occasionally getting into a skirmish with the enemy. Tabletop combat attempts to emulate this experience by breaking it down into specific segments, called **rounds**. Each round in CWT's Showdown Combat covers a 6-second period of time. In this time, characters can move, perform an action, or expend all of their effort into a single attempt at overcoming their challenge.

Like so many other aspects of the game, combat is an abstraction of the real thing. Lower-level characters may only get one attack action per round, but this does not mean that every six seconds, they throw a single punch or kick. A round of combat could consist of the combatants circling one another, testing their opponent with feints and jabs, a short exchange of swings and dodges, and even some trash-talking. Not everything that is done during this time has an impact on the overall battle, so the effort is abstracted into that single die roll (or more die rolls for higher level characters, representing their improved combat abilities). It should be emphasized to Referees and players alike, when describing actions during these sequences, to keep this in mind.

Sequence of Combat

Showdown Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle.

1. Surprise Round, if applicable.
2. Initiative
3. Staredown
4. Combatants act in order from highest initiative to lowest initiative.
5. Repeat step 4 and 5 as necessary.

Surprise Round:

In a regulated event, such as a tournament or contest, the Surprise Round does not take place, as all combatants are aware of one another's intent. Common surprise situations include an ambush, or a sudden attack during an otherwise peaceful setting.

The surprise round occurs if anyone who is to be involved in the combat is not aware of the conflict that is about to take place. People who are surprised can roll initiative to determine their turn order, but do not get to act during the Surprise round. Surprised characters are at a psychological disadvantage from the start, and automatically get a roll of 0 (zero) on their first Staredown test, are considered flat-footed until they are able to react in the next round. Everyone who is not surprised conduct this first round of combat as normal.

Initiative

Every round, each combatant gets to do something. The combatants' initiative check, from highest to lowest, determine the order in which they act, from first to last.

At the start of the combat, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. In addition, any penalties or bonuses from a combatant's planned actions for the round are applied. The Ref notes what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable), or roll a die.

Initiative remains constant throughout the combat. It can only be changed if a character chooses to adjust their tempo, such as holding their action.

Staredown

The Staredown is, simply put, the psychological part of combat. The fighter who is the winner of the Initiative starts off by declaring who her opponent will be, and the Staredown begins. As the winner of the initiative, the Fighter gets to decide whether she wants to be the Aggressor or the Defender in Staredown. During this time when the combatants try to "read" one another, the Aggressor actively tries to break down the opponent's defenses, and the Defender attempts to call the bluff and discover a weakness in the opponent's offense.

The Aggressor rolls her Bluff check versus the Defender's Sense Motive. This opposed roll is to determine who gains the psychological advantage in combat. Should the Aggressor succeed, she gains a +1 bonus to all of her attack rolls (To Hit) for every three points she beats the Sense Motive roll by. The Defender gets a +1 bonus to Defense for every three points she beats the Bluff roll by.

Combat Stances

As each round of combat begins, all combatants decide on their Attack Stance and Defense Stance. Special moves require that the fighter be in a certain Attack Stance in order to perform that move. Other Stances and moves can grant bonuses against or avoid other Stances altogether. There is a little bit of strategy involved in deciding which Stance to be in.

The Attack Stance is the position from which your offensive techniques will be launched. An Attack Stance can be: Jumping, Standing, Crouching, or Full Attack.

Jumping (High) Attack: Unless the fighter has the Air Block feat, characters in a Jumping Attack Stance suffer a -4 penalty to Defense, regardless of whatever Defense Stance they are taking. However, they also have a +4 To Hit against characters in a Crouching Defense Stance.

Standing (Middle) Attack: This stance provides a balanced offense that is the basic stance for most Special and normal moves. The Standing Attack Stance is the bane of characters in a Jumping Defense, as they can knock them out of the air with a Knockdown (see Knockdown on p XX.).

Crouching (Low) Attack: This attack stance is where attacks against an opponent's legs are launched. A Fierce Crouching attack forces a Knockdown test, but this Stance will suffer a -4 To Hit against characters in a Jumping Defense Stance.

Full Attack: A character initiating a Full Attack Stance cannot also declare a Defense Stance. The Full Attack grants the fighter a +2 To Hit and +2 to Damage.

The Defense Stance is the angle of attack that your fighter will be defending against: Jumping, Standing, Crouching, or Full Defense.

Jumping Defense: Characters in a Jumping Defense Stance force opponents in a Crouching Attack Stance to incur a -4 penalty To Hit, as stated above, but risk being knocked down against an opponent in a Standing Attack Stance.

Standing Defense: This stance provides a balanced defense all around to block both Standing and Jumping Attacks, but makes the fighter vulnerable to Crouching Attack knockdowns where the fighter suffers a -4 penalty to the Balance check to avoid knockdown.

Crouching Defense: This Defense stance is vulnerable to Jumping attacks, but negates any need for a Knockdown check. Any Knockback effect is halved, rounded to the nearest 5 foot segment.

Full Defense: Also known as "Turtling," the character cannot declare an Attack Stance while in a Full Defense Stance, but gains a +4 to Defense and negates the need for Knockdown tests.

The Defense Stance determines whether or not you are able to Block your opponent's attack. By successfully matching your Defense Stance with the opponent's Attack Stance, you are able to block the attack and only take half damage from the brunt of his attack, while the rest of the attack is absorbed by your Block Gauge (See below).

The Block Gauge

Your character has a block gauge equal to their level plus their Con bonus. Every successful block in succession after the first lowers this gauge by one. When this gauge reaches zero, your character will block the last attack, then they will be stunned for one full round. Once you have recovered from this 'guard break', your block gauge is reset to half its original value. If it is emptied again, it is not reset and your character may no longer block for the course of this combat.

On any round where you do not block an attack AND you are not hit, your Block Gauge regenerates 3 points (up to its maximum). In addition, in the round that you attempt a Super Move, you can not block, however, your Block Gauge cannot regenerate in a round that you perform a Super Move.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character writing down their planned actions for the round (Whether or not they intend to move more than 5', their attack action, and their block stance). After the planned actions are recorded, Initiative is rolled, and the character with the highest initiative result resolves their actions. Actions then proceed, in initiative order, from there. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Attack Actions

Unarmed Attacks

Unarmed Strike Damage: In Showdown Combat, characters making an unarmed strike must declare their round's attack(s) as Light, Strong, or Fierce. Light attacks deal 1d6-2 points of damage (plus the character's Strength modifier,

as normal, with a minimum damage of 1) but have a +2 To Hit. Strong attacks deal 1d6 points (plus the character's Strength modifier, as normal) of damage, with no modifier to initiative. Fierce attacks deal 1d6+2 points (plus the character's Strength modifier, as normal) of damage, but suffer a -2 To Hit.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit. If the character is not proficient in the weapon he or she is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

Please note that the attack roll does not represent a single punch or stab in a melee exchange. It represents a flurry of attacks, ripostes, counters, dodges, minor feints and thrusts all combined into one simplified roll.

Special Moves and Super Moves

Special Move: A character can utilize their special moves in an attempt to significantly damage their opponent. This is considered an attack action. A character using a special move must make a Concentration check (DC 5 + amount of damage taken from the most damaging attack that struck the character since his last action). If the check is successful, then the special move goes off as desired. If the check is not successful, the special move does not go off and the character is considered Flat-Footed until the start of their next action. Also, if the special move goes off, but the attack associated with the special move misses, the character is considered Flat-Footed until the start of their next action. Regardless of the number of attacks a character is able to perform in a full attack, they may only do one Special Move.

Super Move: A character can utilize their super moves to greatly damage their opponent. A Super Move is an all out action, like a full attack. A character using a super move must spend Groove in the following fashion: Light Super - 1 bar, Strong Super - 2 bars, Fierce Super - 3 bars. The character must also make a Concentration check (DC 5 + amount of damage taken from the most damaging attack that struck the character since his last action). If the check is successful, then the super move goes off as desired. If the check fails, the groove bar is still spent, the super move fails to go off, and the character is considered Flat-Footed until the start of their next action. Also, if the super move goes off, but the associated attack roll misses, the character is considered Flat-Footed until the start of their next action.

Groove Meter:

Every character has a Groove Meter that keeps track of their Groove. Groove is used to make Super Moves and Team Attacks. A character starts a Showdown Combat with 1 level of Groove. Each Groove level is 20 groove points. The Groove Meter's maximum is 3 levels (60 points). Groove points are earned through blocking and attacking. Successfully attacking your opponent (hitting your opponent without being blocked) grants you 1 groove point for every 3 points of damage dealt. Successfully blocking your opponent grants you 1 groove point for every point of damage you took due to the block.

Combat Styles

Martial arts are the defining point for the Street Fighter. It's what makes them who they are, and what differentiates them from other Street Fighters that they face. Every martial arts style teaches different techniques, moves, and philosophies. These differences are outlined below in the following section.

Choosing Martial Arts styles

First Belt Rank characters choose one Martial Arts style that they will be studying. New styles can be selected every five levels thereafter (i.e. 5th, 10th, 15th Belt Ranks), however doing so means that the character forgoes on any additional training in their old style and misses out on any benefits that the style may grant at more advanced levels.

Each martial arts style is presented with a brief history, a summary on its philosophies and teachings, and finally a short description of the basic combat techniques that the form emphasizes.

Prerequisites

Martial arts are often physically or even mentally demanding, and require a certain level of physical prowess, strength, willpower, and/or endurance to master. These prerequisites must be met in order for the character to take this style.

Special Move Max

The Special Moves (See Chapter 8 starting on page XX for more information on Special Moves) that a character can take are limited by their style. Each style emphasizes different areas in training, so some techniques may be more limited than others. These are divided into the following:

Speed: Focuses on techniques that incorporate movement to help practitioners cover distances quicker.

Power: Focuses on overcoming the opponent through the force of the attack.

Defend: Focuses on reacting to or protecting oneself from the opponent's attacks.

Soul: Focuses on training and channeling one's fighting spirit into a palpable force.

Each of these ability categories lists a limit on the number of techniques that can be learned, depending on the style. The numbers that are listed here are the maximum number of each type of Special Move that a character can learn. These types are defined by a Special Move's Template (see p XX for more information on Special Move Templates).

When a character changes their martial arts style, they do not forget any special moves that they have already learned, however their new style defines their new special move limits. If they know more of a specific type of special move than their new style allows, then they do not gain the bonuses associated with the new style, and the highest Special Move maximum of the new style is reduced by one.

Bonuses:

Every martial arts style provides special bonuses to skills, saving throws, or combat abilities as a fighter's experience increases. Any skill bonuses that are granted become class skills for the fighter, if they are not class skills already.

This demo document will only list one of the over 20 different martial arts styles that will be detailed in book 1, Capcom® World Tournament.

Aikido

History: Aikido as it is known today is a relatively new martial art, honed and developed by Morihei Ueshiba who began teaching it in the early 1920s. Aikido owes its origin to several different combat forms, but most notably from aikijutsu, a form of unarmed martial art used as a supplement to a samurai's repertoire of armed techniques, which may have originated as early as the mid-9th century. Aikido (also known as *aikibudo*, *aikibujutsu*, and *aikinomichi* in its earlier incarnations) has gained worldwide popularity since Ueshiba's time. With so many different dojo being formed, one may find that there are some slight variations to Master Ueshiba's original teachings from school to school. Philosophy: Aikido comes from the words *ai*, which can be translated as "Harmony, love," *ki* for "spirit," and *do*, which means, "The way of." Loosely translated, this can mean The Way of Spiritual Harmony or The Way of the Harmonizing Spirit. Either way, the *aiki* part of the style's name emphasizes the technique's focus on being in harmony with an opponent's attack, rather than attempting to resist it. The philosophies taught by each individual school may have diverged from the original tenets that were based strongly off of the omotokyo religion, but the soul of aikido remains unchanged: to aim for a peaceful resolution to conflict.

Technique: Aikido is more of a reactive than a proactive martial art. The *aikidoka* responds to an attacker's movements, and in countering the attack, either moves with the force of the attack until it dissipates, or redirects the force of the attack by applying joint locking techniques and throws. Some of the more advanced joint locks cause no pain at all, but utilize a gentle application of pressure against a joint to

achieve a takedown, while effectively immobilizing the attacker. Traditional schools do not teach striking techniques; no kicks are done, and any hand strikes that do get used are more for distraction than destruction. Early training includes great emphasis on perfecting breakfalls and tumbling to protect the student from injury when practicing takedown techniques.

Prerequisites: WIS 13

Special Move Max: Power 1
Speed 3
Defend 5
Soul 4

Bonus:

Novice Level: +2 Tumble
+1 Knockdown

Special Moves

The mainstay of the modern fighting video game, CAPCOM® pioneered the use of combining unusual joystick motions with patterns of button presses to create special moves. These techniques became a new element to the one-on-one fighting game that could easily influence the outcome of a match. CAPCOM® World Tournament recreates the special move by combining basic combat techniques with special move templates. Templates can be also added on top of one another to create even more powerful special moves.

Each Style Feat that your character receives can be spent on creating one special move, by combining a special move Base and a special move Template (See below).

Special Moves have very specific uses in combat. They count as a Standard Attack action. A free five-foot move is permitted before *or* after a Special Move is performed. Also, bonuses to Damage granted through one of the Fighter's attributes (Strength, Dexterity, Wisdom, etc) are only counted once for the entirety of the Super Move attack.

A Concentration Check must be successfully made before a Special Move can be performed. The DC of this check is 5 + the amount of the most damaging attack since the character's last action. Note that if the character is hit any number of times, it is only the highest damage roll that sets the DC, and not the total of all the attacks. If the character has not taken any damage since his last action, he does not need to make a Concentration check. If the Concentration check fails, the Special Move fails, and the fighter's action is over.

Each Special Move can only be used from one specific Attack Stance (Crouching, Standing, Jumping). The stance from which the Special Move can be performed is defined upon its creation and can never be changed (though certain Feats and Abilities will allow the Fighter to add an additional, available Stance to the technique).

Unless otherwise noted, each Special Move can employ a Light, Strong, and Fierce attack. Like standard attacks, a Light Attack is +2 To Hit, -2 Damage, Strong has no penalties, and Fierce is -2 To Hit, +2 Damage. Only one Special Move may be performed each round, unless the Fighter has a feat that permits multiple Special Moves per round.

Sample Base:

Projectile

Projectiles are any type of long-ranged attack used in combat.

Prerequisites: Equipment Use and possession of the appropriate item(s) or any other Firearm proficiency feat and possession of the appropriate item(s) or any Ranged Weapon proficiency feat and possession of the appropriate item(s) or any Thrown Weapon proficiency feat and possession of the appropriate item(s) or Elemental Template or Ki Template.

Restrictions: Guns and many other weapons are banned from use in sanctioned Tournaments.

Effects: Attack strength determines effective, maximum range of the projectile attack (Light: 15 feet, Strong: 30, Fierce: 45) To Hit is rolled as normal. Equipment and ranged weapons have their own damage dice; otherwise damage is dealt as normal. Note: Guns and other weapons do have longer listed ranges, but when combat is fast and furious against other skilled combatants, effective ranges are reduced to what is shown. A weapon's full range can be employed if combat has not been initiated [outside of combat], or if it used in a surprise round.

Sample Template:

Elemental

Category: Soul

Prerequisites: None

Restrictions: None

Effects: An elemental effect is added to the fighter's attack, adding 1d8 elemental damage that can be reduced by damage resistance. An elemental type must be chosen from the following: Water, Wind, Fire, Earth, Electricity, Steam, Ice, Sonic, Force, and Acid.

Super Moves

A Super Move is the ultimate demonstration of mastery of a character's Special Move. Super Moves can be utilized to greatly damage an opponent at critical times in combat. Such moves are extremely powerful; therefore their use in a battle is limited by the amount of Groove that a character possesses (See Groove Meter and Groove Levels, p XX). A character must have at least one Groove Level in order to perform a Super Move.

Super Moves are always Strong attacks (for To Hit and Damage purposes) and count as a Standard Attack action. The Groove Level that is spent to perform the super move determines the extent of the Template effect as outlined in the lists below: 1 Groove Level for the first listed effect, 2 Groove Levels for the second listed effect, and 3 Groove levels for the last listed effect.

A Concentration Check must be successfully made before a Super Move can be performed. The DC of this check is 5 + the amount of the most damaging attack since the character's last action. Note that if the character is hit any number of times, it is only the highest damage roll that sets the DC, and not the total of all the attacks. If the character has not taken any damage since his last action, he does not need to make a Concentration check. If the Concentration check fails, the Super Move fails and the spent Groove Level(s) are lost.

The Fighter is open to an Attack of Opportunity at the start of a Super Move. If she is hit, the Super Move is cancelled and the Groove is lost.

Damage that is caused by a Super Move does **not** earn the Fighter any Groove Points, though the opponent still gains Groove Points and loses notches on the Block Gauge (see Block Gauge, p XX) as normal. Also, bonuses to Damage granted through one of the Fighter's attributes (Strength, Dexterity, Wisdom, etc) is only counted once for the entirety of the Super Move attack.

Sample Super Move Template:

Additional Damage:

1 Groove Level: The damage dealt by the Special Move is multiplied by 2.

2 Groove Levels: The damage dealt by the Special Move is multiplied by 3.

3 Groove Levels: The damage dealt by the Special Move is multiplied by 4.

How to Use the Character Sheet

On the following two pages are slightly modified versions of the character sheet that was designed for our playtesting sessions at various conventions. This is not the final version of the character sheet. Rather, it is just something that was cobbled together to demonstrate how the Showdown combat system works.

We suggest the use of paperclips to keep track of the different meters and stances that are printed at the edges of the character sheet. At the start of every round, when stances are declared, playeres can slide the edge of the character sheet off the side of the table to hide their intended stance. For more advanced play, clips can be used to declare the types of moves that will be used as well.

1	BLOCK GAUGE	Name:	Ryu			Level 1	Level 2	Level 3	GROOVE POINTS	1		
2		Archetype:	Natural			GROOVE METER				2		
3		Occupation:	Brawler							3		
4		Fighting Style:	Ansatsuken			Defense:	17			4		
5		Rank:	6			Touch:	12			5		
6		Attributes:	STR 17	INT 10	WIS 16	CHA 11	Saving Throws:			6		
7							Fort	+5		7		
8							Ref	+5		8		
9		CON 14	Will +7			Flat-footed:	15			9		
10		Base Attack Bonus: +4/+1					Full Defense:	21			10	
11		Initiative Bonus: +2					STAREDOWN!			Results:		11
12		Combat Oriented Skills:					Initiative				12	
13		<u>Balance:</u>	+2	<u>Jump</u>	+7		Bluff			To Hit	13	
14		<u>Bluff:</u>	+9	<u>Knowledge (Tactics):</u>	--		Sense Motive			Def	14	
15		<u>Concentrate:</u>	+11	<u>Sense Motive</u>	+12/+14						15	
16		<u>Intimidate:</u>	+3	<u>Tumble:</u>	+2						16	
17		<u>Knowledge (Style - Ansatsuken</u>):			+6					17	
18		<u>Knowledge (Style -</u>):								18	
19		<u>Other (</u>):								19	
20		<u>Other (</u>):								20	

SPECIAL ABILITIES:

Special Moves:

Hadouken (Standing) - Ki Projectile
 Range: 15/30/45 ranged
 Damage: d4/d6/d8 + Wisdom mod
 Non-elemental and bypasses damage resistance.

Shoryuken (Standing) - Rising Strike
 Range: 5/10/15 vertical movement
 Damage: Increased damage die
 Knockdown

Tatsumakisenpu Kyaku (Standing) - Spinning Array
 Range: 5/10/15 horizontal movement
 Damage: Lower attack die, 2/3/4 attacks.
 Stacking -3 To Hit penalty after first attack. Strikes at everyone, friend and foe alike, within 5 ft radius. Dodges all projectile attacks that round (negates any damage).

Special Abilities:

+2 Wisdom (Natural bonus)
 +2 Sense Motive During Staredowns (Sixth Sense [Natural Bonus])
 +1 Will Saves (Ansatsuken bonus)
 Simple Weapons Proficiency (Brawler Bonus)

Occupational Feats:

Combat Reflexes (Additional attacks of opportunity up to number of attacks per round).
 Power Attack (Up to -5 To Hit for up to +5 Damage in normal attack)
 Heroic Surge (Once per day, gain an additional attack action before or after regular actions)

General Feats:

Rapid Jab (When using all Light normal attacks, can have an additional Light attack at lowest To Hit bonus).
 Focused Attack (Can combine all normal attack actions into a single To Hit at highest bonus, and combine all bonuses)
 Air Block (No penalties when in Jumping Attack stance)
 Alpha Counter (1 Groove to block and counter opponent's move as reflexive action).

Super Moves:

Shinkuu Hadouken (Standing) - Additional Damage Ki Projectile
 1 Groove: x2 Damage
 2 Groove: x3 Damage
 3 Groove: x4 Damage
 Does not bypass damage resistance.

Shinkuu Tatsumakisenpu Kyaku (Standing) - Additional attacks (continuous) Spinning Array + Vacuum effect
 1 Groove: +2 attacks
 2 Groove: +4 attacks
 3 Groove: +6 attacks

-5 continuous penalty To Hit. No horizontal movement. Roll 3 consecutively successful To Hit rolls to draw one opponent within 5 ft outside attack range into attack range.

ATTACK STANCE

LOW (CROUCHING)	MIDDLE (STANDING)	HIGH (JUMPING)	FULL ATTACK
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DEFENSE STANCE

FULL DEFENSE	LOW (CROUCHING)	MIDDLE (STANDING)	HIGH (JUMPING)
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1	BLOCK GAUGE	Name:	Sagat			Level 1	Level 2	Level 3	GROOVE POINTS	1																										
2		Archetype:	Powerhouse			GROOVE METER				2																										
3		Occupation:	Brawler							3																										
4		Fighting Style:	Muay Thai			Defense:	16			4																										
5		Rank:	8			Touch:	12			5																										
6		Attributes:	Saving Throws:	STR	22	INT	13	Fort		+9		6																								
7				DEX	14	WIS	10	Ref		+5		7																								
8				CON	17	CHA	8	Will		+4		8																								
9				Base Attack Bonus: +6/+3			STAREDOWN!			Results:																										
10		Initiative Bonus: +3			Initiative			To Hit																												
11		Combat Oriented Skills:			Bluff			Def																												
12					Balance: +2			Jump +7			Hit Points																									
13		Bluff: +11/+14			Knowledge (Tactics): --			76																												
14		Concentrate: +14			Sense Motive +12			<table border="1"> <thead> <tr> <th>Attack Type</th> <th>Melee Attack</th> <th>Ranged Attack</th> <th>Grapple Attack</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Light</td> <td>+14/+11</td> <td>+10/+7</td> <td>+14/+11</td> <td>+4</td> </tr> <tr> <td>Strong</td> <td>+12/+9</td> <td>+8/+5</td> <td>+12/+9</td> <td>+6</td> </tr> <tr> <td>Fierce</td> <td>+10/+7</td> <td>+6/+3</td> <td>+10/+7</td> <td>+8</td> </tr> <tr> <td>Full Att.</td> <td>+2</td> <td>+2</td> <td>+2</td> <td>+2</td> </tr> </tbody> </table>			Attack Type	Melee Attack	Ranged Attack	Grapple Attack	Damage	Light	+14/+11	+10/+7	+14/+11	+4	Strong	+12/+9	+8/+5	+12/+9	+6	Fierce	+10/+7	+6/+3	+10/+7	+8	Full Att.	+2	+2	+2	+2	
Attack Type		Melee Attack	Ranged Attack	Grapple Attack	Damage																															
Light		+14/+11	+10/+7	+14/+11	+4																															
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20	Other (): +7			Other (): +7			Other (): +7																													

SPECIAL ABILITIES:	
<p>Special Moves:</p> <p>Tiger Wave (Standing) - Ki Projectile Range: 15/30/45 Damage: d4/d6/d8 + Wisdom mod Non-elemental and bypasses damage resistance.</p> <p>Tiger Wave (Crouching) - Ki Projectile Range: 15/30/45 Damage: d4/d6/d8 + Wisdom mod Non-elemental and bypasses damage resistance.</p> <p>Tiger Uppercut (Standing) - Rising Strike Range: 5/10/15 vertical Damage: Increased damage die Knockdown</p> <p>Tiger Knee (Standing) - Leaping Strike Range: 5/10/15 upwards diagonal. Damage: Normal Knockback +5 ft, knockdown. Fighter flatfooted if attack misses.</p> <p>Special Abilities:</p> <p>+2 Strength (Powerhouse Bonus) +2 Strength, +2 Constitution, -2 Dexterity, +2 Intimidate, -2 Attack Rolls and Defense vs Medium Targets (Not Calculated in above tables) (As Big As They Come [Brawler bonus]) +1 Initiative (Muay Thai bonus) +1 Dex, +1 Con (Stat Raises) Simple Weapon Proficiency (Brawler bonus)</p>	<p>Occupational Feats:</p> <p>Elemental Resistance (Fire) Endurance War Face (+3 Bluff in Staredown) Conditioned Arms</p> <p>General Feats:</p> <p>Power Attack (Up to -5 To Hit for up to +5 damage in normal attack) Confident (+1 Bluff, +2 Intimidate) Air Block (No Def penalties when in Jumping attack stance) Alpha Counter (1 Groove Level as reflexive reaction against attack)</p> <p>Super Moves:</p> <p>Tiger Cannon (Standing) - Additional Attacks (Stacking) Ki Projectile 1 Groove: x3 attacks 2 Groove: x4 attacks 3 Groove: x5 attacks -1 stacking penalty after first attack, does not bypass damage resistance.</p> <p>Tiger Genocide (Standing) - Combo Leaping Strike, Rising Strike, Rising Strike. 1 Groove: Leaping Strike + Rising Strike 2 Groove: Leaping Strike + Rising Strike + 1 Strong Attack 3 Groove: Leaping Strike + Rising Strike + Rising Strike No increased knockback.</p>

ATTACK STANCE			
LOW (CROUCHING)	MIDDLE (STANDING)	HIGH (JUMPING)	FULL ATTACK

DEFENSE STANCE			
FULL DEFENSE	LOW (CROUCHING)	MIDDLE (STANDING)	HIGH (JUMPING)

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